

CURSED

Invoke the wrath of a practitioner of the dark arts at your own peril - and the peril of your progeny. A curse can ruin a life and a family, unto seven generations of suffering and misfortune. The effects of such a curse vary, from simple misfortune to a hideous and twisted sickness that can never be cured. In any case, such a curse can be debilitating or, in the right hands, empowering. Dark magic is dark magic, and it can offer great power to those willing to pay the price.

You've already paid the price though, haven't you?

CURSED QUIRKS

Your family's curse could have different effects on your life. Choose one of the following traits.

TRAITS

d6 Quirk

- 1 Some mark disfigures your face, not enough to make you ugly, but it's definitely a conversation starter.
- 2 Whenever you talk, your voice cracks and your throat becomes dry - speaking causes constant pain.
- 3 Your eyes are milky and your sight warped - you can still see, but colors are dim and dull to you.
- 4 You are horrifically unlucky. Fortunately, it's never been enough to seriously harm you... yet.
- 5 Any illness or malady you contract is always at its worst when it comes to symptoms.
- 6 Sleep is difficult for you, and you generally feel you don't get quite enough.

EXPANDED SPELL LIST

As a Cursed Sorcerer, your cursed magic allows you access to additional spells. You add the following spells to the sorcerer spell list for you. Additionally, you learn one of the 1st level spells, which does not count against your maximum spells known. You may replace this spell whenever you level, but only with another spell from the list.

BONUS SPELLS

Spell Level	Spells
1st	<i>bane, cause fear, hex</i>
2nd	<i>blindness/deafness, crown of madness, phantasmal force</i>
3rd	<i>bestow curse, fear, vampiric touch</i>

MISERY'S COMPANY

Manipulating your curse has given you power over the dark magics that compose it. In addition to your spellcasting, you also gain the ability to manifest your curse and burden others with it. When a creature you can see within 30ft makes an attack roll or ability check, you may use your reaction to impose disadvantage on the roll.

You have one use of this ability, which recharges after a long rest, or after you take damage that would reduce you to 0 hit points.

TEMPT FATE

Starting at 6th level, whenever a creature attacks you or forces you to make a saving throw, you can use your reaction to expend 2 sorcery points to curse the target.

If used after an attack, that attack automatically succeeds though the creature still rolls to see if it critically hits. If used after a saving throw, you automatically fail the saving throw regardless of the number rolled.

In return, you have advantage on one attack against the target, and the target has disadvantage on one saving throw against one of your spells. This benefit lasts until the end of your next turn.

You may use this feature a number of times equal to your Charisma modifier, with spent uses returning on a long rest.

PROLONGED ANGUISH

Beginning at 14th level, you can bend the curse's drive to cause you suffering to work in your favor. When an attack would reduce you to 0 hit points, you instead drop to 1 hit point, and the curse lashes out at your attacker, affecting them with one curse of your choice from those listed below. The target creature makes a saving throw against the effect as normal, and the effect lasts its normal duration.

If you were reduced to 0 hit points by something other than a creature, or the creature is 60 feet or more away from you, the curse instead lashes out at a random target within 30 feet, friendly or hostile.

Affliction. The creature is affected by the *bane* spell. You are also affected by the *bane* spell until the end of your next turn.

Terror. The creature is affected by the *cause fear* spell. Additionally, you are frightened of the creature until the end of your next turn.

Agony. The creature is affected by the *inflict wounds* spell, making a Constitution saving throw against your spell save DC. The next time you regain hit points within 1 minute, the amount is reduced by half the damage caused by this effect.

Doom. The creature is affected by the *phantasmal force* spell, which makes them believe you to be dead and guarded by a powerful demon that attacks when they come close. You cannot cast spells until this effect ends.

This feature may only activate once per long rest.

SURRENDER TO DARKNESS

Starting at 18th level, you can give yourself wholly to your curse in exchange for raw power. As a bonus action, you expend 3 sorcery points. Until the beginning of your next turn, you are grappled and restrained by an invisible force, while harmless but painful sensations cover your skin.

Each time you take damage during this time, you gain one temporary sorcery point up to a maximum of half your sorcerer level. These sorcery points fade after 1 minute, or when used, and don't count against the maximum number of sorcery points you can have at one time.

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