

SORCERER: BLOOD MAGIC

The Blood Mage has an innate link to magic, borne in their very blood. Such capabilities can be gained through difficult and extremely painful rituals – often those that pave the way to lichdom or immortality, but they may also be passed down from beings of great power such as vampires.

The blood magic such sorcerers wield often leaves them pale, with near-translucent skin through which the veins can clearly be seen. They may have scars or cuts in sigils or runes across their arms, chests, or legs.

Blood Shroud

Casting spells draws on your blood, which can then protect you. Starting at 1st level, whenever you cast a spell of 1st level or higher, you may gain temporary hit points equal to the spell's level.

Hemomancy

At 1st level, you are capable on drawing on your lifeforce to cast more spells. You may cast spells you know without using spell slots. When you do so, you take 1d6 necrotic damage per level of the spell. This damage ignores resistance and immunity.

You can only cast spells in this way if you have spell slots of that level (though they may be expended). You cannot cast spells of 6th level or higher in this way.

Fate's Call

At 6th level, your magic has grown more powerful. Whenever you deal cold or necrotic damage with a spell of 1st level or higher, you deal an additional amount of damage equal to twice the spell's level to one creature hit by the spell.

You may spend sorcery points equal to the spell's level to double this bonus damage and add your Charisma modifier to it.

Crimson Harvest

Starting at 14th level, you can draw life from death. Whenever a creature dies within 60 feet of you, you can use your reaction to regain hit points equal to your sorcerer level + your Charisma modifier. Once you have regained health in this way, you can't do so again until you finish a short or long rest.

Death's Dance

At 18th level, you find yourself empowered when you have bled. Whenever you are below half your hit point maximum, you can reroll the damage dice of any spells you cast of 1st level or higher, to a maximum number of dice equal to your Charisma modifier. You can do this once per turn and must choose to reroll before you know the outcome of the damage. You must use the new roll.