

# Fey Bloodline for Sorcerers:

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At 1<sup>st</sup> level you gain an advantage on Insight and Perception checks once per day.

At 6<sup>th</sup> level you gain the ability to turn invisible once per day that lasts until you attack or cast a spell. At this point you will start to take on certain appearance characteristics of a fey such as hair, eyes, ear shape, and skin color. You will also be able to communicate freely with any fey creature (sprite, pixie, etc.). You gain an advantage on Perception and Insight checks for a total of two each per day.

At 14<sup>th</sup> level you gain the ability to turn invisible (at will) until you attack or cast a spell. Eyes, skin, and other appearance changes are no longer subtle but blatant. Your form closely resembles that of a fey. You start to sprout a small set of wings. Once per day you can do a total transformation and the wings become bigger allowing you to fly at a speed of 30 feet (6 squares) per round. Stealth checks are made at a disadvantage while flying. The flight lasts until you are exhausted. You will now be able to telepathically talk to any fey within eyesight at will. You gain an advantage on Perception and Insight checks for a total of three each per day.

At 18<sup>th</sup> level your wings are now full-sized and can fly at 40 feet (eight squares) per round. You can also become invisible while flying so stealth checks are no longer at a disadvantage. Your appearance is that of a large sprite including eyes, wings, hair, and coloration. You can sense any fey and/or magical being or creature within 250 ft. You gain an advantage on **all** Perception and Insight checks.