

Sorcerer

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Blackstorm bloodline

The ribbons and spheres of magical energy that exist in the Blackstorm are unseen by most, but not you. Sorcerers born with the ability to not only discern these energies but also harness their power to twist reality are exceedingly rare, and your abilities are often misunderstood by your fellow spellcasters. The Blackstorm holds many mysteries, but your innate understanding of the magical ribbons and spheres that stretch and drift within the tapestry of reality grant you the ability to perform magics that defy explanation. However, without needing to be told, you know that for every manipulation of great power, there are often unseen consequences.

Blackstorm Magic

You learn additional spells when you reach certain levels in this class, as shown on the Blackstorm Spells table. Each spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.

Sorcerer Level Spells

1st detect magic, sanctuary

3rd invisibility, magic weapon

5th blink, counterspell

7th banishment, black tentacles

9th creation, wall of force

Sphere Empowerment

Starting at 1st level, your ability to tap into the magical spheres that permeate the realms provides you with a chance to harness them to protect yourself, or to turn the tides on your foes. As a bonus action, you can pull a sphere from the aether and evoke one of the following two effects:

- Increase your Armor Class by 2 for 10 minutes. Beginning at level 2, you can expend 1 Sorcery Point to increase the bonus to your AC by 1 (maximum +3 total AC bonus).
- When you cast a 1st level or higher spell that does damage, you can empower it. Choose one of the targets damaged by your spell, that target takes an additional 1d4 force damage per level of the spell cast.

You can use this ability a number of times equal to your proficiency bonus, and you regain all

expended uses when you finish a long rest.

Blackstorm Field Attunement

Starting at 1st level, you are attuned to the cosmic forces around you. You gain proficiency in the Arcana skill if you don't already have it. Whenever you make an Intelligence check related to the Blackstorm, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply. Beginning at 2nd level, whenever you spend at least 1 Sorcery Point, you must roll on the Blackstorm Field Effects chart, below.

Ribbon Weaver

Starting at 6th level, you learn to reach out and take hold of the magical ribbons that flow and twist unseen through your immediate surroundings. By twisting, pulling, and even temporarily tying these ribbons, you may perform incredible feats of magic that strengthen or deplete the magical energy around you, your allies, or even your enemies. You can choose to use one of the following once per long rest.

Ribbon of Surety. The magic of the Blackstorm bolsters one ally's next attack. As a reaction, when an ally you can see within 60 feet hits a creature with an attack, you can spend 1 Sorcery Point to increase the damage. For every Sorcery Point you spend, the attack does an additional 1d6 force damage.

Ribbon of Lassitude. You manipulate the ribbons of the Blackstorm to drain the magical energy of a spell. When you take damage from a spell, as a reaction you reduce that damage by 1d6 per Sorcery Point spent.

Ribbon of Echoes. As a reaction when a creature you can see within 60 feet of you casts a spell that targets yourself or a single creature, you can spend 3 sorcery points to twist and contort the ribbons of the Blackstorm to echo the effects of one spell back onto its caster instead of the original target. Use the original caster's Spell Attack modifier or Spell Save DC for any attack or saving throws that need to be made. If the spell has an area of effect, the reflected spell's target is centered on the original caster.

Blackstorm Manipulator

Beginning at 14th level, when you cast a spell that deals damage you can choose to increase its potency, dealing maximum damage with that spell. Should the spell deal sequential damage, only the initial damage may be maxed. Once you use this ability, you can't use it again until you

complete a long rest, unless you spend 8 Sorcery Points. In addition, whenever you roll a natural 20 (without modifiers) on any spell for which you make a spell attack roll against an enemy target, you tap into the font of the Blackstorm and regain 1 spent Sorcery Point.

Blackstorm Traveler

At 18th level, you gain the ability to fuse your own magical energies with those of the ribbons around you to shorten the distances between spaces on the material plane to cross short and great distances. Once per short rest, you may teleport up to 120 feet away to an unoccupied space that you can see as a bonus action. In addition, you can bring your allies with you - at a cost. For each Sorcery point you spend, one ally you can see within 20 feet of you may move with you to an empty space within 20 feet of your destination. Bending the energies of the Blackstorm also allows you to travel great distances, even crossing from one realm to another, but not between the planes. As an Action, you may travel to any location you are familiar with on any realm. For every Sorcery Point spent, you can bring one ally with you. Once you use this feature you can't use it again until you complete a long rest. You use this ability to travel to locations known as Sanctuaries— pockets of space among the Blackstorm maintained by sorcerers as a space of safety and neutrality. You and your allies can stay in a Sanctuary as long as you choose. However, no combat is allowed within a Sanctuary; any violations will lead to permanent expulsion from that single Sanctuary location.

Blackstorm Field Effects

1 You and one random target within 60 feet of you are pulled toward each other as if falling. Each creature must make a Dexterity saving throw. On a failure, you are pulled towards the target. If both you and the target fail, you are pulled towards each other.

2 A sphere within your grasp radiates negative magic energy; one random magical effect within 30 feet of you is dispelled.

3 A small, temporary tear in reality appears 10 feet in front of you; anything 1-foot in diameter or smaller that is pushed into or held inside the hole is lost forever at the beginning of your next turn.

4 You and one other randomly chosen creature within 30 feet who is on solid ground immediately switch positions. This does not provoke an attack of opportunity.

5 For 1d4 minutes you are polymorphed into a Puggon. If you drop to 0 hit points while in this form,

you will revert back. See

the polymorph spell for details and restrictions of this form.

6 A sphere in your vicinity cracks open, and from it emerges an ethereal weapon that floats near you for 1 minute. Once per round, the weapon attacks any enemy that comes within 15 feet of you. The weapon attack uses your Melee Spell Attack modifier and does 1d8 + your spellcasting ability force damage on a hit. You do not control this weapon, it acts on its own, moving towards and attacking threats within range as it detects them. This effect's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

7 The Blackstorm charges you with potent energy. The next spell for which you roll a successful spell attack roll within the next minute deals its maximum damage.

8 A random, nonmagical item or weapon within 30 feet of you explodes into fragments and dust. Should the item be carried by another creature, the bearer of the item must make a DC13 Dexterity saving throw or take 1D8 piercing damage. This effect's damage and saving throw DC increase by 1d8 and +2 when you reach 5th level (2d8 and DC15), 11th level (3d8 and DC 17), and 17th level (4d8 and DC 19). The DM can choose at random by counting the number of eligible items and rolling a die to determine which item explodes.

9 Your manipulation of a sphere causes a ripple in time. If you aren't already first in Initiative order next round, you will be for that round. Afterward, your Initiative reverts.

10 Two ribbons have hidden ties to the one you selected; until the end of your next turn, all objects and creatures within 30 feet of you are weighed down. The movement speed of all creatures are halved and melee weapon attack rolls are at disadvantage within the area.

11 6 pips of starlight born from the inky darkness of the Blackstorm appear and swirl around you

for 1 minute. Any creature that looks at you while targeting you for an attack must make a DC13 Constitution saving throw or be blinded until the end of their next turn. Additionally, as a bonus action you can choose to fire one of the starlights at a target within 60 feet of you, using your spell attack modifier. On a hit, a starlight mote does 2d6 fire damage. This effect's damage and saving throw DC increase by 2d6 and +2 when you reach 5th level (4d6 and DC15), 11th level (6d6 and DC 17), and 17th level (8d6 and DC 19).

12 Your manipulation of reality has caused a freak weather anomaly; you and all creatures within 15 feet of you must make a DC 13 Dexterity save or take 1d8 lightning damage. This effect's damage increases by 1d8 and saving throw DC increases by 2 when you reach 5th level (2d8 and DC 15), 11th level (3d8 and DC 17), and 17th level (4d8 and DC 19).

13 A blackstorm elemental is summoned from the energies you have stirred; it appears in a random location within 60 feet of you. The elemental attacks the nearest target (including yourself) on Initiative 20. The elemental returns to its original plane of existence immediately after making this attack. The number of elementals that appear increases by 1 when you reach 5th level (2 elementals), again at 11th level (3 elementals), and 17th levels (4 elementals).

14 The forces of creation rejuvenate you and your allies. Up to 6 creatures you can see within 30 feet of you regain 2d8 + your Charisma modifier hit points.

15 You have pulled too hard on a ribbon and caused a twist; time stops for a 10-foot radius around you and resumes one hour later. Anyone entering the area of effect is also subject to the stoppage of time.

16 The rare sphere you selected was tied psychically to an ally; that ally gains 9 (2d8) temporary hit points and the two of you are able to communicate telepathically for 1 hour, regardless of distance.

17 The sphere you are working with radiates repulsive energy. Until the end of your next turn, any spell cast with you as the target will reflect back to the caster. Use your spell attack modifier or spell save DC for the reflected spell, if applicable, as per the spell type. This applies to beneficial magic as well.

18 A ribbon you are holding charges with cosmic energy and lashes out at the nearest enemy. The target must make a DC 13 Strength saving throw or have its movement reduced to 0 for 1 minute.

The creature can repeat this saving throw at the end of each of its turns. This effect's Saving throw DC increases by 2 when you reach 5th level (DC 15), 11th level (DC 17), and 17th level (DC 19).

19 You were unable to avoid wrapping a sphere with a ribbon and have caused a ripple in reality; you and every creature within 60 feet of you is granted an extra Action on their next turn.

20 Roll twice on this table. Both effects rolled occur as written.

Blood of the Forebears

A woman with radiant beauty stands tall, a woman of strength and grace, her vibrant garments a reflection of her powerful spirit. With a fierce determination, she summons a blade of such ethereal beauty, it could rival the stars that adorn the heavens. Her blood sings with the echoes of her ancestors, lending her their strength and wisdom as she calls upon their ancient powers.

Whispers on the wind speak of legends from times long forgotten, of heroics and valor passed down through the generations. As she calls forth her might, darkness trembles at the sight of her, for she is a force to be reckoned with.

For her, power is not just a matter of brute force, but a legacy inherited from those who came before.

The blood of her ancestors runs through her veins, and with every breath she takes, she honors their memory. The tribes of the steppes believe that the spirits of their forebears guide and protect them, and for her, this is more than just a myth. It is a truth that is manifest in all she does.

Level 1: Power of the Forebears: You were born with the power that resides in your blood, and it has been invoked. Work with your GM to determine the properties of your ancestor. A number of times equal to your proficiency bonus, you can summon your inner power, and your ancestor speaks to you in your mind and aids you for 1 minute. During this process you have advantage on any checks or saving throws related to Strength and Constitution.

In addition, you learn an additional evocation cantrip from the sorcerer's spell list. It doesn't count against the cantrips you know.

Your Ancestor

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Subclass Options

These options are also available for other sorcerous origins.

Metamagic Options

Memorized Spell

When you lose concentration on a sorcerer spell, you can use your reaction to spend 3 sorcery points to maintain your concentration.

Mythic Spell

When you cast a sorcerer spell, you can spend 3 sorcery points to make it a mythic spell. For the next 8 hours, you can cast that spell again once without expending a spell slot. The spell can't be higher than 5th level.

Level 6: Heroic Blood: By the 6th level, your heroic ancestors gained more power over the course of time and experience. You can spend 2 sorcery points as a bonus action to make a melee spell attack against a creature within 5 ft. of you. On a hit, you deal psychic damage equal to 2d8 + your Charisma modifier. Your ancestor's blade from the myths takes shape as a spectral blade and vanishes after your action.

The damage increases to 4d8 + your Charisma modifier at 11th level and 6d8 + your Charisma modifier at 16th level.

Level 14: Stories of the Past: In 14th level, you remember everything your ancestor remembers. If you invoke your Power of the Forebears or Heroic Blood feature, you can spend 1 sorcery point to treat any 9 or lower rolls on a d20 as a 10 for the next

minute. You can't use this feature again until you finish a long rest.

Level 18: Legends Untold: At 18th level, you can allow your ancestor to take control over your body and your mind. It is hard to surrender fully at first, but once you are used to it, you begin to understand the power now at your disposal.

During that time you can strike three times as a melee spell attack on your turns. You deal 1d8 + your Charisma modifier in psychic damage with each attack. In addition, you add your Charisma modifier to your Armor Class. You can't use this feature again until you finish a long rest. This feature can be combined with Stories of the Past.

Demigod bloodline

Your innate magic comes from your ancestral ties to the gods themselves. Often, such sorcerers do not know the details of their descent, save that ancient power flows through their veins from a time when gods and mortals once freely mingled. Some lineages pass down myths or legends about their origin, while others claim direct descent from the coupling of a mortal and deity.

Favor of the Gods

Beginning at 1st level, you can use Charisma instead of another attribute for an ability check. You can use this a number of times equal to your Charisma modifier (minimum 1). You regain any expended uses when you finish a long rest.

Force of Will

From 6th level onwards, your foes find it an act of will to resist the force of your spells. If a creature succeeds a saving throw against a spell you cast of 1st level or higher, it has disadvantage on its next attack made before the start of your next turn.

Shrouded Passage

Starting at 14th level, you gain the ability to conceal your brilliant presence from mortal eyes. As an action, you may become invisible. Anything you are wearing or carrying is invisible as long as it is worn or carried. This effect ends if you attack or cast a spell.

Ascendant Presence

At 18th level you gain the ability to appear as a glorious deity to those around you. You can use your bonus action and spend 5 sorcery points to emanate the presence of a god. All creatures that can see you are forced to make a Wisdom saving throw or suffer disadvantage on all saving throws caused by your spells and abilities for the next hour. The target succeeds automatically if it is immune to being charmed.

Haunted

Unlike many other sorcerers, the circumstances of your birth were mundane and you have no arcane inheritance passed down from strange ancestors. Instead, you gained your sorcerous powers after you managed to survive an experience that left you on the brink of death. Since that experience you've had a preternatural sense for danger and a ghostly companion that either can't or won't leave you alone. Some Haunted, as sorcerers who share your origin are called, develop cordial relationships with their phantom, while others find their spectral companion to be a relentless nuisance.

Haunted Spells

You learn additional spells when you reach certain levels in this class, as shown on the Haunted Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. When you cast a spell you know from the Haunted Spells table, you can cast it by expending a spell slot as normal or by spending a number of sorcery points equal to the spell's level.

Sorcerer Level Spell

1st unseen servant

3rd see invisibility

5th speak with dead

7th death ward

9th little death

Phantom Companion

At 1st level, you learn the find familiar spell and can cast it as a ritual. The spell doesn't count against your number of spells known. When you cast the spell, you can only choose the form of a specter, which becomes your phantom companion. Instead of a celestial, fey, or fiend this familiar's creature type is undead. As an action, you can command your phantom companion to turn invisible until it attacks or you cast a spell through it. While invisible, it leaves no physical evidence of its passage, so it can be tracked only by magic. Any equipment or objects it is holding remains visible. Additionally, at 3rd level, when you take the Attack

action, you can forgo one of your own attacks to allow your familiar to make its Life Drain attack with its reaction.

Sixth Sense

Starting at 1st level, when you make a Dexterity ability check to determine initiative, you gain a bonus to the roll equal to your Charisma modifier.

Strength of Spirit

At 6th level, your bond to the specter summoned by your Phantom Companion feature empowers it further.

You gain the following benefits:

- Your specter's maximum hit points increase by four times your level in this class.
- Your specter can deliver spells of any range, not just touch. Apart from this change, it follows all the normal rules of casting a spell through your familiar.
- When you use your action to cast a spell, you can use a bonus action on the same turn to command your specter to use its Life Drain attack against a creature within range of your choice.

Deathly Pallor

Also at 6th level, you gain resistance to necrotic damage. In addition, when you cast a sorcerer spell that deals damage, you can choose to change the damage type dealt to necrotic.

Phantom Possession

At 14th level, as an action you can direct your phantom companion to attempt to possess and enter a creature of your choice within 5 feet of your phantom. When you do, the creature must succeed on a Charisma saving throw against your spell save DC or be possessed by your phantom for 1 minute. During this time your phantom cannot be affected by spells or abilities, take actions, or interact with in any way. While the target is possessed, you have a telepathic link with it as long as the two of you are within 100 feet. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability, taking the Dodge action if it has not used its action already. Each time the target takes damage, it makes a new Charisma saving throw against the possession. If the saving

throw succeeds, the possession ends and your phantom companion reappears in the closest unoccupied space. Once you use this feature, you can't do so again until you finish a short rest.

Become Death

At 18th level, you can transmute your physical form into a spectral one when you near death. When you take damage that would reduce you to 0 hit points, you drop to 1 hit point instead and gain temporary hit points equal to half your maximum hit points. At the start of each of your turns, you lose 5 temporary hit points and all creatures of your choice within 30 feet take 5 necrotic damage. While you have any temporary hit points granted from this feature, you have resistance to all damage, a fly speed of 30 feet, and can move through creatures and objects provided you end your movement in an unoccupied space. Once you use this feature, you can't do so again until you finish a long rest.

Ju-Wai Shu bloodline

You are imbued with the blood of truly powerful workers of magic, an embodiment of the underlying raw energies of the cosmos. With this great ancestral gift you can not only conjure spells, but tear away the veil of reality to stupendous effect.

Calligraphy Staff

Starting at 1st level, you gain proficiency with spears and can perform a day long ritual to imbue power into a special spear called a calligraphy staff. Your calligraphy staff grants you a magical bonus to melee attack and damage rolls equal to half your proficiency bonus. Anyone else that tries to use your calligraphy staff suffers disadvantage and cannot gain their proficiency bonus. You cast your spells by carving magic from reality with your calligraphy staff; when not using your calligraphy staff, you take 1 point of damage per spell level of any spells you cast that have somatic components (count cantrips as 1st-level spells) You treat your calligraphy staff with the same reverence you would a holy book or symbol, and you are able to use it as an arcane focus when casting spells. Accordingly, you never willingly part with your calligraphy staff—you may not sell it, lend it to others, or otherwise abandon it. If for any reason your calligraphy staff is taken from you, you must do everything in your power to recover it.

Reality Riposte

Beginning at 6th level, when you are wielding your calligraphy staff and would be hit by a weapon or spell attack, you may spend your reaction to tear open a hole in reality between you and the attack, causing the attack to miss. You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest.

Empowered Spellcasting

Starting at 14th level, you can expend 3 sorcery points as a bonus action while casting a spell to cast the spell as one level higher than the slot you expended.

Ju-Wai Shu Strike

Beginning at 18th level, when casting a spell you may double your proficiency bonus on a spell attack or double your proficiency bonus to determine the saving throw DC of a spell. You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest.

Sorcerer spell list

Cantrips

Acid Splash

Blade Ward

Chill Touch

Dancing Lights

Fire Bolt

Friends

[Gust Barrier](#)

Light

Mage Hand

Mending

Message

Minor Illusion

Poison Spray

Prestidigitation

Ray of Frost

Shocking Grasp

True Strike

1st level

Burning Hands

Charm Person

Chromatic Orb

Color Spray

Comprehend Languages

Detect Magic

Disguise Self

Expeditious Retreat

False Life

Feather Fall

Fog Cloud

Jump

Mage Armor

Magic Missile

Ray of Sickness

Shield

Silent Image

Sleep

Thunderwave

Witch Bolt

2nd level

Alter Self

Blindness/Deafness

Blur

Cloud of Daggers

Crown of Madness

Darkness

Darkvision

Detect Thoughts

Enhance Ability

Enlarge/Reduce

Gust of Wind

Hold Person

Invisibility

Knock

Levitate

Mirror Image

Misty Step

Phantasmal Force

Scorching Ray

See Invisibility

Shatter

Spider Climb

Suggestion

Web

3rd level

Blink

Clairvoyance

Counterspell

Daylight

Dispel Magic

Fear

Fireball

Fly

Gaseous Form

Haste

Hypnotic Pattern

Lightning Bolt

Major Image

Protection from Energy

Sleet Storm

Slow

Stinking Cloud

Tongues

Water Breathing

Water Walk

4th level

Banishment

Blight

Confusion

Dimension Door

Dominate Beast

Greater Invisibility

Ice Storm
Polymorph
Stoneskin
Wall of Fire

5th level

Animate Objects
Cloudkill
Cone of Cold
Creation
Dominate Person
Hold Monster
Insect Plague
Seeming
Telekinesis
Teleportation Circle
Wall of Stone

6th level

Arcane Gate
Chain Lightning
Circle of Death
Disintegrate
Eyebite
Globe of Invulnerability
Mass Suggestion
Move Earth
Sunbeam
True Seeing

7th level

Delayed Blast Fireball
Etherealness

Finger of Death

Fire Storm

Plane Shift

Prismatic Spray

Reverse Gravity

Teleport

8th level

Dominate Monster

Earthquake

Incendiary Cloud

Power Word Stun

Sunburst

9th level

Gate

Meteor Swarm

Power Word Kill

Time Stop

Wish

The network

Your innate magic comes from the energy of the massive network around the world where every device is connected. Perhaps the constant exposure to this network through using devices connected to the internet gave you your powers.

Social Network

Starting at 1st level, your innate connection allows you to get information easily. Whenever you make an Intelligence check to learn or get information about someone or something, you may use your Charisma modifier instead.

Network Strikes

When you choose this origin at 1st level, as a bonus action you gain the following benefits for 1 minute:

Whenever you deal damage with a spell, you can replace the damage type to lightning damage.

Any creature within 30 feet of you that you can see that hits you with an attack takes lightning damage equal to your Charisma modifier.

Once you use this feature, you must finish a short or long rest to use it again.

Arcane Firewall

At 6th level, whenever you are targeted by an spell that makes you roll a saving throw, you can use your reaction and spend 1 sorcery point to gain advantage on that roll.

If you are targeted by a ranged spell attack, you can use your reaction and spend 1 sorcery point to impose disadvantage on that roll.

Metamagic Glitch

At 14th level, when you cast a spell using a 4th level slot or higher, you can choose one metamagic option you know from Careful, Distant, Empowered, Extended or Subtle spell. You use that metamagic option at no cost.

Network Overload

Beginning at 18th level, when you cast a spell that requires a single attack roll against a single target, you can expend up to 4 sorcery points to deal an additional 1d10 lightning damage for each sorcery point you expend.

Wretched bloodline

With every promise made to a fairy, contract signed with a devil, and pact with the unquiet dead, there's a chance someone doesn't keep their end of the bargain. The vengeance of immortal beings lasts much longer than one lifetime, and the lingering magic of these curses can affect the mortal's descendants. These inherited magical afflictions may manifest as a plague, deformity, or aversion to the sun. In such families, a child may be born that learns to master the latent magic within their inherited curse, turning their bloodline's bane into a personal boon—these sorcerers are known collectively as the Wretched.

Bad Luck Charm

Starting at 1st level, you have mastered the ability to temporarily cast a small fragment of your curse onto another. You can use a bonus action to choose a creature you can see within 30 feet. The chosen creature has disadvantage on the next ability check, attack roll, or saving throw it makes. Once you use this feature, you can't do so again until you finish a short or long rest, unless you spend 1 sorcery point to use it again.

Blood Ties

At 1st level, your senses easily attune to the supernatural forces that caused your inherited affliction. You know the detect evil and good spell and can cast it without expending a spell slot. This spell counts as a sorcerer spell for you but does not count against your number of spells known. Once you cast this spell without expending a spell slot, you can't do so again until you finish a short or long rest. In addition, choose one of the following creature types as the being who cursed your ancestor: fey, fiend, or undead. While you are concentrating on the detect evil and good spell, creatures of the chosen type have disadvantage on attack rolls against you, and you cannot be charmed, frightened, or possessed by such creatures.

Wretched Curse

Also at 1st level, you suffer from a curse inherited from an ancestor who failed to uphold their end of a bargain with an otherworldly power. Choose one of the following curses that was passed down to you.

Hulking. Your ancestor was cursed with a hulking frame. You have disadvantage on Dexterity (Stealth) ability checks made to move quietly. In addition, your maximum hit points increase by 1 and increase by 1 again each time you gain a level in this class. Finally, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Nocturnal. Your ancestor was cursed to shun the light of day. You have disadvantage on Wisdom (Perception) ability checks made to see while you are in sunlight. In addition, you have darkvision out to a distance of 120 feet and can see through magical darkness within that range.

Plaguebearer. Your ancestor was cursed with physical symptoms of a plague. You have disadvantage on Charisma (Persuasion) ability checks made against humanoid creatures who are not blinded. In addition, you are immune to disease and have resistance to necrotic damage.

Share the Burden

At 6th level, you learn the bestow curse spell. This spell counts as a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known. When you cast the spell, you can choose to cast it by spending 3 sorcery points instead of a spell slot. If you cast the spell using sorcery points, its range changes to 60 feet for that casting and your concentration can't be broken as a result of taking damage.

Terrifying Visage

Beginning at 14th level, you can use a bonus action to adopt the terrifying visage of the being who cursed your ancestor for 10 minutes. During this time, you can use an action on each of your turns to cause each creature who can see you within 30 feet make a Wisdom saving throw against your sorcerer spell save DC. On a failure, a creature is frightened of you until the end of your next turn. In addition, while you have adopted the terrifying visage, you gain an additional benefit based on the creature type chosen with your Blood Ties feature.

Fey. You can use a bonus action to teleport up to 30 feet in any direction.

Fiend. You have resistance to cold and fire damage.

Undead. When you take damage that isn't radiant, you can use your reaction to reduce that damage by an amount equal to half your sorcerer level.

Once you use this feature, you can't use it again until you finish a long rest.

Vengeful Summons

Beginning at 18th level, your magic has become powerful enough that you can call and command a servant of those that cursed you. Choose one of the following creatures as a representative for your curse based on the choice you made with your Blood Ties feature: lamia or troll (fey only), barbed devil or incubus/succubus (fiend only), ghost or wraith (undead only).

You can use an action and spend 5 sorcery points to summon your chosen creature. The creature appears in an unoccupied space you can see within 60 feet, and disappears when it drops to 0 hit points, you use this feature to summon another creature, or after 10 minutes have passed. Roll initiative for the creature, which has its own turns. When you summon it and on each of your turns thereafter, you can issue a verbal command to it (requiring no action on your part), telling it what it must do on its next turn. If you issue no command, it spends its turn attacking any creature within reach.