

THUNDERBORN

*"A silent screaming sky, clad in dark grey cowl,
we, the hunters, bound chase it down.
Splintered strands of sundered light do scowl and streak
across the sky.
Our eyes alight, refracting sight of momentary day
amidst the night.
We wait.
The brightness wanes, then silence fades, as we embrace
our birth.
Our right."
Svashra Raktan - Chronicler of the Stormbound Brigade*

Children of the after, Thunderborn often attribute their birth to the aftermath of great primordial storms, commonly originating in dense tropical jungles or arid coastal communities. Some claim ties to the *Unyielding Echo*, a restless, unidentifiable roar that dominates the vast Tallier Range. In truth, most Thunderborn often struggle to identify the source of their lineage, as bloodlines can remain dormant for hundreds of years. Many claim that the longer a lineage has remained dormant, the more powerful its origin.

THUNDERBORN ORIGIN SPELLS

You gain spells at the sorcerer levels noted in the origin spells table. Once you gain an origin spell, you always know it, and it doesn't count against the number of spells you know. If you have an origin spell that doesn't appear on the sorcerer spell list, the spell is nonetheless a sorcerer spell for you.

Sorcerer Level	Spell
1	<i>Thunderwave</i>
3	<i>Shatter</i>
5	<i>Thunder Step</i>
7	<i>Storm Sphere</i>
9	<i>Destructive Wave</i>

SONIC ATTUNEMENT

At 1st level, you can pinpoint reverberations of sound with stunning accuracy, even in the most cacophonous situations.

You are immune to the deafened condition and have advantage on perception checks that rely on hearing.

ECHOED WORDS

At 1st level, you can delay the resonance of your voice, granting you finesse over the delivery of your spells.

When you ready a spell with a verbal component, you can choose to do so without stating a trigger. Instead, you may hold the spell for a number of turns equal to your Charisma modifier, using your reaction to release it at any point during that time. Holding a spell while using this feature does not require concentration.

Once you use this ability, you must complete a short or long rest before doing so again.



AMPLIFIED DEFENSE

A manipulator of sonic energy, at 6th level, whenever a creature within 30 feet of you damages you with weapon attack or a spell that requires a verbal component, you can use your reaction to amplify the sonic energy of that assault, turning it back against your opponent.

The creature must make a dexterity saving throw against your spell save DC. On a failure, one held item of your choosing is flung from their grasp, knocked 15 feet away from you, and they takes 2d8 thunder damage. On a success, they maintain a hold on their equipment, and take half this damage.

Once you use this ability, you must complete a short or long rest before doing so again.

DISCORDANCE

At 14th level, your control over the verbal components of magic has surpassed prior limits, allowing you to exert this dominance over would-be foes.

Whenever a creature you can see within 60 feet of you casts a spell that requires a verbal component, you can spend 3 sorcery points as a reaction to force that creature to make a charisma saving throw. On a failure, you delay the resonance of their required verbal components, preventing any of its effects from taking place until the start of the creature's next turn and dealing 2d6 thunder damage to them when the spell takes effect. (The spell maintains its original target, if that target is no longer applicable, the spell is lost).

CREDITS

Artwork - Created using WomboDream
Thunderborn Origin - William Hinz

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CALM BEFORE THE STORM

At 18th level, you can create a sonic vacuum, absorbing and channeling sound around you into towards a thunderous explosion.

As an action, you can spend 2 sorcery points to create a 20 foot radius aura around yourself that is regarded as being under the effects of the *silence* spell. You are immune to the effects of this aura, and can hear any sound that would otherwise travel in or out of the space.

At the end of each of your subsequent turns, you can spend 1 sorcery points to maintain this aura for another round, up to a maximum of five rounds. Alternatively, you can use a bonus action to release the sonic energy stored within the aura. When you do so, any other creatures within the area of effect must succeed on a constitution saving throw or be knocked back 20 feet, taking 2d8 Thunder damage per round the aura was maintained. On a success, a creature is only knocked back 10 feet, and takes half this damage.

Once you use this ability, you must complete a long rest before doing so again.

THUNDERBORN QUIRKS

d6	Quirk
1	Long silences unnerve you.
2	You've searched far and wide for the most devastating storms.
3	You're often a sentence or two behind the conversation.
4	While you're usually a quiet person, but when you speak, people listen.
5	You make fun trying to guess the exact distance of a sound based on its delay.
6	You can hear whale songs, elephant calls and other peculiar frequencies often missed by those around you.





TIDEBORN ORIGIN

"It's an unthinking force. Primordial, relentless, enduring. But make no mistake, the ocean has a voice, and it calls."

Tabai Kol – Seer of the Sundered Strands

A lineage tethered to the deepest of depths, you trace your powers back to the heartbeat of the ocean. Perhaps your ancestor was born below the waves and ascended in search of the world above, or perhaps they were the survivor of a shipwreck, having struck a bargain with one of the great beasts below the disappearing light. Perhaps even you, yourself, were born amidst the aftermath of a devastating tsunami, your feet treading water long before they touched the ground.

Tideborn feel the push and pull of the ocean much akin to their own heartbeat. They understand the incessant, relentless rhythm of their ancestry unlike any other. They may venture inland in search of fame, glory, or an escape from their coastal calling, but conscious or not, they will eventually respond to the pull of a homebound tide.

Many tideborn do heed the call of their birth, their inherent connection to the rhythm of the ocean and its tributaries make them great fishermen and sailors, while others may find work as navigators for those daring enough to brave the Sundered Strands, where one miscalculation can lead a fleet hurtling into the maelstrom. Others may utilise their talents in different ways, and their intuitive sense of rhythm leads some to follow the life of an artist often becoming talented dancers and musicians.

TIDEBORN FEATURES

Level	Feature
1	Follow The Tide, Ebb And Flow
6	Cascading Torrent
14	Riptide Core
18	King Of The Tide

FOLLOW THE TIDE

Starting at 1st level, you are inherently attuned to the nature of any flowing body of water.

While in the water, you can identify the direction and strength of any tides or currents within a 120 foot radius. Additionally, you gain a swimming speed equal to your walking speed and can breath underwater.

EBB AND FLOW

Starting at 1st level, your body moves in time with the rhythm of the tides, allowing you to imbue your magic with powerful momentum.

Whenever you cast a spell that affects a creature other than yourself, you gain advantage on your next attack roll made against a different creature. This advantage lasts until the end of your next turn. If the attack hits, you can choose to knock any large or smaller creature up to 10 feet away from you. This distance increases by 5 feet at your 6th and 11th level in this class.

CASCADING TORRENT

Starting at 6th level, your attunement with the tide improves and your command over its unrelenting force increases. Whenever you displace a creature against its will, that creature takes 1d8 cold damage for every 10 feet it is moved (up to a maximum of 3d8), as a torrent of water bombards it along its trajectory.

Additionally, whenever you displace a creature against its will, you can spend 1 sorcery point to do so in any direction of your choosing.

RIPTIDE CORE

Starting at 14th level, you can temporarily channel your own tidal force. As an action, you create a swirling mass of water that violently circles around you in a 30 foot radius for 1 minute. This area is considered difficult terrain. Any creature that starts its turn in the area must succeed on a strength saving throw, on a failure you can force the tides to carry them up to 30 feet in any direction within the area of effect.

This effect lasts for 1 minute, and cannot be used again until you complete a long rest.

KING OF THE TIDE

At 18th level, you exist in pure harmony with your aquatic heritage. The tides will answer your call no matter where you may be. You can cast Control Water at will, and whenever you do so you can create a 100 by 100 feet square of water with which to manipulate the spell. This water disappears when the spell ends.

TIDEBORN QUIRKS

d6

Quirk

- 1 Small bodies of water swirl around your feet as you pass them.
- 2 You constantly sway side to side with an unnervingly precise rhythm.
- 3 You hover ever so slightly under a full moon.
- 4 You experience bouts of fatigue that keep time with an outward tide.
- 5 You feel at home in bodies of water, and develop motion sickness on dry land.
- 6 You often feel uncomfortable around static bodies of water, splashing them to create movement.

CREDITS

Artwork - Created with WomboDream

Tideborn Origin - William Hinz

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CLouDBORN ORIGIN

"We are the eternal voyagers. Our story binds the sea and sky, we, bound by sun to fall or fly. On its whims our journey planned, but always to return to land."

Palari Sanctum Inscription - Author Unknown

A child of the sky, you trace your heritage back to the great blue ceiling of the world. Perhaps you're a descendant of the legendary Ostorian Cloud Giants, or the byproduct of an ancestor's tryst with some all-powerful Djinni. Or perhaps you're simply child of the great blue, the first of your lineage, blessed with a power you and your bloodline will carry down unto the world below.

Despite their attachment to the sky, Cloudborn do find themselves drawn to the earth on occasion, often seeking respite along fogbound shorelines. Some join coastal societies, often welcomed by local fishermen and their superstitious mothers. Others remain on the outskirts of civilisation, content in their solace, and safe behind the natural barrier that their mists provide.

Most Cloudborn lead nomadic lives, a primal calling between both sky and earth often tugs at their heartstrings and pulls them in grander trajectories. They rarely stay in one place too long, but for those few to whom they form a real attachment, Cloudborn make for invaluable allies.

CLouDBORN ORIGIN SPELLS

You gain spells at the sorcerer levels noted in the origin spells table. Once you gain an origin spell, you always know it, and it doesn't count against the number of spells you know. If you have an origin spell that doesn't appear on the sorcerer spell list, the spell is nonetheless a sorcerer spell for you.

Sorcerer Level	Spell
1	<i>Fog Cloud</i>
3	<i>Skywrite</i>
5	<i>Gaseous Form</i>
7	<i>Freedom of Movement</i>
9	<i>Control Winds</i>

LIGHT AS A FEATHER

At 1st level, your body feels as light as air. You can use your bonus action to gain a hover speed equal to half your base walking speed. This effect last for a number of rounds equal to your charisma modifier. You can use this ability once, and regain the ability to use it after completing a short rest.

CLouDED VISION

A child of the clouds, you feel most at home among them. At 1st level your vision cannot be obscured by magical or non-magical fog, mist, or clouds.



CARVER OF AIR

Carving out your place in the sky, at 6th level you can shape the air around you at your whim. As a bonus action, you can spend 1 sorcery point to reshape the area of a *fog cloud* spell you are currently casting. Within the area of effect, you can create, remove, and manipulate fog in any manner you choose.

AMONG THE CLOUDS

At 14th level, your latent powers have become second nature, and you're able to control them with an unparalleled freedom. While concentrating on one of your origin spells, you can concentrate on one additional spell (this effect does not stack). When you make a concentration saving throw while concentrating on more than one spell, use the same result for both spells.

CREDITS

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Cloudborn Origin - William Hinz

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INTO THIN AIR

At 18th level, you can fully embrace your heritage, temporarily abandoning physical form. As an action, you can spend 5 sorcery points, dissipating into a misty state.

While in this form you have a hover speed of 60 feet, gain immunity to all bludgeoning, slashing and piercing damage, and your *Carver of Air* feature no longer requires sorcery points to use.

This form lasts for 1 minute or until you end it as a bonus action. Once you use this ability, you cannot do so again until you finish a long rest.

CLOUDBORN QUIRKS

d6	Quirk
1	You love making shapes in the clouds, both literally and figuratively.
2	You always seem somewhat distant.
3	You find yourself dehydrated much faster than most
4	You sweat profusely in the wake of a coming storm.
5	You can expel tiny clouds of vapour from your mouth and enjoy manipulating them into tiny shapes and figures.
6	You breathe easier at higher altitudes, and find that the atmosphere of lower climes often makes you homesick.

