

SORCERER

AETHER HEART ORIGIN V1.2

Sorcerers of this origin are fueled by a deep connection to raw arcane energy, their soul touched by the raw stuff of the weave itself. Most of them don't understand their connection to this power, but they can wield it with innate ease, manipulating magic by force of will alone.

Sometimes this is artificial in nature - a warforged drawing power from the arcane heart, for example - while other times this marks an individual that was exposed to the raw essence of aether, becoming infused and intrinsically linked to it. They are characterized by an easy affinity of warping magic and ease of manipulating it in its raw and purest forms.

FORCE MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Aetherheart Origin Spells table. For each level of spells, you can select one of the two spells to learn. You learn the selected spell and it becomes a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known.

AETHERHEART ORIGIN SPELLS

Sorcerer Level	Spell
1st	<i>mage armor, magic missile</i>
3rd	<i>arcane conduit^K, star dust^K</i>
5th	<i>aether lance^K, dispel magic</i>
7th	<i>dimension door, force blade^K</i>
9th	<i>aether storm^K, wall of force</i>

VARIANT VERSIONS

If you allow Sorcerers to gain two spells per level, simply let them take both spells. If you allow them to swap origin spells for spells of a school on level up, allow them to swap their origin spells for evocation spells that deal force damage from the Druid, Sorcerer or Wizard spell lists.

AETHERBORN

When you choose this origin at 1st level, your aether heart gives you several advantages. You have resistance to force damage, and can serve as your own arcane focus.

When you reach 3rd level, you automatically gain the Empowered Spell metamagic option, and can use it without spending sorcery points a number of times equal to your proficiency bonus, regaining all uses on a long rest.

OVERCHARGED METAMAGIC

Starting at 6th level, you can unleash the power that rages within your heart. When you modify a spell that deals damage with your Metamagic options, you can add your Charisma modifier to one damage roll of that spell.

ARCANE FUEL

At 14th level, you gain immunity to force damage. When you would take force damage, you regain health equal to half the damage you would have taken. You can gain a maximum amount of hit points this way equal to your sorcerer level, after which you no longer gain additional hit points until you finish a short or long rest.

Additionally, you learn the spell *dispel magic*, or another sorcerer spell of your choice if you already know it. *Dispel magic* doesn't count against your spells known. When you successfully cast *dispel magic* or *counterspell*, you regain an expanded sorcery point (if you are not currently at your maximum) as you draw in the remnants of the broken magic.

TAP POWER

At 18th level, you can tap the power that surges through to replenish your magic. As a bonus action, you can expend one Hit Die and regain sorcery points equal to the number rolled + your Charisma modifier. Once you do this, you can't do so again until you finish a short or long rest.

AETHER HEART ORIGIN QUIRKS

The following are some optional quirks for a player of this Origin

d6	Quirk
1	Standing in a high magic area feels like a pleasant sunbathing.
2	Your eyes turn a pale and glowing for several hours after using magic.
3	You are addicted to using magic.
4	You have difficulty using magic when sad.
5	You sometimes see things as they appear to the weave.
6	You idly weave strands of magic around your hands while waiting.

AETHER LANCE

3rd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 Action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

You gather raw aether in your hand and expel it in a lance of power forming a line 30 foot long and 5 foot wide. Each creature in a line takes 8d4 force damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d4 for each slot level above 3rd.

AETHER STORM

5th-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a storm of aether erupting from a point of your choice within range. The aether storm fills a 10-foot-radius, 40-foot-high cylinder. When the storm appears, each creature within its area takes 8d4 force damage. A creature takes 1d4 force damage for each 5 feet they move through the storm, and if a creature ends their turn within the aether storm, they take 8d4 force damage. On your turn, you can move the storm 10 feet in any direction as a bonus action. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage a creature takes from the storm appearing by ending their turn in it increases by 1d4 for each slot level above 5th.

ARCANE CONDUIT

2nd-level transmutation

Classes: Sorcerer

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, Up to 1 minute.

You tap directly into the arcane weave. For the duration, you have resistance to all magical damage besides Force damage, but gain vulnerability to force damage.

At the start of each of your turns while tapped into this power, you and all creatures with 5 feet of you take 1d4 Force damage. This damage increases by 1d4 for each subsequent turn you concentration on this spell.

FORCE BLADE

4th level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self (5 feet)

Components: V, S

Duration: Concentration, up to 1 minute

You create an oversized blade of pure scintillating force energy in your hand. For the duration of the spell, as an action, you can sweep the blade through one creature within reach, dealing 2d12 force damage.

At Higher Levels. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 3d12. When you cast it using a spell slot of 7th level or higher, the damage increases to 4d12.

FORCEBOLT

evocation cantrip

Classes: Sorcerer

Casting Time: 1 Action

Range: 120 ft.

Components: V, S

Duration: Instantaneous

You hurl a mote of arcane energy at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 force damage.

This spell's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

STAR DUST

2nd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

You evoke a burst of brilliant particles of force energy sweeping out in a 30-cone originating from you. Creatures in the radius take 3d4 force damage and the next attack roll made against them before the start of your next turn has advantage.

CREDITS

- Subclass created by KibblesTasty

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CHANGELOG

- Updated to the KCCC version. For the older version, [click here](#).



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