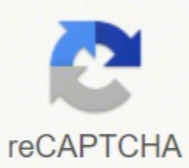




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VAMPIRIC BLOODLINE

Your innate magic stems from the mingling of your bloodline with the blood of a vampire. Some sorcerers with this origin can trace their powers back to an ancient bargain with a powerful vampire. When a vampire takes particular interest in a mortal being, they may allow that humanoid to have a taste of their blood. This ritual is seldom practiced, and few vampires would ever even dare to try it. But this is not the only way to gain this origin, as many of these sorcerers can trace their powers to a near-death experience with a vampire. Whatever the case, vampiric magic permeates your blood, as well as your very being.

Vampiric sorcerers most often try to hide their ancestry, since their origins can make them as reviled as the vampires that spawned them. However, a select few embrace their vampiric ancestry, and may even seek to become true vampires in death.

DENIZEN OF THE NIGHT

Starting when you choose this origin at 1st level, you gain darkvision out to a range of 60 feet, as described in chapter 8 of the PHB. If you already have darkvision, its range instead increases by 30 feet.

MARTIAL PROWESS

Also at 1st level, your vampiric ancestry grants you increased effectiveness in melee combat. Your unarmed strikes use a d6 as their damage die, and use your Charisma instead of Strength for their attack and damage rolls.

VAMPIRIC REGENERATION

At 6th level, you gain a semblance of the regenerative abilities of a vampire. At the start of each of your turns, you gain a number of temporary hit points equal to half your Sorcerer level, rounded up. The amount of temporary hit points gained is halved when you are in sunlight or running water.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Additionally, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

SHAPECHANGER

Starting at 14th level, you can use your action to polymorph into a Tiny bat or back into your true form.

While in bat form, you can't speak, attack, or cast spells, your walking speed is 5 feet, and you have a flying speed of 30 feet. Your statistics, other than your size and speed, are unchanged. Anything you are wearing or carrying transforms with you.

DEATHLY CHARM

At 18th level, you gain the ability to cast Charm Person as will as a 1st level spell, without expending a spell slot.

When you cast the spell in this manner, you must use your concentration to maintain it, and the creature regards you as a trusted friend to be heeded and protected, rather than a friendly acquaintance. Additionally, the creature must succeed on a Wisdom saving throw against your spell save DC at the end of the duration to realize it was charmed by you.

SORCERER ORIGIN



MONASTIC TRADITIONS

WAY OF THE GOLDEN NEEDLE

The way to enlightenment is long and hard. Monks concentrate, study holy scriptures, and train martial arts rigorously to be delivered from worldly existence. For some monks, however, delivering people from physical and spiritual suffering is equally important. With their acupuncture needles, Monks of the Golden Needle can manipulate the Ki of others to alleviate or, if necessary, inflict pain.

STUDENT OF MEDICINE

When you choose this tradition at 3rd level, you gain proficiency in medicine skill. If you are already proficient in it, you gain proficiency in Herbalism Kit instead. Additionally, you gain access to the drug category.

MASTER ACUPUNCTURIST

Also at 3rd level, you learn how to use acupuncture needles (such as needles) as well as medical apparatus. Darts count as monk weapons for you, and you don't have disadvantage on ranged attacks with darts even if you are within 5 feet of a hostile creature. As an action, you can use one of your darts and spend 1 ki point to cast a nonlethal creature within range (range is equal to your monk level + your wisdom modifier (minimum 1)).

GIFTED HEALER

By 6th level, you can expend 1 ki point and touch a creature as an action to remove one disease or one condition (disease, death, paralysis, or poison) from it. You can end multiple diseases and conditions, expending ki points separately for each one. Additionally, you can expend 2 ki points to cast revivify, without providing material components. You must finish a long rest to use the spell again with this feature.

GOLDEN NEEDLE TECHNIQUE

Starting at 13th level, you can use your needle at specific chakras to cause a special effect on a creature. Before you make an attack with a dart, expend 1 ki point. On a hit, the target suffers the attack's normal effects, plus one of the following effects of your choice until the start of your next turn.

Heart Chakra. The target has disadvantage on Strength, Dexterity, and Constitution checks.

Solar Plexus Chakra. The target has disadvantage on attack rolls.

Third Eye Chakra. The target becomes blinded.

Throat Chakra. The target has disadvantage on any Wisdom (Perception) checks made to find a hidden creature or object.

Crown Chakra. The target has disadvantage on Wisdom saving throws.

KI HEALING

At 17th level, you gain ability to channel your ki into a creature to boost its endurance. As an action, you touch another creature and spend 5 ki points. That creature gains temporary hit points equal to the hit points it has during the last rest. Ki healing has no effect on undead or constructs. You can't use this feature again until you finish a short or long rest.



DISPLACER BEAST stat block including AC: 13, HP: 85, STR, DEX, CON, INT, WIS, CHA, SENSES, LANGUAGES, ACTIONS, and TENTACLE.

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