

SHARD OF ATTRACTION

Born with the potential of gravitury within them. These sorcerers see the shackles that gravity puts on the world and are able to alter them. Wielding their innate powers they can free themselves and others from this burden, and inflict pain upon those who get in their way.

GRAVITURGIC SPELLS

You learn additional spells when you reach certain levels in this class, as shown on the Shard of Attraction Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a evocation or a transmutation spell from the sorcerer, warlock, or wizard spell list.

SHARD OF ATTRACTION SPELLS

Sorcerer level	Spells
1st	feather fall, magnify gravity
3rd	spider climb, levitate
5th	fly, pulse wave
7th	gravity barrier*, gravity sink hole
9th	telekinesis, wall of force

GRAVITY FIELD

At 1st level, you can cause the gravity around you augment brutally. As a bonus action, choose a creature within 30 feet of you, you can cause the gravity around them to be brutally augmented. The creature has disadvantage on their ranged attack rolls until the start of your next turn and must succeed a Strength saving throw or fall prone, crushed by gravity.

You can use this ability a number of times equal to your Charisma modifier before needing to take a long rest.

FUGITE OMNIS

Also at 1st level, you can partially ignore the shackles of gravity. You gain the ability to hover a few inches off of the ground. You can ascend and descend as part of your movement. You can't hover a foot or more above the ground, and fall if you are above that height. If you were to be knocked prone while hovering, you are instead made to stand on the ground.

In addition you learn the Heavy spell Metamagic, it doesn't count against the number of metamagics you know.

INOXERABLE ATTRACTION

At level 6, as an action, you can generate a powerful gravity well. Choose a creature within 60 feet of you, it must succeed a Strength saving throw, or be pulled in a straight line to a point within 60 feet of it that you can see. If it ends this movement on a solid surface it takes 1d6 bludgeoning damage for each 10 feet traveled, and falls prone. If creatures are on the gravitational path of your target, they must succeed a Dexterity saving throw against your spell save DC, or take 1d6 bludgeoning damage and be knocked prone.

You can use this ability once per short or long rest, or until you expend a 2nd level spell slot to use it again.

UNSCHACKLED BODY

At 14th level, you can perfectly control the effect that gravity exerts on your body. You can ignore fall damage and your movement speed increases by 15 feet. In addition you gain a flying speed equal to your walking speed.

BLACK HOLE

Beginning at 18th level, You learn the spell *ravenous void*, it is a sorcerer spell for you and it doesn't count against the number of sorcerer spells you know. In addition you can cast the spell by expending 11 sorcery points, if you do so you can select any number of creatures of your choice to escape the shackles of gravity and not be affected by the spell (yourself included).

SPELLS

GRAVITY BARRIER*

4th level evocation
(Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minute

You create a wall of increased gravity on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain.

Any ranged weapon attack that passes through the wall's space automatically fails, and other ranged attacks have disadvantage. Any creature that tries to pass through the wall's space must succeed a Strength saving throw or take 4d8 bludgeoning damage and be knocked prone.

METAMAGIC OPTIONS

HEAVY SPELL

When you cast a spell that deals damage, you can spend 1 sorcery point to force one creature affected by it to make Strength saving throw against your spell save DC or have its speed reduced to 0 until the start of your next turn.

You can use heavy spell even if you have already used a different metamagic option during the casting of the spell.