

# SORCERER - LEADED BLOOD

In the lawless expanse of the Evil west infested by devils, the Leaded Blood Sorcerers arose as a rare breed of spellcasters. They awoke innate magic which infused their blood with lead, granting them talents of hardened gunslingers. These sorcerers bridged the gap between arcane power and gun-wielding prowess, protecting spellcasters who struggled in this unforgiving frontier.

## Expanded Spell List

At 1st level and when you gain levels in this class, you learn additional spells, as shown on the Gunslinger Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an evocation or a conjuration spell from the ranger, sorcerer, or wizard spell list.

### LEADED BLOOD EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	Quickdraw*
3rd	eagle's scope*
5th	conjure barrage
7th	blaze of glory*
9th	conjure volley

## Gunslinging Arcanist

Starting at 1st level, you become the perfect blend of magic and combat. You gain proficiency with light armor and firearms. Additionally, you can use firearms as a spell focus, and every attack you make with a firearm is considered magical.



## Dance of Steel and Magic

Also at 1st level, the more magic you exert, the more your attacks damage your foes. If you expend sorcery points in turn, and you then hit a creature with a ranged weapon attack from a firearm before the end of your next turn, that attacks deals an additional 1d4 of the weapon's damage type for each sorcery point spent.

## Extra Attack

Starting at 6th level, you can attack twice, instead of once, when you take the Attack action on your turn. Moreover, you can cast one of your Sorcerer cantrips in place of one of those attacks.



## Strike From Cover

Also at 6th level, you've learned the importance of ducking down and striking from behind cover. Spell attacks and ranged weapon attacks you make while prone are not made at disadvantage, provided you are behind cover.

## Fastest Hands in the West

At 14th level, you've found the perfect blend of might and magic. Whenever you take the Attack action on your turn, you may use your bonus action to cast a spell of 5th level or lower with a casting time of an action. Alternatively, whenever you cast a spell of 6th level or higher on your turn, you may make one ranged weapon attack as a bonus action.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

## Arcane Crossfire

At 18th level, you've learned to hit your targets with different types of attacks to distract them. Whenever you hit a creature with a weapon attack, your next spell attack against it on this turn is made at advantage. Conversely, whenever you hit a creature with a spell attack, the next weapon attack made against it this turn is also made at advantage.

