

THE BLOODSTAINED SORCERER

Your magic stems from your bloodline, and this sorcerer sheds their own blood to extend and increase the power of their magic. While the barbarian holds themselves to an oath in blood, the cleric sheds blood to build their power, the druid uses blood to gain divination power over others, and the warlock offers their blood to a patron as a gift, the sorcerer sheds their blood to tap into their magical power, as that is why magic flows through them.

Sorcerer hit die are pretty small, so of all of the blood subclasses we've designed this is both the subclass that needs them the most for healing, but also doesn't feel the loss that much, as they probably weren't going to restore as many hit points anyway. But if you need more magical power in a pinch, perhaps a bit of blood here and there is an acceptable loss.

LINEAGE SPELLS

Sorcerers gain the following lineage spells at the appropriate level. These are considered to be always prepared, and do not count against the number of spells known for the character.

Sorcerer Level Spells

1st	<i>Cursed Blood, Vampiric Fangs and Claws</i>
3rd	<i>Fabricate Life, Replenish</i>
5th	<i>Invigorating Blast, Tongues</i>
7th	<i>Blight, Inflict Disease</i>
9th	<i>Cloudkill, Wither</i>

EMPOWERED SPELLS

Starting at 1st level, you learn how to harness your energy into your magical attacks. When casting a spell of 1st level or higher, you may spend a hit die to add the total to the damage of the spell. If the spell hits multiple targets, you add this damage to all of the targets hit by the spell.

SLICE OF SORCERY

Starting at 6th level, you learn how to slice your arm, hand, leg, etc. to release some of your magical blood, giving you access to deeper stores of magical power. As a bonus action you may spend a hit die to regain 1d6 sorcery points, or 1d3 levels of spell slots (to a minimum of 1).

WELLSPRING OF MAGIC

Starting at 14th level, you learn to tap into your blood's innate magic to gain magical abilities that you otherwise could not harness. You may spend a hit die using the appropriate casting time specified by the spell to cast one of the following spells at its base level without expending a spell slot: *Bane*, *Freedom of Movement*, *Identify*, *Pass Without Trace*, *Remove Curse*, or *Tongues*.

COURSING MAGIC

Starting at 18th level, the magic coursing through your blood is far more potent and harder to resist. After casting a spell that requires any number of targets to perform a saving throw, you may spend a hit die to reduce the amount of all successful saves by 1d6. This may cause a successful save to fail. Whenever you spend a hit die in this way, you also regain expended sorcery points equal to the total on the hit die.