

ANOINTED SORCERER

Your innate magic comes from descending from a deity or immortal entity. Why you have manifested these powers none save the immortal may know, but their power runs through you to preserve you on your quest.

SUPERNATURAL POWER

Starting at 1st level, supernatural power emanates from your attacks. Add 1d4 radiant damage to all of your spell attacks and cantrips. The radiant damage may be exchanged for necrotic, lightning, poison, fire, or cold damage based on your ancestor's abilities and nature, but once a damage type is selected it may not be changed.

DIVINE TRUTH

Starting at 6th level, you are more able to divine the truth of a situation, seeing through charades and disguises. When you roll a Perception (Wisdom), Investigation (Intelligence), or Insight (Wisdom) on a natural 11 or more, you gain Truesight up to 60 feet away for one minute (see through natural and magical darkness, see secret doors, see through illusions, and can see the ethereal plane).

SUPERNATURAL CONDUIT

Starting at 14th level, you may channel the healing light (or destructive power) of your ancestor on a target you can see within 30 feet of you. You may spend any number of sorcery points: the target is healed 1d8 hit points (or suffers 1d8 radiant damage) for each sorcery point spent in this way. The damage type is determined by the nature of your ancestor as selected in the *Supernatural Power* trait.

DIVINE LIGHT

Starting at 18th level, you may use a bonus action to emanate a blinding light. Targets that look at you or persons within 10 feet of you gain disadvantage on attacks. Attacks that require a saving throw grant you and all targets within 10 feet of you advantage on the saving throw. If you already have advantage on the saving throw a failed saving throw results in only taking half damage and a successful saving throw results in suffering no damage. You automatically fail all Stealth attempts against creatures that can see, and you may maintain the light as long as you are conscious or choose to end it using a bonus action.