### **School of the Izzet**

### **Reckless Savant**

Beginning when you select this school at 2nd level, when you copy a spell into your spellbook. You may flip a coin, if you win you the time and gold spent to copy it is halved, if you lose the you spend the regular amount time and gold to copy it and you roll a number of d8s equal to the spells level, you take that much damage of the DMs choice of damage type.

### **Risk Factor**

At 2nd level, you have learned to power your magic to new levels with the use of artifice. You can make a arcane capacitor, you may use your capacitor to power up you spells, when you do roll a d4 change die and add the result to your charge pool, when change pool goes to 8 or above, remove all the charge and roll 1d8 on the overload chart. You lose 1 charge at start of each of your turns if you have not used a Chemister's option or Epic experiment feature since you last turn You may spend an action and remove 3 charge from pool. If you remove charge form pool this way, you cannot cast spells until the start of your next turn.

|  |  |  |
| --- | --- | --- |
| 1 | Essence Backlash | Roll a number of d6 equal to your intelligence modifier, you take that much force damage. |
| 2 | Sonic Assault | You become under the effects of the Confusion spell for the next 30 seconds, at the end of your turn you may make wisdom saving throw equal to you spell save to end the effect early |
| 3 | Downsize | For the next 30 seconds, you size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category. For the next minute, you have disadvantage on strength checks and strength saving throws. your weapons also shrink to match its new size. While these weapons are reduced, your attacks with them deal 1d4 less damage (this can't reduce the damage below 1). |
| 4 | Vacuumelt | You become under the effects of the Banishment spell for the next 30 seconds, at the end of your turn you may make charisma saving throw equal you spell save to end the effect early |
| 5 | Cerebral Vortex | You lose you highest level spell slot you contently have. |
| 6 | Hypervolt Grasp | You are Paralyzed, at the end of your turn you may make constriction saving throw equal you spell save to end the effect. |
| 7 | Shattering Spreep | You cast Shatter center on yourself, the spell casting level increases to 3rd at level 5, 4th at level 10, 5th at level 15, and 6th at level 20 |
| 8 | Leap of Flame | You fly d6 times 5 feet moment in horizontal in random direction and d6 f time 5 feet moment vertically, deal fire damage to yourself and anything you run into equal to your spell modifier. |

### **Chemister's Insight**

Starting at 2nd level, you learn how to power up you spells with you experimental magic, You gain two of the following Chemister's options of your choice.

You may only use a Chemister's option feature once each round.

**Jump-start**

When you lose constriction on a wizard spell from taking damage, you may roll a change die to maintain constriction on that spell.

**Blustersquall**

You when you hit a creature with a wizard spell attack, you may roll a change die and have that creature make a strength saving throw equal to your spell save, if it fails, it is nocked prone.

**Electromancy**

When you cast wizard spell, you may roll change die to change the damage type of the spell to lighting damage.

**Ionize**

When you cast a wizard spell that forces a creature to make a saving throw to resist its effects, you may roll a charge dice and subtract the number rolled on its first saving throw made against the spell.

**Maximize Velocity**

Whenever you cast 1 or higher level wizard spell that targets you or friendly creature, you roll a charge dices and that creature may move 5 times dices results in any direction.

**Cyclonic Rift**

Whenever you cast 1 or higher level wizard spell that effects an area, you may roll a change die to have creature 5 feet outside that area make a strength saving throw equal to your spell save, if it fails, I move it 5 feet toward the area.

### **Epic Experiment**

Starting at 6th level, You can power up you spells to new levels with you capacitor. When you cast wizard spell of 1 or higher level, you may roll two change dice to cast the spell 1 level higher, this still cost the same level spell slot to cast and can’t be used to cast spell that requires a higher level spell slot (ex: you can use this feature to use second level spell slot to cast spell that is 3rd level”

Once you use this feature you can use it again until you take a short or long rest.

### **Dynacharge**

Beginning at 10th level, the magic your arcane capacitor holds makes your spells more lethal. You learn a new Chemister's option of your choice from your Chemister's Insight feature

In addition, when you cast a spell that deals damage, choose one creature damaged by that spell on the round you cast it. That creature takes extra lighting damage equal to amount of charge in you capacitor . This feature can be used only once per casting of a spell.

.

### **Direct Current**

At 14th level, your learn how to drain your arcane capacitor more efficiently and onto your enemies. When you use your action to remove charge from your arcane capacitor, you any number of charge from it instead of 3, you may also use your bounce action to deal lighting damage equal two times the amount of charge removed from the capacitor to target creature within 90 feet of you.