The network

Your innate magic comes from the energy of the massive network around the world where every device is connected. Perhaps the constant exposure to this network through using devices connected to the internet gave you your powers.

Social Network

Starting at 1st level, your innate connection allows you to get information easily. Whenever you make an Intelligence check to learn or get information about someone or something, you may use your Charisma modifier instead.

Network Strikes

When you choose this origin at 1st level, as a bonus action you gain the following benefits for 1 minute:
Whenever you deal damage with a spell, you can replace the damage type to lightning damage.
Any creature within 30 feet of you that you can see that hits you with an attack takes lightning damage equal to your Charisma modifier.
Once you use this feature, you must finish a short or long rest to use it again.

Arcane Firewall

At 6th level, whenever you are targeted by an spell that makes you roll a saving throw, you can use your reaction and spend

1 sorcery point to gain advantage on that roll.
If you are targeted by a ranged spell attack, you can use your reaction and spend 1 sorcery point to impose disadvantage on that roll.

Metamagic Glitch

At 14th level, when you cast a spell using a 4th level slot or higher, you can choose one metamagic option you know from Careful, Distant, Empowered, Extended or Subtle spell. You use that metamagic option at no cost.

Network Overload

Beginning at 18th level, when you cast a spell that requires a single attack roll against a single target, you can expend up to 4 sorcery points to deal an additional 1d10 lightning damage for each sorcery point you expend.

Revision #1
Created 1 December 2021 12:55:29 by Andrej
Updated 5 November 2025 04:57:41 by Andrej