

(Glitch Mage Features Cont. 2)

Preparing and Casting Spells:

The Glitch Mage table shows how many spell slots you have to cast your spells of 1st level or higher. To cast one of these spells, you must expend a spell slot of the spell's level or higher. You regain all spell slots when you finish a long rest. All of your spells are cast through your Terminal. You do not have to prepare spells after long rests, but if you cannot operate your Terminal, then you cannot cast anything. Your Terminal is accessed simply by wanting it accessed. However, you must be capable of moving your fingers across the screen to operate it.

Spellcasting Ability:

Intelligence is your spellcasting ability for your Glitch Mage spells.

Spell Save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell Attack Modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting:

You can cast a Glitch Mage spell as a ritual if that spell has the ritual tag and you have the spell in your terminal.

Spellcasting Focus:

You can use an arcane focus as a spellcasting focus for your Glitch Mage spells.

Leveling Up:

Each time you gain a Glitch Mage level, you can add two Glitch Mage spells of your choice to your Terminal. (Following previous limits)

Dimension Savant:

Starting at 2nd level, the time both you and your Terminal take to register a new dimension spell is halved.

Wisdom of the Multiverse:

Starting at 2nd level, your studies of the spells in the Terminal have revealed to you the basics of how this dimensional magic functions. Through this, you have reworked your spells to account for the rules of this world.

Add your Wisdom modifier to your spell save DC and your spell attack modifier.

You are also immune to damage from your own spells, unless they are reflected.

(Glitch Mage Features Cont. 3)

Data Corruption:

Starting at 6th level, your own data becomes corrupted due to your repeated use of glitched code. When you would take damage, roll 1d4. If the result is 4, your code has an error in your coordinates and shifts your location in a DM-determined direction by 3 ft and avoids damage due to the glitch. This feature can only be used successfully twice per long rest. (This feature is automatic & cannot be manually triggered)

Data Manipulation:

Starting at 10th level, you have mastered the art of manipulating the code of the world around you. Once per day, you can alter any one physical/mental aspect of one creature/object. To be affected by this feature, a creature must either be willing, defeated, or unintelligent.

Terminal Master:

Starting at 14th level, you have completely mastered the use of your Terminal. You are now able to cast all of your spells while the Terminal is in Hidden mode, but only at their base level. You can also move freely and take damage without losing concentration on spells, as the Terminal now takes care of the concentration.

Glitch Mage Spell List (INCLUDES WIZARD SPELL LIST)

Centrals (0 Level):

Glitch Bolt

Minor Error

Zip File

9th Level:

Syntax Error

1st Level:

Ray of Corruption

Profitable Error

2nd Level:

Major Error

Enchanter's Glitch

3rd Level:

Glitch Shield

Malicious Program

4th Level:

System Error

Detect Anomalies

5th Level:

Glitch Cloak

6th Level:

Virus Upload

7th Level:

Firewall

8th Level:

Network Crash