

Sorcerer - King's Blood

Power flows inside of you. One of your ancestor was part of the royalty, or was destined for greatness. You have inherited that inner strength, and it fuels great magical powers.

King's blood sorcerers usually have an imposing voice or demeanor that commands respect. That respect might be earned through loyalty or fear, as similar to kings, the worst and the best can come out of these sorcerers.

Royal Magic

Starting at 1st level, Your link to royalty allows you to learn spells that influence people. When your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the wizard or cleric spell list, it must be from the school of enchantment. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

In addition you learn the command spell, it is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known, and you cannot replace it.

Monarch's order

At 1st level, once per turn, when you deal damage to a creature with a spell of 1st level or higher, if an allied creature is within 5 feet of them, that ally can use their reaction immediately after the spell to make one weapon attack against that creature. If multiple allies are in range, you choose which one makes the attack.

Sovereign Presence

Starting at 6th level, you gain proficiency in the Persuasion skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Insight, Intimidation, or Perception.

Your proficiency bonus is doubled for any ability check you make that uses Persuasion. You receive this benefit regardless of the skill proficiency you gain from this feature. In addition when you make a Persuasion check, you can expend 2 sorcery points to gain advantage on the roll.

Figure of authority

Beginning at 14th level, creatures question whether to lay a hand on the king. You learn the sanctuary spell, it is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known. As a bonus action you can expend 2 sorcery points to cast it. If you cast it this way, the spell duration becomes 8 hour.

King's aura

At 18th level, as an action you can unleash your kingly power. All creatures of your choice in a 120 radius around you must succeed on a Wisdom saving throw against your spell save DC or bow to you. On a failed save, the creature falls prone, is incapacitated and has a movement speed of 0 for 1 minute, or until it takes damage. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature of CR4 or lower automatically fails this saving throw.

Once you use this ability, you cannot use it again until you take a long rest, or until you expend 8 sorcery points to use it again.

