

CREATE-AN-ORIGIN

A SORCERER ORIGIN CREATION GUIDE



WRITTEN BY MATTHEW GRAVELYN

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A how-to guide for creating a sorcerer Origin in 5e



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Create-An-Origin: A Sorcerer Origin Creation Guide by Matthew Gravelyn

INTRODUCTION

Hello and welcome to my Create-A series, guides designed to help you create your own class archetypes compatible with D&D 5e. In this guide I take a look at the sorcerer, whose Origin is the unique path of innate and chaotic magic that they wield or attempt to control.

This guide starts with a quick review of the base sorcerer abilities so you can keep them in mind when crafting your new Origin features. I share some thoughts how to define and describe your sorcerer's Origin. Next, we get into the sections for each aspect of Origin creation with two examples that I will build upon as we go. Finally, I recap the example Origins so you can see what they look like when we're done.

I hope you enjoy this guide. Always remember to consult with your DM and other players before using homebrew at the table. In this way you can make sure your subclass is balanced and fits within the framework your DM intends to use during play.

USING THIS SOURCEBOOK

This book is meant to be a template, a guide to help you create your very own sorcerer Origin that is compatible with virtually any 5e setting or campaign. In this way, you have nearly limitless potential to entertain yourself and find new ways to bring the monk to life in your game.

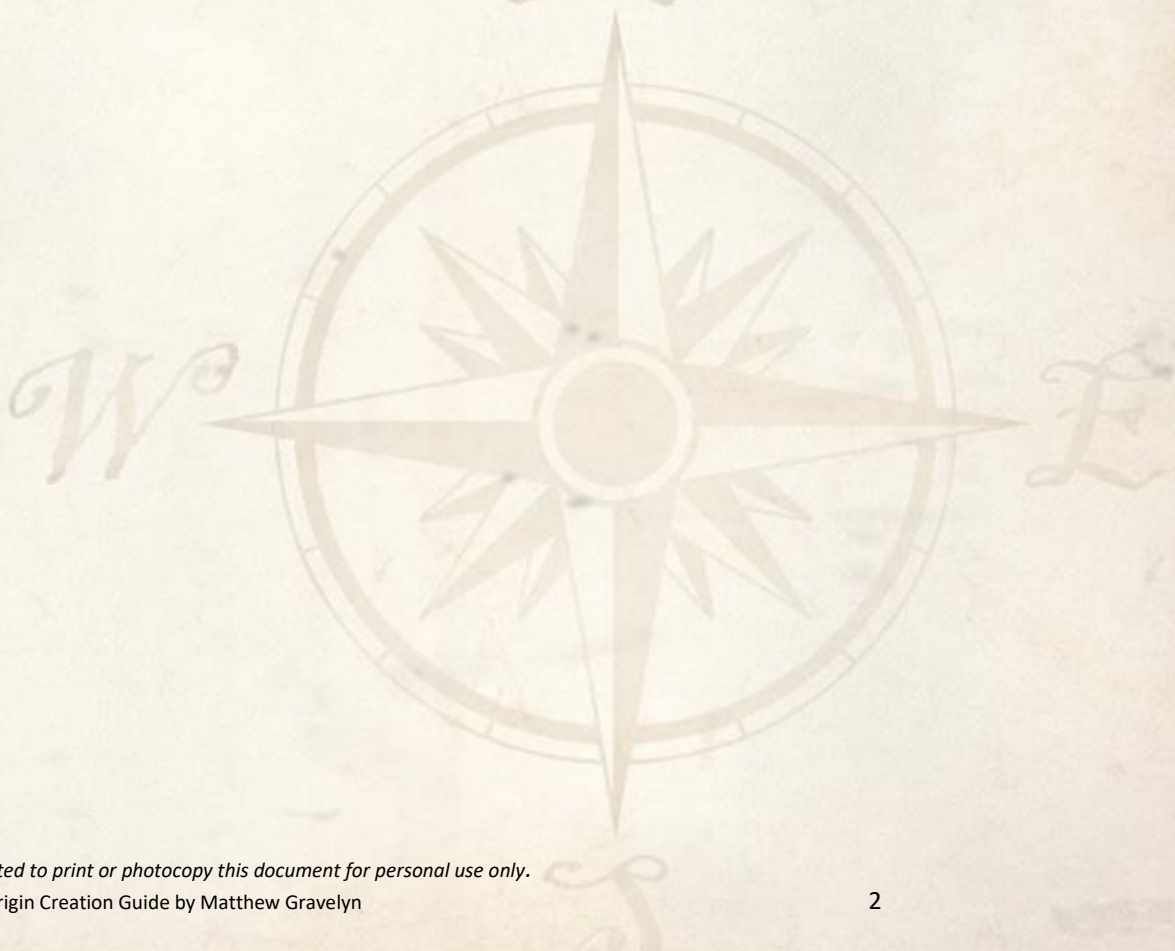
Each section covers an area of Origin creation, including an overview of existing options, concepts to consider during creation, and how to balance the features that go into an Origin.

This book is based on research of the official sorcerer Origin options as well as many other homebrew and self-published options. Using that research as a framework, I created this guide to help you create an Origin as quickly and easily as possible.

EXAMPLES

Included at the end of each section are two example Origins that I have created following this guide. Feel free to use these Origins in your game, but their true purpose is to illustrate the practical application of the guide.

Examples are found in blue boxes at the end of each section and detail the choices of that section. Complete versions of Extraplanar Ancestry and Fey Sorcery can be found at the end of this guide.



CLASS OVERVIEW

Before you dive into creating a new subclass it's a good idea to refresh yourself on the base class. You can check out the PHB for specific language, but I have included an overview of the class here for easy reference.

The sorcerer class is relatively simple, drawing most of its functionality from a constantly growing arsenal of spells. They gain additional features at 2nd, 3rd, and 20th level from their class, all of which focus on sorcery points and augmenting spells. In addition to these features, the sorcerer's Origin will contribute features at 1st, 6th, 14th, and 18th level.

SPELLCASTING

Sorcerers are first and foremost spellcasters. They start the game with four cantrips and two 1st level sorcerer spells and their spellcasting ability is Charisma. The number of spells the sorcerer knows increases by 1 each level until 11th level and then every other level from there.

Sorcerers utilize spell slots to cast their spells, which are outlined in the class table in the PHB. Spells can only be cast if the sorcerer has an appropriate level spell slot available. They start with two 1st level spell slots, which increase each level, and they gain access to a new level of spell at every odd level until 17th level.

FONT OF MAGIC

At 2nd level, this feature offers a new resource to the sorcerer in the form of "sorcery points" equal to the sorcerer's level. These points can be spent to create spell slots for spellcasting and, similarly, spell slots can be converted into points. This allows the sorcerer to treat their spell slots like an economy, trading in many lower slots for an extra high-level slot or vice versa.

Sorcery points are also used to fuel many of the sorcerer's other features, like Metamagic, Sorcerous Restoration, and features from their Origin. Spent sorcery points are regained after a long rest.

METAMAGIC

At 3rd level, the sorcerer gains access to a list of augments for their spellcasting. These options include increasing ranges, targets, and effects of spells, twisting them into new and exciting spectacles of

magic. As noted, these all cost sorcery points to utilize, some more than other depending on potency.

When the sorcerer gains this feature, they can choose 2 augments from the list to start with. They choose an additional option at both 10th and 17th levels.

ABILITY SCORE IMPROVEMENT

The sorcerer gains an ability score improvement at each of 4th, 8th, 12, 16th, and 19th level. These improvements can be used to add 1 to each of 2 ability scores or add 2 to 1 ability score.

Alternatively, an ability score improvement can be forgone in exchange for learning a Feat. This is an optional rule that is ultimately up to the DM.

While it's not feasible to plan or balance for every combination of score improvements and Feats, it is something to keep in mind when designing your subclass.

SORCEROUS RESTORATION

At 20th level, the sorcerer regains 4 sorcery points after finishing a short rest, allowing them to utilize their abilities more frequently.



ORIGIN CREATION

The name “Origin” implies a lot about how the sorcerer subclasses work, both mechanically and thematically. This creation is also about where the sorcerer comes from in terms of their power. The subclass defines the power they are connected to, how they’re connected to it, and how in control they are when wielding it. To that end, don’t just think about what you want the sorcerer to *do* with these powers. Also keep in mind the *how* and even the *why* they are using these powers.

There is also something to be said for considering how the sorcerer will be perceived. For example, the wild magic Origin in the PHB details a magician whose magic is bigger than they can completely control, and it sometimes creates chaos around them. Anyone who spends enough time with the sorcerer will probably form some strong opinions about them. You can play this up if you’d like, adding some cultural or societal flavor to your Origin along the way.

NAMING YOUR ORIGIN

The naming for Origins is simple and straightforward: it’s just the name of the type of magic or power the sorcerer draws on. For example, if you were creating an Origin based around elemental powers, you could simply call it “Elemental Sorcery” or similar. You only have to get really creative with these names if you enjoy naming things, which I struggle with. For this one, keep it simple.

Example: Extraplanar Ancestry

Similar to the draconic bloodline Origin, I wanted to do something that offered a similar feel of more-than-mortal blood, but also introduce some choices. The sorcerer decides to be descended from angel or fiend which will shape their destiny.

Description: Somewhere in your lineage there was a powerful coupling, a pairing of mortal and something more. It was out of this that your bloodline was forged, charged with extraplanar energy and potential. This mighty blood, passed through generations, sometimes hidden in those who aren’t strong or willing enough to accept it, until it found you. You can feel the power crackling inside of you, granting you strength and vigor. You are strong enough. You are willing. You can wield this awesome power.

Example: Fey Sorcery

I was inspired to do a play on the Fey, Fey courts, and the Feywild itself. The core of this subclass is its control of magic. As a highly magical plane, the Feywild’s energy courses through the sorcerer, empowering them to control magic by their presence alone.

Description: The Fey. A magical collection of creatures that hail from the Feywild, a plane not so different from our own. They are beings steeped in magic, feeling its impact from their birth. Even those who are not native born can absorb some of this energy if they spend enough time there. Perhaps you wandered into the Feywild as a child, displaying an awesome power and affinity for the realm, or you were captured and raised by the Fey court. Whatever your connection to this magical plane, you are a conduit for its magic, and you carry it always.

ORIGIN FEATURES

Not to be confused with the “Origin” subclass, I always label the first feature of an archetype as the “Origin Feature”. In the case of the sorcerer, this is doubly true. They are one of the few classes that take a subclass and first feature at 1st level, truly making this the origin of their Origin.

Many of the features you will consider here aren’t overly flashy or complex but always tell a story in terms of what the sorcerer and their magic is like. Make sure to include thematic elements like the source of their power, how their magical abilities present, or how they are perceived in the world.

Additionally, most Origins offer two features at this level: one that is more of a usable ability and one that provides a bonus, like proficiencies, languages, or spells. Use this dual-feature level to give your sorcerer some variety while also being mindful to balance the potency of these abilities.

BONUS ABILITIES

For the bonus portion of this level, there are many avenues to pursue to add to the ability-based feature. You can consider options like languages, skill proficiencies, additional or enhanced senses, or bonuses to specific saving throws.

These bonuses should be relatively small but flavorful. For example, if your sorcerer has an affinity for fire-based magic, being able to speak infernal to commune with demons and devils might be interesting. You could also consider giving the sorcerer a bonus to Charisma skill checks against devils, as they find the sorcerer curious and a possible ally.

ABILITY FEATURE

The biggest part of this level should be a feature that imparts an ability to the sorcerer, giving them the means to alter their playstyle and stand out as a unique type of spellcaster. This can be anything from introducing new mechanics to augmenting existing ones.

To start, I recommend considering the flavor of what you want to accomplish and look for existing mechanics that do something similar. It is much simpler to have a feature that augments an established method of play than creating a new one from scratch. For example, if you want your sorcerer to be a bit tougher, instead of creating features that deal with mitigating damage in new ways, you can simply use this feature to grant them bonus HP or an increased AC. You can do something similar for spellcasting, damage types, and skill checks.

If an existing rule doesn’t quite capture what you’re going for, you can create something new for the sorcerer to work with. A great example of this is the wild magic table in the PHB. This is something new and unique the sorcerer will employ during gameplay. If we look closer though, the table employs existing mechanics – mostly spells – instead of creating net new effects. Always look for ways to be efficient in your subclass creation!

Example: Extraplanar Ancestry

To start off this subclass we first need to set the stage by having the player choose their heritage. This immediately grants them a bonus spell, as well as granting bonus damage to spells that use an appropriate damage type.

Powerful Ancestor: When you choose this archetype at 1st level, choose either an angel or a fiend as your ancestor. Their powerful blood courses through your veins, granting you power and fortitude. You can speak, read, and write either celestial or infernal, depending on your ancestor.

You also learn a spell, ingrained teachings from your ancestor. You learn *sanctuary* (angel) or *cause fear* (fiend). This spell counts as a sorcerer spell for you and does not count towards the maximum number of spells you can know.

Potent Blood: Also starting at 1st level, your potency with casting spells aligned with your ancestor is heightened. When you cast a spell that does either radiant (angel) or fire (fiend) damage add your Charisma modifier to the damage.

This damage type will be used in later features as well.

Example: Fey Sorcery

For our Fey sorcerer, I wanted them to feel deeply connected to the people and places of the Feywild. I also wanted them to feel in control of magic, moreso than the typical mage. Their connection to the plane of Fey gives them heightened abilities when it comes to magic.

Courtly Teachings: When you choose this archetype at 1st level, you have strong connections to a fey court. You may have been stolen away as a child, be descended from fey, or accepted into their realm as an equal. You can speak, read, and write sylvan.

Additionally, whenever you make a Charisma check when interacting with a fey creature, your proficiency bonus is doubled if it applies to the check.

Innate Magic: Also starting at 1st level, you have an intimate knowledge of magic and its workings. When you fail a spell attack or saving throw against a spell you can roll 1d4 and add it to your total. You can do this a number of times equal to your Charisma modifier. You regain expended uses after a long rest.



AUGMENT FEATURE

At 6th level the sorcerer gets the second feature granted by their Origin. In most cases this is a feature that augments or improves upon their 1st level feature and continues to evolve the sorcerer's playstyle in unique ways. When approaching this feature, think about what a natural or organic next step would be from the origin feature and figure out a way to make it happen here.

Alternatively, you can certainly deviate from that convention and create a new feature altogether here. Keep in mind the tone and flavor of your Origin and you'll do just fine.

MODIFY ORIGIN FEATURE

After several levels of using their origin feature, the sorcerer is probably craving some extra oomph and more options. You can utilize this feature to provide just that. This is a good path to follow if the origin feature you created is both powerful and thematic to the sorcerer's playstyle, and something they will want to do more regularly. If your origin feature is more situational, consider adding a new type of ability here.

You can modify the origin feature in a variety of ways here. First, augmenting existing effects, you could increase range, number of targets, or increase damage. If you want these to scale through higher levels, especially for damage, you can have the amount of the increase be equal to the sorcerer's Charisma modifier or a number/size of dice that increases at later levels.

Alternatively, you can provide more options for the origin feature, allowing the sorcerer some choice when using their abilities. This could take the form of offering a healing feature for allies in addition to the damaging effects offered in the origin feature.

SORCERY POINTS

Several of the subclasses I researched start utilizing sorcery points at this level. This can be used in a variety of ways, and in combination with other types of abilities and effects. For example, you can have a unique ability that requires sorcery points to use at all, or you could offer a buff to their origin feature, something they can optionally call on at the cost of sorcery points to make their ability more substantial.

Most features at this level cost 1 to 3 sorcery points, depending on how potent they are. As a guideline, a sorcerer at 6th level has 6 sorcery points, regaining spent ones after a long rest. So, something that requires 3 sorcery points can only be used 2 times

per long rest unless the sorcerer gives up some spell slots in exchange for more points. Playing with this dynamic of trading slots for points is interesting but be careful not to take away from spellcasting too much.

RESISTANCES

In one of the subclasses I looked at there are two features offered at this level: one an ability and one a set of resistances. I believe this to be a way of balancing a good feature that just wasn't quite powerful enough to stand on its own at this level. That said, it provided a good opportunity to not only increase the sorcerer's defenses but also add some flavor. Choosing the type of resistances to grant the sorcerer can also speak to the source of their power. Thinking about our flame-based sorcerer, granting them resistance to fire damage makes a lot of sense.

Example: Extraplanar Ancestry

For this feature I wanted to grant some toughness to the sorcerer based on their ancestor as well as give them the tools to make better use of their origin feature, choosing to spend sorcery points to alter damage types to suit their needs.

Extraplanar Boons: Starting at 6th level, you gain resistance to either radiant (angel) or fire (fiend) damage.

You also learn to bend magic to the will of your ancestor, changing it to suit your extraplanar heritage. When you cast a spell that does damage, you can spend 2 sorcery points to change the damage type to radiant (angel) or fire (fiend).

Example: Fey Sorcery

Playing off the concept that the Feywild is a place of heightened magic, I wanted the features of this subclass to also play with the balance of magic.

Bend Magic: Starting at 6th level, your presence can amplify or dampen magic. When a creature you can see within 30 feet casts a spell, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty to the spell attack roll or the spell save DC. You can do so after the creature rolls but before any effects of the roll occur.

UTILITY FEATURE

At 14th level, the sorcerer gains a feature that adds utility to their arsenal. While not damage or combat abilities, this feature will help the sorcerer maneuver combat, navigate terrain, explore, or engage in social conflicts. Consider ways to improve the sorcerer's life that isn't dealing more damage and make sure to hook it into the story of the sorcerer's Origin.

FURTHER ORIGIN IMPROVEMENTS

If your 1st level feature is really, really good and you want to continue building on it, you can certainly do so here as well. Like the 6th level feature, consider what would be a good, natural progression of strength or options to add on to the original feature.

BONUS ACTIONS & REACTIONS

Several of the features at this level utilize bonus actions and reactions. This is a great way to add variety and engagement to a subclass by allowing the player to mix and match actions and bonus actions or reactions to come up with unique combinations.

When dealing with reactions, think about enemy maneuvers that would give the sorcerer the most trouble, like being attacked in melee range. Have the feature use that as the trigger and then create a unique and thematic reaction to it. Our flame sorcerer, when attacked with a melee weapon, could use their reaction to create a flash of fire, temporarily blinding their foe or imposing disadvantage on the attack. If this feels too powerful for the level, consider limiting the number of times it can be used between rests.

MOVEMENT

You may consider giving your sorcerer some unique ways of maneuvering. This can be something literal like increased base movement speed, adding a swim speed, or increasing speed while climbing.

This can also be something more fantastic, like teleportation, or creating portals. For mechanical limitations, this should be no more than 120 feet and should be limited to areas the sorcerer can see. It should also be thematic to your sorcerer. For our fiery sorcerer, perhaps they can teleport through a flame to any other flame they can see within 120 feet. This would be especially useful in a large encampment or a hallway lit with torches. To help balance this, have the teleportation replace normal movement speed or require an action, bonus or otherwise.

WINGS

This section is very specific, but I saw this on more than one subclass, so I wanted to throw it out there: wings. Yes, wings. Look, sorcerers are weird, and this is going to be no exception. So, let's talk about how your sorcerer might go about getting and using their wings.

Mechanically, this feature is straightforward. The sorcerer uses a bonus action to "grow" their wings. Depending on your level of comfort with body horror, his can be a literal protrusion of wings from the back or it can be something more figurative, like forming wings of fire. Either way, it is important to consider what the sorcerer is wearing; some armor may prevent the use of wings and clothing that is not made to accommodate the wings may be destroyed.

In terms of movement, the wings allow the user to achieve different elevations but still move horizontally at their usual movement speed.

Example: Extraplanar Ancestry

Wings are cool.

Ancestral Wings: Starting at 14th level, you gain the ability to manifest the wings of your ancestor, either feathery angelic or leathery fiendish wings. You gain flying speed equal to your current speed. You can summon these wings as a bonus action, and they last until you dismiss them as a bonus action. You can't manifest your wings if you are wearing armor unless it is made to accommodate them, and clothing not made to accommodate them may be destroyed in the process.

Example: Fey Sorcery

A functional movement feature that is thematic to the planar connection to the Feywild.

Fey Step: Starting at 14th level, you have learned to utilize the tenuous connection between this plane and the Feywild, stepping through the veil temporarily. As a bonus action, you can teleport up to 60 feet to an unoccupied space you can see.

BONUS FEATURE

For our last feature at 18th level, the sorcerer can get access to some pretty impressive and wild abilities. There isn't a lot of strict guidance at this stage, but rather I offer some suggestions based on the more interesting subclasses I saw. At the end of the day you should strive to finish what you started. If there's an ability or mechanic that is jumping immediately to your mind after creating the previous features, go with it. Keep things thematic and round out your Origin.

BIG SORCERY POINTS

This is your opportunity to go big. Really big. Think about spending 5 or 6 sorcery points in one shot. This feature should have the potency to match, so think about a big, flashy maneuver the sorcerer can utilize by expending a large chunk of their sorcery points.

Some examples of a big point-driven feature could be exuding an aura to harm foes, bolster allies, or possibly both; gaining resistance or immunity to certain damage types while also dealing more damage of those same types; or cast big spells or achieve similar effects automatically.

BUFFS

You can also keep things simple here if it makes the most sense to you. A bonus to damage output in the form of additional dice, regaining HP or temporary HP, or a temporary boost to defense through imposing disadvantage can all be viable and interesting choices. As with all aspects of subclass creation though, make sure to make it interesting. Even a simple mechanic can be dressed up with dancing flames, a crack of lightning, or a shudder of the earth.

TRANSFORMATION

This concept can be used on its own or in conjunction with the other advice here. Think about the sorcerer's Origin and ask if taking on an altered, more impressive form makes sense. For our smoldering sorcerer, a crown of flames appearing above their head and their eyes going deep orange like coals would be extremely thematic and help reinforce the fiery power we're about to witness.

These transformations can be the whole effect, gaining obvious bonuses along with them, like increased damage, additional damage types to attacks, or resistances, but they can also be thematically attached to other abilities. Maybe the feature you want to do is an aura that buffs allies, a flaming crown can still be used as a sort of symbol without being directly connected to the ability.

Example: Extraplanar Ancestry

This builds on the resistances from the 6th level feature and allows the sorcerer to temporarily grant an ally use of their ancestor's wings. Like I said, wings are cool.

Extraplanar Blessings: Starting at 18th level, you gain immunity to either radiant (angel) or fire (fiend) damage.

You have also learned how to temporarily bestow your ancestor's wings to an ally. As a bonus action, you can touch an ally to grant them your wings for up to 30 minutes or until you or your ally dismiss them as a bonus action. They gain flying speed equal to your current speed.

Example: Fey Sorcery

For the final feature, the sorcerer can expend some of their sorcerous energy to call on the Fey court, granting them an aura to influence the magic around them.

Aid of the Court: Starting at 18th level, you are respected and revered in the Fey court, and they will grant you aid when you call upon them. As an action, you can spend 5 sorcery points to channel the power of the Fey and exude an aura of potent or dampened magic to a distance of 30 feet. For 1 minute or until you lose your concentration, each ally that starts its turn in this aura adds your Charisma modifier plus your proficiency bonus to their spell attacks and spell save DCs if you chose potent magic, or all spell damage taken is reduced by your Charisma modifier plus your proficiency bonus if you chose dampened.

EXTRAPLANAR ANCESTRY

Somewhere in your lineage there was a powerful coupling, a pairing of mortal and something more. It was out of this that your bloodline was forged, charged with extraplanar energy and potential. This mighty blood, passed through generations, sometimes hidden in those who aren't strong or willing enough to accept it, until it found you. You can feel the power crackling inside of you, granting you strength and vigor. You are strong enough. You are willing. You can wield this awesome power.

EXTRAPLANAR ANCESTRY FEATURES

Sorcerer

Level	Features
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1 st	<i>Powerful Ancestor, Potent Blood</i>
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6 th	<i>Extraplanar Boons</i>
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14 th	<i>Ancestral Wings</i>
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18 th	<i>Extraplanar Blessings</i>
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POWERFUL ANCESTOR

When you choose this archetype at 1st level, choose either an angel or a fiend as your ancestor. Their powerful blood courses through your veins, granting you power and fortitude. You can speak, read, and write either celestial or infernal, depending on your ancestor.

You also learn a spell, ingrained teachings from your ancestor. You learn *sanctuary* (angel) or *cause fear* (fiend). This spell counts as a sorcerer spell for you and does not count towards the maximum number of spells you can know.

POTENT BLOOD

Also starting at 1st level, your potency with casting spells aligned with your ancestor is heightened. When you cast a spell that does either radiant (angel) or fire (fiend) damage add your Charisma modifier to the damage.

This damage type will be used in later features as well.

EXTRAPLANAR BOONS

Starting at 6th level, you gain resistance to either radiant (angel) or fire (fiend) damage.

You also learn to bend magic to the will of your ancestor, changing it to suit your extraplanar heritage. When you cast a spell that does damage, you can spend 2 sorcery points to change the damage type to radiant (angel) or fire (fiend).

ANCESTRAL WINGS

Starting at 14th level, you gain the ability to manifest the wings of your ancestor, either feathery angelic or leathery fiendish wings. You gain flying speed equal to your current speed. You can summon these wings as a bonus action, and they last until you dismiss them as a bonus action. You can't manifest your wings if you are wearing armor unless it is made to accommodate them, and clothing not made to accommodate them may be destroyed in the process.

EXTRAPLANAR BLESSINGS

Starting at 18th level, you gain immunity to either radiant (angel) or fire (fiend) damage.

You have also learned how to temporarily bestow your ancestor's wings to an ally. As a bonus action, you can touch an ally to grant them your wings for up to 30 minutes or until you or your ally dismiss them as a bonus action. They gain flying speed equal to your current speed.

FEY SORCERY

The Fey. A magical collection of creatures that hail from the Feywild, a plane not so different from our own. They are beings steeped in magic, feeling its impact from their birth. Even those who are not native born can absorb some of this energy if they spend enough time there. Perhaps you wandered into the Feywild as a child, displaying an awesome power and affinity for the realm, or you were captured and raised by the Fey court. Whatever your connection to this magical plane, you are a conduit for its magic, and you carry it always.

FEY SORCERY FEATURES

Sorcerer

Level	Features
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1 st	<i>Courtly Teachings, Innate Magic</i>
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6 th	<i>Bend Magic</i>
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14 th	<i>Fey Step</i>
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18 th	<i>Aid of the Court</i>
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COURTLY TEACHINGS

When you choose this archetype at 1st level, you have strong connections to a fey court. You may have been stolen away as a child, be descended from fey, or accepted into their realm as an equal. You can speak, read, and write sylvan.

Additionally, whenever you make a Charisma check when interacting with a fey creature, your proficiency bonus is doubled if it applies to the check.

INNATE MAGIC

Also starting at 1st level, you have an intimate knowledge of magic and its workings. When you fail a spell attack or saving throw against a spell you can roll 1d4 and add it to your total. You can do this a number of times equal to your Charisma modifier. You regain expended uses after a long rest.

BEND MAGIC

Starting at 6th level, your presence can amplify or dampen magic. When a creature you can see within 30 feet casts a spell, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty to the spell attack roll or the spell save DC. You can do so after the creature rolls but before any effects of the roll occur.

FEY STEP

Starting at 14th level, you have learned to utilize the tenuous connection between this plane and the Feywild, stepping through the veil temporarily. As a bonus action, you can teleport up to 60 feet to an unoccupied space you can see.

AID OF THE COURT

Starting at 18th level, you are respected and revered in the Fey court, and they will grant you aid when you call upon them. As an action, you can spend 5 sorcery points to channel the power of the Fey and exude an aura of potent or dampened magic to a distance of 30 feet. For 1 minute or until you lose your concentration, each ally that starts its turn in this aura adds your Charisma modifier plus your proficiency bonus to their spell attacks and spell save DCs if you chose potent magic, or all spell damage taken is reduced by your Charisma modifier plus your proficiency bonus if you chose dampened.

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Thank you for downloading this sourcebook! It was a lot of fun to create.

If you have any feedback or suggestions for this sourcebook, please send it to me via email at matthew@gravelyn.com with the subject line "Create-An-Origin Feedback". Your input will help to make this sourcebook even better for future players!

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