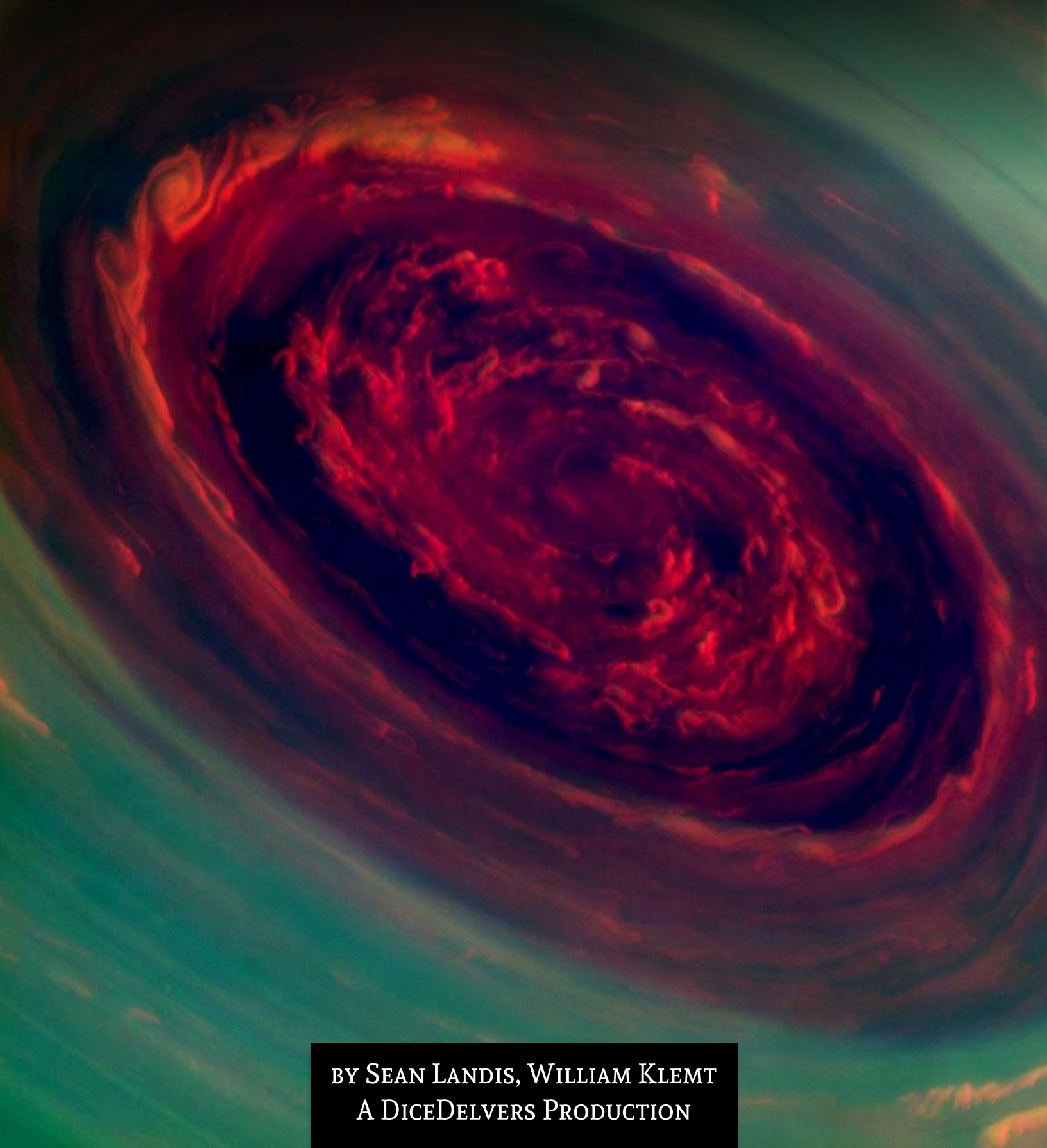


ELDRITCH VORTEX

A SORCEROUS ORIGIN FOR SORCERERS



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ELDRITCH VORTEX

An Eldritch Vortex is created in a section of the Weave that has been torn or damaged. Occasionally, when a creature travels through or is born in a part of the multiverse where a hole has formed in the Weave, the torn threads of the arcane fabric coalesce around them, tugging and draining magical energies into the bottomless center of the vortex. The result is a sorcerer with the frightening ability to absorb the arcane forces that permeate all reality, especially those harnessed by other spellcasters.

ATTENUATION

Beginning at 1st level, you are able to use the invisible vortex surrounding you to partially dissipate magical effects. When you take damage from a spell, you can use your reaction to take half damage.

You can't use this ability again until you finish a short or long rest.

MAGIC LEECH

At 1st level, you gain the ability to leech the power imbued in magical items to recharge your own arcane abilities. During a short rest, you can select one magical item to concentrate on. At the end of the rest, you regain a number sorcery points based on the rarity of the item, as shown on the Leech table below.

Regardless of the rarity of the item, you can only regain a number of sorcery points equal to half your sorcerer level from this ability, and you can't exceed the sorcery point maximum for your level.

Leech Table

Item Rarity	Max Points Regained
<i>common</i>	1
<i>uncommon</i>	2
<i>rare</i>	5
<i>very</i>	8
<i>legendary</i>	10

If the item selected is a consumable magic item (like a potion or scroll), it becomes inert and useless. If the item has a permanent magical property, it instead becomes a mundane version of the item until the following dawn.

Once you use this ability, you can't use it again until you finish a long rest.

ARCANE PULL

Starting at 6th level, when a spellcaster within 30 feet that you can see and hear targets a creature with a spell, you can use your reaction to try and make yourself the new target of the spell. The spell must have a range other than self or touch and a casting time of 1 action or 1 bonus action. You must spend 2 sorcery point and make a Charisma check with DC = 10 + the spell level of the spell cast. On a success, you immediately become the target of the spell.

Once you use this ability, you can't use it again until you finish a long rest.

SIPHONING TOUCH

At 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this ability a number of times equal to your Charisma modifier (a minimum of one). You regain any expended uses when you finish a long rest.

ARCANE VOID

Beginning at 18th level, you gain the ability to briefly absorb all magical energy around you. As an action, you can expend 5 sorcery points to disrupt all magic within a 60-foot radius centered on you. All creatures within that area, including yourself, lose the ability to cast any spells until the start of your next turn.

Additionally, each affected creature automatically loses any spells they are concentrating on and any spell effects currently affecting the creature are suppressed while within the void. All magic items and potions within the affected area become mundane until the start of your next turn. Magical effects on the area itself, such as a hallow spell, are also suppressed until the start of your next turn.

Once you use this ability, you can't use it again until you finish a long rest.