

THE SYSTEMS MASTER

THE SYSADMIN CLASS FOR THE WORLD'S GREATEST ROLEPLAYING GAME.

Experiential learning, and a natural grasp of how the universe works, means you see further and deeper than most. Deep into the language and operations behind the universe - understanding the nuances of order and the balance of existence. You stand alone, often isolated from your fellow-creatures, and tap into the true workings behind the world in which you live. Traditionally known by their white headwear, the Systems Master intuitively understands order and entropy, law and chaos, and comprehends the underlying code and the hardware from which the universe operates. They are tireless protectors of reality and order who keep the foundations of the Material Plane running optimally from behind the scenes, rarely seen in public by their own choosing.

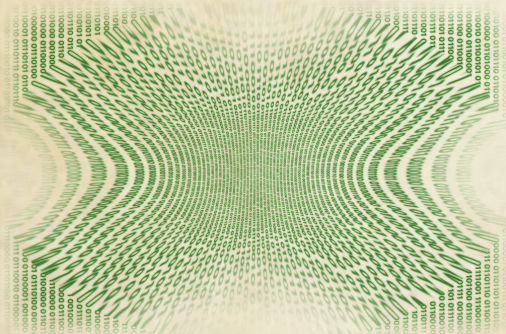
SYSTEMS MAGIC

Systems Masters use Charisma, as traditional Sorcerers, to cast spells. Charisma relates to your presence in the world and your ability to use what is within you to manipulate it. Charisma is the mark of your influence. SysAdmins have influence in abundance.

You learn additional spells when you reach certain levels in this class, as shown in the Systems Magic spells table below. Each spell counts as a sorcerer spell, but it doesn't count against the number of sorcerer spells you know. These spells can not be replaced when you gain a level in this class. These spells require no material components but still require somatic and verbal actions.

Sorcerer Level	Spells
0	Mending.
1st	Tongues. Alarm.
3rd	Aid. Detect Magic.
5th	Counterspell. Dispel Magic.
7th	Wall of Fire. Private Sanctum.
9th	Dispell Evil and Good. Legend Lore.
11th	Symbol.

In addition, consult the Systems Magic Effects table. Systems Magic spells always produce an additional Systems Magic Effect, taken at random from the list below, whenever one of your Systems Magic spells is cast.



SYSTEMS MAGIC EFFECTS

d12 Effect

- 1 The air around you is filled with cascading lines of green dripping numbers. They glow faintly and will continue for d4 rounds. You are at disadvantage on Stealth checks, and cast a dim green light for 10 feet around you.
- 2 A faint hum fills the air. Barely audible, this will still put you at disadvantage on Perception, Sleight of Hand, and Stealth checks for d4 rounds.
- 3 As the spell finishes you are gripped by a sudden hunger and craving for snacks. You must eat within the next 10 rounds (1 minute) or suffer 1 level of exhaustion.
- 4 You bristle with static electricity and must discharge yourself as an action on your next round. A line of lightning, 40 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d4 lightning damage on a failed save, or half as much damage on a successful one.
- 5 As you cast the spell, and for the next d4 rounds, you begin to focus exclusively on what you are doing. Regardless of the requirements of the spell, you must maintain concentration in order to keep your magic active. During this time you are at disadvantage in all combat and skill checks.
- 6 You regain your lowest-level expended spell slot. Nice.
- 7 "Ahhhhh, there's the problem..." For the next minute (10 rounds), you can see any invisible creature if you have a line of sight to it.
- 8 You got this. Creatures have disadvantage on saving throws against the next spell you cast, within the next minute (10 rounds), which involves a saving throw.
- 9 Due to load balancing, you cast Mirror Image.
- 10 You have a metaphysical tab open and can't find it. Soft music emits from your location. You are at disadvantage on Perception, Sleight of Hand, and Stealth checks until you succeed a DC 12 Int check at the end of your turn.
- 11 The system code of the world flows around as cascading lines of glowing emerald numbers. You cast Hypnotic Pattern, centered on yourself.
- 12 Seeing an open port in the system code, you have the option to cast Misty Step. If you wish you may instantly teleport up to 30 feet to an unoccupied space that you can see.

POLYMATH

Starting at 2nd level, your wide-ranging knowledge, natural understanding, accumulated learning, and insight into the workings of the backbone of the universe give you a superior understanding of the world.

POLYMATH (CONT).

You may add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus. This only works on the Material Plane.

Starting at 4th level, you also gain the Skilled Feat, giving you a natural proficiency in 3 additional skills.

MONITORING & TROUBLESHOOTING

Experience and insight afford you a greater ability to explore and scrutinize a situation. You see the patterns in the system. Starting at 4th level, you may reroll any failed Investigation or Perception check, unless you rolled a natural 1, once per failed check.

PATCHING

Starting at 6th level, you can 'tweak' the fabric of the world around you to prevent exposure to vulnerabilities. When you finish a long rest, roll two d20s and record the numbers rolled. You may replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these rolls - mitigating a hole or a weakness before it becomes an issue. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

You may do this twice, once a month, on the second day of the working week (known as Godsdays in Greyhawk).

PEBCAK

Starting at 10th level, once per long rest, you can see when a user (creature) is in jeopardy and rectify the problem immediately. As a bonus action, you may negate any damage taken to a single creature, if you have a line of sight to it, taking that damage to yourself instead.

RESTORE SYSTEMS

Starting at 14th level, once per long rest you gain the uncanny ability to wind back time, erasing mistakes and decisions with the benefit of preparation and hindsight. You may reset the clock by one round (6 seconds). You and all willing creatures within 20 feet arrive with the full knowledge of what happened in the last round before this ability was triggered, in the position and physical condition (hit points, spell points, etc. restored) that they were in at the start of the previous round. All other beings, regardless of creature type, also return to their position from the start of the previous round, but without being granted the ability of hindsight.

Play continues as before, and anything which happened in the last round will happen again in the same way unless altered by the party's actions. Random events may have different outcomes, and all dice will be re-rolled for any ability checks, attack rolls, saving throws, skill checks, etc.

TURN IT OFF AND ON AGAIN

Starting at 18th level, once per long rest, or by spending 8 Sorcery Points, you can harness the forces of the system to mitigate the chaos around you by effectively rebooting your immediate environment. As an action, you can bend the code of the Material Plane to your will, within a 30-foot radius of yourself.

- Choose an alignment type (lawful, chaotic, or neutral). All creatures of your chosen alignment type, within a 30-foot radius, will take 4d6 Radiant or Necrotic damage (your choice).
- You gain a pool of 10d10 hit points, which you may distribute as you choose among any number of creatures of your choice within a 30-foot radius of yourself. The targeted creatures have all negative conditions affecting them removed.
- Any non-magical damaged objects that are entirely within the radius of this spell are instantly repaired.
- You automatically cast See Invisibility and Detect Magic on yourself, at no additional spell point cost.



- Artwork c/o [Claire Peacy](#).
- Layout c/o [Homebrewery](#).