

Sorcerer's Innate Gift

5th level Sorcerer Feature (replaces Magical Guidance)

By this level your body, mind, or both has adapted to the magic infused in your very being. Pick one of the following options, if it has a prerequisite you must meet it.

Mending Body (prerequisite Divine Soul)- whenever you expend hit dice to restore hit points, you can add 1d6 to how much health you regain. In addition, you can regain an extra 1d6 worth of health from healing effects such as Cure Wounds a number of times equal to your Charisma modifier per long rest.

Storm Body (prerequisite Storm Sorcerer)- you gain a swimming speed of 30 feet and can hold your breath for five minutes, in addition you can add ten feet to any jump you make.

Resilient Skin- your skin has become more resilient as a result of the magics in you. You gain 2d4 temporary hit points whenever you finish a short or long rest.

Arcane Understanding- your magics have broadened your mental capabilities, pick a skill from Arcana, Religion, Nature, or History. After studying the chosen skill for a time you have gained proficiency in it. In addition you also gain an understanding of one language of your choice, which you can now speak, read, and write.

Draconic Senses (prerequisite Draconic Bloodline)- your body now exhibits the physical and visual prowess of dragons. You can add a d6 to any strength check or saving throws you make. You also gain darkvision out to 15 feet, if you already have darkvision it extends by 15 feet.

Shadowy Build (prerequisite Shadow Sorcerer)- your body now behaves more akin to a shadow. Whenever you make a stealth check you can add a d4 to the total. In addition your movement speed increases by 5 feet, you are also considered Tiny when you attempt to squeeze into a space, unless you are encumbered or are wearing wielding armor, with the exception of light armor. Your weight also decreases by 50 pounds.

Fixer (prerequisite Clockwork Soul)- you have such an innate understanding of how things work, you gain proficiency in Tinkerer's Tools, if you already have this gain proficiency in another artisan's tools of your choice. In addition, you can add a d4 to any check you make with Tinkerer's Tools three times per long rest.

Defensible Mind (prerequisite Aberrant Mind)- your mind has been attuned to resist mental attacks and the like. You can add a d4 to any Wisdom or Intelligence saving throw you make.