

School of Innovation (*Wizard*)

The school of innovation is a less popular Wizard tradition that seeks to push the boundaries of what magic can do. While some seek it out in the hopes of creating new magics, the core of innovation is to improve what already exists; Innovation Wizards arm themselves with a modified version of magic in an attempt to alleviate some of the restrictions that often hold traditional Wizards back.

Innovative Savant

Starting at 2nd level, you've innovated your magic formulae to function better for you. When you cast a spell with a spell slot, you can choose to cast a spell from your spellbook instead of one you have prepared. In order to do so, you must overcome the experimental nature of your innovations; you must succeed on an Arcana check with a DC equal to 10 + the level of the spell slot you are casting it with. On a success, you cast the spell as intended. On a fail, your spellcasting has no effect; you do not cast the spell or expend a spell slot, though you do still use your whichever action you used to attempt to cast the spell.

Experimental Mana

Also at 2nd level, you have practiced with channeling the magic of the Weave into a different form, known as mana. When you finish a long rest, you can pick one of your prepared spells of 1st level and modify its spellcasting to use mana; a spell cast in this way cannot be upcast. Once you have cast the spell, you cannot cast it again until your mana recharges. At the start of each of your turns, if you have expended your mana, you can make a recharge roll for it; this roll uses a d6. If the d6 rolls a 6, your mana recharges.

Spell Modifier

Beginning at 6th level, you've learned how to modify the functionality of your spells by weaving mana into them. You learn a Metamagic option of your choice from the Sorcerer class. When you cast a spell while your mana is charged, you can expend your mana to use that Metamagic option on the spell. Whenever you level up, you can change your Metamagic choice for a different one.

Expanded Mana

Starting at 10th level, your mana's power expands. When you select your mana spell after a long rest, you can choose a second prepared spell of up to 3rd level and modify it to work using mana. Each of these spells has their own recharge roll; if the spell is of 1st level, the mana used for that spell now recharges on a roll of 5 or 6. When you expend one of these charges for your Metamagic choice, it does not recharge except on a roll of 6, regardless of which spell level it is tied to.

Versatile Magic

Beginning at 14th level, your mana grows stronger and more fluid. All your mana charges recharge on a roll of 5 or 6, regardless of what they are used for, and they can now be used interchangeably instead of dedicating each charge to a singular spell. Both spells you choose for your mana spells can be up to 3rd

level. You can instead prepare a single spell of 4th level to function off of mana rather than preparing two lower-level spells to function in that way.