

## THE BLOODSTAINED SORCERER

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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 where magic flows through them.

Sorcerer hit dice are pretty small, so of all of the blood subclasses this is both the subclass that needs them the most for healing, but also doesn't feel the loss of them 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 risk.

### SUPERNATURAL SPRAY

Starting at 1st level, you learn how to harness greater magical energy into your magical attacks. When rolling for damage for 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.

Starting at 5th level you may use *Supernatural Spray* when dealing damage with cantrips as well.

### SLICE OF SORCERY

Starting at 6th level, you learn how to (carefully) 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 1d4-1 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: *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. Whenever you spend a hit die in this way, you also regain that many sorcery points.