

Wizard: Technomorphosis

Wizards studying the tradition of technomorphosis partake in the unconventional practice of interfacing their magic with technology. This allows them to not only transmute their spells through interaction with technology, but even themselves and other humanoids.

Technomorphs require a deep understanding of all kinds of technology in order to safely use it as a conduit for both their spells and their own body, meaning many wizards under this school are also adept at using technology nonmagically, too.

This subclass is designed to be used in urban fantasy or futuristic settings, ideally containing both firearms and hacking tools.

Bonus Proficiencies

Beginning when you select this arcane tradition at 2nd level, you gain proficiency in light firearms and hacking tools.

Information Surge

At 2nd level, you gain the ability to temporarily render computerized devices inoperable. As an action, you can target a computerized device within 30 feet of you. If the targeted device is held or otherwise actively used by a living creature, that creature must make an Intelligence saving throw against your spell save DC. On a failed save, the targeted device ceases to function until the end of your next turn. If the targeted device is not held or used by a creature, the DM makes a special saving throw for the device with disadvantage and a +0 modifier.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

At 6th level, you can target any medium or smaller electronic device with this feature, rather than just computerized devices.

Wire Walk

Starting at 6th level, you gain the ability to travel short distances over electrical wires, data lines, or telephone cables. As a bonus action, you touch a device or socket that is connected to a live wire or a hardwired network and teleport along this network to another connected device or socket within 120 feet. You are aware of locations available to teleport to but do not have any special ability to see or otherwise sense through them before you teleport.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

At 10th level, you can move across devices connected wirelessly over a local area network.

Online Casting

At 10th level, you can cast spells through locally networked electronic devices, including cameras, mobile phones, and computers. For example, if a creature is under the observation of a security camera and you can see the video feed from that camera on a computer, you can cast a spell into the computer and out through the security camera to target that creature.

If the spell requires the caster to be seen, the target must see you or a live image of you. If the spell requires the caster to be heard, the target must be able to hear you or a live audio transmission of you. The spell's range is determined using the distance from you to your device + the distance from the target to its device.

If the spell requires the caster to be seen, the target must see you or live image of you. If the spell requires the caster to be heard, the target must be able to hear you or a love audio transmission of you.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

Technovirus

At 14th level, you gain the ability to infect a humanoid's body with living circuitry. You can use an action to make a melee spell attack against a humanoid creature using your spell attack modifier. On hit, the target takes 8d6 psychic damage and becomes infected by the technovirus until you finish a long rest.

A creature infected by the technovirus has disadvantage on saving throws against all enchantment and illusion spells cast by you.

Additionally, as an action once per use of this feature, you can cause the target to come under the effects of the spell Dominate Person (no saving throw required). You do not cast this spell as part of that action but you must concentrate on it and it uses your spell save DC for repeated saving throws.

A target is also automatically cured of the technovirus if the Lesser Restoration, Dispel Magic, or Remove curse spells are cast on it.

Once you use this feature and hit with the attack, you can't use it again until you finish a long rest.