

Heavily based on Wizards, Glitch Mages are essentially Wizards under the School of Dimension.

### Glitch Mage (5e Class)

Hit Dice: 1d6 per Glitch Mage level

Hit Points @ 1<sup>st</sup> Level: 1d6 + Con. Modifier

Hit Points @ Higher Levels: 1d6 (or 4) + Con. Modifier per Glitch Mage level after 1<sup>st</sup>

#### Proficiencies:

Armor: None

Weapons: Simple Weapons

Tools: None

Saving Throws: Intelligence and Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

#### Equipment:

- One simple weapon of your choice
- a) a component pouch or b) an arcane focus
- a) a scholar's pack or b) an explorer's pack
- A note written in Otherworlder explaining how to access the terminal

\* -- Not described. They are the same as for Wizards, just with Terminal instead of spellbook.

### Glitch Mage Table

Lvl	Prof.	Features	C	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+2	Spellcasting, Arcane Recovery*	3	2	-	-	-	-	-	-	-	-
2	+2	Dimension Savant, Wisdom of the Multiverse	3	3	-	-	-	-	-	-	-	-
3	+2	-	3	4	2	-	-	-	-	-	-	-
4	+2	Ability Score Improvement*	4	4	3	-	-	-	-	-	-	-
5	+3	-	4	4	3	2	-	-	-	-	-	-
6	+3	Data Corruption	4	4	3	3	-	-	-	-	-	-
7	+3	-	4	4	3	3	1	-	-	-	-	-
8	+3	Ability Score Improvement*	4	4	3	3	2	-	-	-	-	-
9	+4	-	4	4	3	3	3	1	-	-	-	-
10	+4	Data Manipulation	5	4	3	3	3	2	-	-	-	-
11	+4	-	5	4	3	3	3	2	1	-	-	-
12	+4	Ability Score Improvement*	5	4	3	3	3	2	1	-	-	-
13	+5	-	5	4	3	3	3	2	1	1	-	-
14	+5	Terminal Master	5	4	3	3	3	2	1	1	-	-
15	+5	-	5	4	3	3	3	2	1	1	1	-
16	+5	Ability Score Improvement*	5	4	3	3	3	2	1	1	1	-
17	+6	-	5	4	3	3	3	2	1	1	1	1
18	+6	Spell Mastery*	5	4	3	3	3	3	1	1	1	1
19	+6	Ability Score Improvement*	5	4	3	3	3	3	2	1	1	1
20	+6	Signature Spells*	5	4	3	3	3	3	2	2	1	1

Features:

Spellcasting:

As a Glitch Mage, you have access to the Terminal, which both contains your spells and allows you to cast them.

Cantrips:

At 1<sup>st</sup> level, you know three cantrips from the Glitch Mage spell list.

You will learn additional Glitch Mage cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Glitch Mage table.

## (Glitch Mage Features Cont. 1)

### Your Terminal:

The spells that you add to your Terminal as you gain levels reflect your level of expertise in manipulating the code of the multiverse, as well as intellectual breakthroughs you've had about the nature of the multiverse. You might find other spells throughout your adventures. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty old tome in an ancient library.

### Copying a Spell into the Terminal:

When you find a Glitch Mage spell of 1<sup>st</sup> level or higher, you can add it to your Terminal if it is of a level that you have spell slots for. Copying a spell into your Terminal involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. Your Terminal can take care of this for you, allowing you to do other things during the decyphering process. However, you must still practice the spell until you can understand the sounds or gestures required. For each level of the spell, the Terminal can prepare and decypher the spell in 1 hour (per) and the practicing can be completed in 30 minutes (per). While the Terminal is decyphering a spell, you become unable to cast your spells.

### The Terminal's Appearance:

The Terminal has a hidden mode and a visible mode. While in hidden mode, you can only cast cantrips, but nobody other than yourself can see the terminal or feel the spells being cast. While in visible mode, it functions similar to a spellbook, but simply hovers close to your hand. The Terminal looks to be a transparent, light-blue screen.

### Terminal:

At 1<sup>st</sup> level, your Terminal contains six 1<sup>st</sup>-level Glitch Mage spells of your choice.