

WIZARD SCHOOL OF YOUR OWN RESEARCH

I READ SOMEWHERE...

You don't need fancy wizard colleges, years of arcane study, formal training, or even a basic understanding of magic to be a wizard. You've done hundreds of minutes of research from alternative sources, examined both sides of any enchanted debates, and you've got a good handle on magic. You're just as qualified as any other wizard to dabble in spells, even if they keep labeling you as a "sorcerer", whatever that is supposed to mean. You can cast magic, that's all that should really matter, right?

ARCANE FOCUS

You have a spell book. It is full of research notes, arcane findings, and spelling mistakes. It in no way allows you to cast magic but your conviction allows you to use it as an arcane focus anyway.

CONSULT MANAGER

At 1st level, you've mastered the art of arguing against reality. When you roll an ability check, attack roll, or saving throw, you can make a Persuasion or Intimidation check against your own spell save DC to reroll, taking the new number. You can use this feature a number of times equal to your Charisma modifier (minimum of once) before finishing a long rest.

CONFIRMATION BIAS

At 1st level you learned how to spin your lack of knowledge into a surprisingly positive force. If you have a negative modifier in either Intelligence or Wisdom, you can use a sorcery point to add one of the modifiers (your choice), treating it as positive, to your spell attack modifier or spell save DC when casting a spell.

ALTERNATIVE FACTS

At 6th level, when impacted by a spell that would require you to make an Intelligence or Wisdom saving throw, you can instead use your Charisma. You can use this feature once before finishing a short or long rest.

STRONG STANCE

At 6th level you have advantage on rolls to hold your concentration on spells, against being knocked prone, and against being stunned.

SO CLOSE TO THE POINT

At 14th level, you're so staunch in your convictions that the universe has relented and given you some of the power you so desperately crave. You learn any 4 spells of your choice from the Wizard spell list, so long as they are spells that you have spell slot levels in. You learn 2 additional Wizard spells at 18th level in this path.

FIREHOSING

At 14th level you've learned how to overwhelm your targets with a barrage of arcane gobbledygook. If you attack a single target with a spell on one turn and the exact same spell at the same level on your next turn, the second spell either has advantage on the attack roll or imposes disadvantage on the saving throw against it. You can continue this assault each consecutive turn after the second, keeping the advantage or disadvantage going. You can use this feature a number of times equal to your Charisma modifier (minimum of once, activated on the second turn) before finishing a long rest.



CONSPIRACY CRUSHER

At 18th level you have begun to see the connections between any group of creatures and, even if there is no connection, your will is strong enough to impose one anyway. If you hit a target with a spell that targets a single creature, you can use 2 sorcery points to attempt to impact any of their allies (or creatures who share the same alignment) within 15 feet of the original target, spending 2 sorcery point for each new target. You use the initial spell attack roll against all secondary targets (dealing half damage on a hit), or each secondary target makes the saving throw against the spell with advantage. You can use this feature a number of times equal to your Charisma modifier (minimum of once), with each new target counting as a single use, before finishing a long rest.

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META MAGIC

CONVOLUTED SPELL

You can add so much nonsensical jargon and misinformation to the casting of a spell that you beguile your foes with its intent. When a spell requires a saving throw, you can spend 2 sorcery points to change the saving throw for a single creature to an Intelligence or Wisdom saving throw (your choice). If the spell affects multiple targets, you can spend 2 sorcery points for each target you choose to affect.

SHEEPLE SPELL

When you cast a spell that targets a single creature, you can attempt to assign your view of their mental form onto their physical form. If the spell hits, you can spend 3 sorcery points to impose an additional Charisma saving throw to the spell, turning the target into a sheep (via the *Polymorph* spell) until the end of their next turn on a failed save. If the target rolls a natural 20 on their saving throw, the sheep effect is reversed onto you.

