

THE 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.

While the Divine Soul sorcerer heavily focuses on the healing and resilience side of divine lineages, this subclass heavily touches on the slowly discovered and unraveling power of divine heritage, touching on the supporting and offensive aspects of divine parentage. And of course, to cap it off, we need some radiant flare for showmanship once we've fully embraced that one (or more) of our ancestors is divine.

LINEAGE SPELLS

Sorcerers gain the following lineage spells at the appropriate level. These are considered to be always prepared, and do not count against the number of spells known for the character.

Sorcerer Level	Spells
1st	<i>Booming Voice, False Life</i>
3rd	<i>Prayer of Healing, Scorching Ray</i>
5th	<i>Divine Aid, Fly</i>
7th	<i>Banishment, Death Ward</i>
9th	<i>Creation, Flame Strike</i>

SUPERNATURAL SPARK

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 1d6 cold, fire, lightning, necrotic, poison, or thunder damage based on your ancestor's abilities and nature, but once a damage type is selected it may not be changed.

This increases to 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 17th level.

DIVINE TRUTH

Starting at 6th level, you are more able to divine the truth of a situation, seeing through charades and disguises. You gain Truesight up to 60 feet away, allowing you to see through natural and magical darkness, see secret doors, see through illusions, and 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 can see you gain disadvantage on attacks against you and persons within 10 feet of you.

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 shed bright light within 40 feet of you and dim light for an additional 40 feet. In addition, 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. It also dispels magical darkness created by spells of 7th level or lower.