**Geometric Shape**

At 2nd level, You begein to see the mathematical patterns of reality is made up and bend them around yousself. As a bonus action, you can expend a use of your Wild Shape feature to take on a **Geometric Shape**, rather than transforming into a beast. This from lasts for 1 minute.

When you activate this form, and at the start and end of each of your turns, you create a glowing point were you are standing.

As a bonus action on a subsequent turn, you may all your points to make a shape that last until the start of your next turn, Any creatres of your choice that you can see in the shape when create it takes 1d4 force damage

The necrotic damage increases to 2d4 at 5th level, 3d4 at 11th level, and 4d4 at 17th level.

**Geometric Shape** ends early if you dismiss it (no action required), fall unconscious, die, you move more then a 120 feet away form a point you made, or use this feature again. When the from ends all points and shapes created with it disappear.

**Fractal Formation**

At 6th level, You learn the patterns of nature to create formulaic representations of the wilds, when you use your mathematical Shape feature choose a creautre that you can wild shape into, You may summen **Fractal** into at unoccupied spaces that you can see within 30 of you. the **Fractal**’ has the statistics as the choosen creature expect for the fallowing changes

* It's creature type becomes construct.
* Any damge dealt by the creatures attacks is now force damage

In combat, the **Fractal** shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, When you create a point as a bonus action on your turn, you can command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, it takes the Dodge action.

At the start and end of the **Fractal** turns, it creates a point were it standing, this point is treated as though it was made by your **Geometric Shape feature**

The **Fractal** lasts until your **Geometric Shape** ends, until it is reduced to 0 hit points, or if it moves more then a 120 feet away form a point.

**Velocity Shift**

At 10th level You learn to manipulate kinetic formulas and alter the velocity of another creature. When a creature you can see starts its turn or moves to a space within 30 feet of you, you can use your reaction to force the creature to make a Charisma saving throw against your spell save DC, which it can choose to fail. On a failure, the creature is teleported to an unoccupied space of your choice that you can see within 30 feet of you.

If you have shape created by your **Geometric Shape** feature, you can aslo use this When a creature you can see starts its turn or moves to a space within your shape, and teleported the creature to an unoccupied space of your choice inside the shape.

You can use your reaction in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Geometric Nexus**

At 14th, level You can bend the lay lines of the world to a point to unmake your emenies, as action while in your **Geometric Shape,** you choose two points that you have created with your itm, 5 foot wide line is conected between them, then you conect another two points with a another 5 foot wide line**.**  Each creature in the line must make a Charisma saving throw against your spell save DC. A creature takes 8d8 force damage on a failed save, or half as much damage on a successful one. if a creautre is in both lines, it takes 12d12 force damage instead and it has disadvantage on the saving throw. If this damage reduces a creature to 0 hit points, it is disintegrated as if it was hit by the disintegrated spell.

Once you use this feature, you can't use it again until you finish a long rest or expend a spell slot of 5th level or higher over a short rest.