

SORCERER ORIGIN OF THE OVERFLOW

A sorcerer of overflow gains magic through an indescribable surge of arcane power. This surge might have been the result of an experiment, whether a success or an accident; the doing of a minor deity; or simply the wrath of a powerful being. The sorcerer is usually collateral damage amid a ruined location, and becomes empowered with great, if uncontainable, raw arcane power.

BARELY-CONTAINED FORCE

Starting at level 1, as a bonus action on your turn, you may expend up to half of your total hit dice, taking force damage equal to the number expended, to regain that many sorcery points. Once you use this effect, you may not use it again until the end of a short rest.

ARCANE FLOOD

Starting at level 1, when you land a critical hit against a creature when making a spell attack roll, add your Charisma modifier to the damage roll (minimum of 1). In addition, you may choose for the damage's type to be force instead of the original type.

ROD OF ENERGY

At level 6, you gain the Absorb Elements and Shield spells. These do not count against the number of spells you can know. If you already know these spells as a sorcerer, you may immediately gain another sorcerer spell for each you knew. When you cast one of these spells, you may cast the other as part of the same reaction for a single sorcery point.

DRAW ENERGY

Starting at level 14, once per long rest, as a bonus action on your turn, you may recover a number of sorcery points equal to one third of your maximum, rounded down. This cannot bring you above your maximum.

SURGE

Starting at level 18, when you are reduced to 0 hit points, you may roll any number of your unexpended hit dice. When you do this, you induce a Constitution saving throw against every other creature and unworn object within 20 feet of you. Every creature and object which fails this save takes force damage equal to the result, and takes half of the damage on a success. Then, you gain that many hit points. Once you use this effect, you may not use it again until the end of a long rest.