# Divine Echo – Sorcerous Origin

“My prayers were not answered with words. They were remembered. Whispered back to me through dreams, visions, and pulses of power. Now, I speak with two voices: one of heaven… and one of something older.”  
  
You are the chosen vessel of a divine power—be it a god, an eldritch force masquerading as a god, or a forgotten angel. This origin grants both healing power and uncanny insight. You are as capable of saving lives as you are unraveling sanity.

## 1st Level – Echo of the Source

You learn additional spells depending on your divine patron’s domain. These count as sorcerer spells for you and don’t count against your total.  
Choose a Divine Domain Flavor (examples): Light, Life, or Madness.  
  
Bonus Spells by Theme:

* Light Domain:
* Cure Wounds
* Sacred Flame
* Flaming Sphere
* Lesser Restoration
* Beacon of Hope
* Daylight
* Wall of Fire
* Guardian of Faith
* Flame Strike
* Holy Weapon
* Life Domain:
* Cure Wounds
* Bless
* Prayer of Healing
* Aid
* Mass Healing Word
* Revivify
* Death Ward
* Divine Power
* Mass Cure Wounds
* Raise Dead
* Madness Domain:
* Dissonant Whispers
* Mind Sliver
* Detect Thoughts
* Calm Emotions
* Enemies Abound
* Hypnotic Pattern
* Phantasmal Killer
* Greater Invisibility
* Synaptic Static
* Dream

## 1st Level – Channel the Echo

You gain a healing pool equal to your sorcerer level × Charisma modifier. As a bonus action, you can spend points from the pool to heal a creature within 60 feet.  
  
At 6th level, your healing pool also removes one condition (charmed, frightened, or blinded) per use.

## 6th Level – Mind Beyond Flesh

You gain telepathy (60 ft), advantage on saving throws against charm and fright, and when you cast a healing spell, the target gains advantage on their next Wisdom saving throw.

## 14th Level – Spirit Split

When you cast a spell of 1st level or higher, you can choose two targets. The spell affects both (if possible) at half potency, using one spell slot.  
You can use this feature a number of times equal to your Charisma modifier per long rest.

## 18th Level – Divine Manifestation

Once per long rest, as a bonus action, you enter your Manifestation for 1 minute:  
- Healing spells restore max HP  
- Add Charisma modifier to psychic, radiant, or fire damage  
- Allies in 30 ft gain resistance to psychic/radiant damage and cannot be frightened/charmed

## Optional Roleplay Trait

When you heal or cast, your eyes flicker with stars, glyphs, or strange shadows—depending on your chosen origin.