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.

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