

# 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.

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