

SORCEROUS ORIGIN

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following Conduit (Force Energy) Sorcerous Origin option is available to a sorcerer, in addition to the options normally offered.

Note: this is the second version of this sorcerer subclass.

CONDUIT (FORCE ENERGY)

The multiverse is an everflowing source of magical energy. And its connection to the inner planes is what fuels magic, whether its the flames of the Elemental Plane of Fire, the necromantic energies of the Negative Energy Plane, or the divination energy lent by the Astral Plane. However, it is force energy that connects it all; force magic is the binding agent of the multiverse—a conduit.

Sometimes, the force energies of the multiverse merge with the soul of a living organism. Rarely is a creature possessed by this energy able to survive for more than a few moments. The creature's form overloads with the inherent magical energies and explodes in a brilliant burst of raw power, instantly destroying everything around it. However, the few that can manage the energy become powerful sorcerers, capable of bending magic to their will.

Conduit sorcerers toe the line between powerful spellcaster and walking bomb. They have more control over force energy, yet that control comes with a price: at any moment the energy building up within them can release, damaging everyone and everything around them.

CONDUIT ORIGIN FEATURES

Sorcerer Level	Feature
1st	Force Overload, Force Field
6th	Force Wielder
14th	Concentrated Force
18th	Innate Telekinesis

FORCE OVERLOAD BURST

Starting when you choose this origin at 1st level, your spellcasting can cause you to overload with arcane energy. Once per turn, the DM can have you make a Charisma saving throw immediately after you cast a sorcerer spell of 1st level or higher. The save DC is 8 + the spell level.

On a failed saving throw, your body overloads and creates a burst of force energy. The burst extends from you 10 feet for every spell level of the spell that triggered the overload.

Each creature in the burst's area must succeed on a Dexterity saving throw against your spell save DC or take 1d4 + 1 force damage for every spell level of the spell that triggered the overload.

After the burst, you take one level of exhaustion. You cannot opt to automatically fail this saving throw.

FORCE FIELD

At 1st level, you can use your action to create a force field that surrounds you. Your base AC becomes 13 + your Dexterity modifier.

The force field remains active as long as you are conscious or until you use an action to dismiss the force field.

In addition, you can use your reaction to add 2 to your AC against one attack that would hit you. To do so, you must see the attacker.

OVERLOAD CONTROL

At 6th level, you are beginning to learn how to control your powers. You no longer need to make a Charisma saving throw to prevent a force overload and you know longer take a level of exhaustion. After you cast a spell of 1st level or higher, you can use your bonus action to opt to spend a number of sorcery points equal to or less than the spell's level to automatically trigger a force overload burst. The burst extends 10 feet for every sorcery point that you spent in this manner. Each creature in the area must make a Dexterity saving throw versus your spell save DC or take 1d4 + 1 force damage for each sorcery point that you spent in this manner.

FORCE OVERLOAD BLAST

Starting at 14th level, you can shape the force energies erupting from you into a powerful blast. After you cast a spell of 1st level or higher, you can use your bonus action to spend a number of sorcery points equal to or less than the spell's level to create a blast of force energy. The blast is a line that is 10 feet long and 5 feet wide, plus 10 feet long for every sorcery point that you spent in this manner. Each creature in the area must make a Dexterity saving throw versus your spell save DC or take 1d4 + 1 force damage for each sorcery point that you spent in this manner.

CONCENTRATED FORCE

At 18th level, you are constantly overflowing with energy. As a bonus action, you can spend your sorcery points to create blasts and bursts at will. The maximum number of sorcery points that you can spend to create blasts and bursts is 9 per turn.

Your bursts extend 10 feet from you for every sorcery point that you spent to use this feature. And your blasts are a 10-foot line that is 5 feet wide plus 10 feet of length for every sorcery point that you spent to use this feature. For either your blast or burst, each creature in the area must make a Dexterity saving throw versus your spell DC or take 1d4 + 1 force damage for each sorcery point you spent to use this feature.

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