**School of Invention**

**Risk Factor**

you have learned to power your magic to new levels with the use of artifice. You can make a arcane Apparatus with is a metal gauntlet that hooks in with cords Apparatus strapped to your back, and you can use it as a spellcasting focus for your wizard spells still have both hand free, you can spend 1-hour and 2 gold worth of material to build a new Apparatus, You can only benefit from one Apparatus at a time and only a creature in the School of Invention can use the capacitor as a spell focus.

While you are wearing the Apparatus, you may use your capacitor to power up you spells with a risk to you self. certain effects in this class, will tell you to roll heat dice. when it does, roll d6 and add to a pool, when you heat pool reaches or exceeds 6 + Half your wizard level rounded up, your Apparatus overheats, remove all the charge and roll 1d10 on the overload chart. You lose 1 charge at end of each of your turns if you have not rolled a heat dice since your last end step.

The Saving throw for your overload table is 10 + your proficiency.

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| 1 | Essence Backlash | Roll a number of d6 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 intelligence 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 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 a spell slot of level equal to your proficiency bonus. if you don't have spell of that level, you lose the next lowest level. |
| 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 thro, A creature takes number of d8 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 launch up a number of feet equal to you proficiency bonus into the air. you may choose to move yourself horizontal same number of feet. |
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| 10 |  |  |

**Explosive Innovation**

Starting at 2nd level, you learn how to power up you spells with you experimental magic, You gain two of the following Innovation's options of your choice which you can apply to a spell you cast.

You may only use a Innovation's option once per spell, you must choose which innovation when you cast it

**Jump-start**

When you make a constitution saving throw to maintain your concentration on a spell. you may choose to roll a heat dice and add it to the saving throw, if you still failed, you may repeat this process until you overload or choose to stop.

Focus Surge

When you may choose to concentration on this spell even if you are already concentrating on a spell equal to you proficiency bonus or lower. You maintain concentration on both spells simultaneously and make checks on both spells simultaneously drop both on a fail. Also, while you are concentrating on both spell, whenever you are take damage or at the start of your each of your turns, roll a heat dice. when overload you lose concentration on both spells immediately.

**Dynacharge**

When you roll damage for a spell, you may roll heat dice, you then may choose to replace one of the dies roll for damage with results with the heat dice. You may repeat this process until you overload or choose to stop.

Target

**Maximize Velocity**

Whenever you cast 1 or higher level wizard spell that only targets you or one friendly creature, you roll a heat dice to, you may repeat this process until you overload or choose to stop, once you do that creature moves number of feet equal to the result + 5.

**Beacon Bolt**

If you make an attack roll with a Wizard spell, you roll a heat dice, you may repeat this process until you overload or choose to stop, once you do add the combined result to the attack, you can wait until after it rolls The D20 before deciding to use the roll heat die, but must decide before the DM says whether the roll succeeds or fails. If it hit this way, it deals half as much damage and the target gets advantage on any saving throws caused by the attack.

**Ionize**

When you cast a spell that forces a creature to make a saving throw to resist its effects, you roll a heat dice to, you may repeat this process until you overload or choose to stop, you may choose one of the heat dice rolled and subtracting the number rolled on its first saving throw made against the spell, You can choose to use this feature after the creature makes its roll, but before the DM determines whether the ability check succeeds or fails.

**Cyclonic Rift**

Whenever you cast 1 or higher level wizard spell that chooses a point when you cast it, you roll a heat dice , you may repeat this process until you overload or choose to stop, once you do, each creature that fails on that spell save on the turn it was cast is pulled a number of feet equal to the result towards the center of the spell.

**Inventers Insight**

Starting at 6th level, you learn a additional Innovation.

In addition, once per round when a heat dice, you may choose to reduce the result to 1 or increase the result by 1. (this case the results to become 7 or 0)

**Direct Current**

Beginning at 10th level, you learn a additional Innovation.

In addition if you not rolled a heat dice this turn, as a action you may roll 3d6 and remove that much heat from you heat pool, you may immediately make a ranged spell attack against a creature within 60 feet of you can see, if you hit, it deals lighting damage equal to the heat removed.

At 17th level roll 4d6 instead

Epic Experiment

Beginning at 14th, As action, bounc actio or reaction, you drain all the charge form your copastor and may cast a spell from your spell bock a of a level equal to the amount heat removed this way halved that has casting time of the action you used to drain your charge, you must meet all other requriement for the spell.

You can Once you use this feature, you can’t use it again until you finish a long rest.