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| 1 | Essence Backlash | Roll a number of d4 equal to your proficiency bonus, you take that much force damage, this damage can't be reduced. |
| 2 | Sonic Assault | You become under the effects of the Confusion spell for the next minute, at the end of your turn you may make wisdom saving throw to end the effect early |
| 3 | Downsize | For the next minute, you are under the effects of the reduce effect of the enlarge/reduce spell |
| 4 | Vacuumelt | You become under the effects of the Banishment spell for the next minute, at the end of your turn you may make charisma saving throw equal you spell save to end the effect early. |
| 5 | Pyromatics | You and each creature with in number  of feet of you equal to 5 times your  proficiency bonus must make dexterity saving throws, On a failed save, the creature ignite in flames. You have disatvatge on the save  Until a creature takes an action to douse the fire, the creature takes 1d6 fire damage at the end of each of its turns |
| 6 | Hypervolt Grasp | You are Paralyzed, until the end of your next turn |
| 7 | Shattering Spree | Sound Erupts from you that can be heard up to 100 feet away You and each creature with in 15 feet of you must make a constitution saving throw, A creature takes number of d6 equal to you proficiency bonus thunder damage on a failed save, or half as much damage on a successful one. |
| 8 | Maximize Altitude | You are launched upwards a number  of feet equal to 10 times your  proficiency bonus. You may chose to  move horizontally by the same  number of feet. |

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| 9 | Street Spasm | All nonmagicl ground within 15 feet of you becomes difficult terrain, Each you and each other creature sanding on that ground makes a saving throw. On a failed save, the creature is knocked prone. You have disatvatge on the save |
| 10 | Hypothesizzle | you intlegience becomes 1, at the start of your turn roll a d4, on 4, your intlegience returns to normal |
| 11 | Thunderheads | Strange elmental heads start swirling around you babaling yealling for next 10 minutes, you have disatvatge skill checks and the noise is audible within 150 feet. |
| 12 | Arcane Detonation | Your Capacitor becomes unstable, at the end of your next turn. The Capacitor Explodes, each creature each with in number  of the Capacitor feet equal to 10 times your  proficiency bonus must make dexterity saving throws A creature takes number of d10 equal to you proficiency bonus force damage on a failed save, or half as much damage on a successful one. |

the Dc for any of these effects should be 10 + your proficiency bonus

**Beacon Bolt.**

When you make an attack roll with a Wizard

spell, you may roll a Heat Dice. You may repeat this process

until you overload or choose to stop.

Once either happens, add the combined result to the attack

roll. You can wait until after you make the attack roll before

deciding to use this Innovation, but must decide before the

DM says whether the roll succeeds or fails. If the spell attack

hits, it deals half as much damage.