

Wizard - School of Abjuration

CHARACTER NAME

Traits - Feats - Features

Arcane Recovery

LVL 1

(1/day, after a short rest) Recover combined level of spells slots = 1/2 your wizard level (rounded up). Up to 5th level spell slots.

Ability Score Improvement

LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Abjuration Savant

LVL 2

The gold and time you must spend to copy an abjuration spell into your spellbook is halved.

Arcane Ward

LVL 2

(1/long rest) When you cast an abjuration spell of 1st level or higher, you can create a magical ward on yourself that lasts until you finish a long rest. The ward has hit points = twice your wizard level + your INT modifier. Whenever you take damage, the ward takes it instead. If the ward is reduced to 0 hit points, you take any remaining damage. Whenever you cast an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

Projected Ward

LVL 6

When a creature that you can see within 30 feet of you takes damage, you can use your reaction to cause your Arcane Ward to absorb that damage. If this damage reduces the ward to 0 hit points, the warded creature takes any remaining damage.

Improved Abjuration

LVL 10

When you cast an abjuration spell that requires you to make an ability check as a part of casting that spell, you add your proficiency bonus to that ability check.

Spell Resistance

LVL 14

You have advantage on saving throws against spells. Furthermore, you have resistance against the damage of spells.

Spell Mastery

LVL 18

Choose a LVL 1 and a LVL 2 spell that is in your spellbook:

When you have them prepared, you can cast them at their lowest level without expending a spell slot. You can change these spells after 8 hours of study.

Signature Spells

LVL 20

Choose two LVL 3 spell that are in your spellbook:

(1/rest) You can cast each of them once at 3rd level without expending a spell slot. You always have these spells prepared and they don't count against the number of spells you have prepared.

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Wizard - School of Conjunction

CHARACTER NAME

Traits - Feats - Features

Arcane Recovery LVL 1

(1/day, after a short rest) Recover combined level of spells slots = 1/2 your wizard level (rounded up). Up to 5th level spell slots.

Ability Score Improvement LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Conjuration Savant LVL 2

The gold and time you must spend to copy a conjuration spell into your spellbook is halved.

Minor Conjuration LVL 2

As an action, you can conjure up a nonmagical object that you have seen, in your hand or on the ground within 10 feet. Maximum 3x3x3 feet and 10 pounds. It radiates dim light out to 5 feet. It disappears after 1 hour, when you use this feature again, or if it takes any damage.

Benign Transposition LVL 6

As an action, you can teleport up to 30 feet to an unoccupied space that you can see. Or, you can teleport both you and a willing Small or Medium creature within that range to swap places. You can't use this again until you finish a long rest or you cast a conjuration spell of 1st level or higher.

Focused Conjuration LVL 10

While you are concentrating on a conjuration spell, your concentration can't be broken as a result of taking damage.

Durable Summons LVL 14

Any creature that you summon or create with a conjuration spell has 30 temporary hit points.

Spell Mastery LVL 18

Choose a LVL 1 and a LVL 2 spell that is in your spellbook:

When you have them prepared, you can cast them at their lowest level without expending a spell slot. You can change these spells after 8 hours of study.

Signature Spells LVL 20

Choose two LVL 3 spell that are in your spellbook:

(1/rest) You can cast each of them once at 3rd level without expending a spell slot.

You always have these spells prepared and they don't count against the number of spells you have prepared.

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Wizard - School of Divination

CHARACTER NAME

Traits - Feats - Features

Arcane Recovery LVL 1

(1/day, after a short rest) Recover combined level of spells slots = 1/2 your wizard level (rounded up). Up to 5th level spell slots.

Ability Score Improvement LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Divination Savant LVL 2

The gold and time you must spend to copy a divination spell into your spellbook is halved.

Portent LVL 2

When you finish a long rest, roll two d20s and record the numbers. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

Expert Divination LVL 6

When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

The Third Eye LVL 10

(1/rest) Can chose one of the following. The effect ends when you are incapacitated or you take a rest.

- Darkvision:** to a range of 60 feet.
- Ethereal Sight:** See into the Ethereal Plane, range of 60 feet.
- Greater Comprehension:** You can read any language.
- See Invisibility:** You can see invisible creatures and objects within line of sight, range of 10 feet.

Greater Portent LVL 14

Roll three d20s for your Portent feature, rather than two.

Spell Mastery LVL 18

Choose a LVL 1 and a LVL 2 spell that is in your spellbook:

When you have them prepared, you can cast them at their lowest level without expending a spell slot. You can change these spells after 8 hours of study.

Signature Spells LVL 20

Choose two LVL 3 spell that are in your spellbook:

(1/rest) You can cast each of them once at 3rd level without expending a spell slot. You always have these spells prepared and they don't count against the number of spells you have prepared.

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Wizard - School of Enchantment

CHARACTER NAME

Traits - Feats - Features

Arcane Recovery LVL 1

(1/day, after a short rest) Recover combined level of spells slots = 1/2 your wizard level (rounded up). Up to 5th level spell slots.

Ability Score Improvement LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Enchantment Savant LVL 2

The gold and time you must spend to copy an enchantment spell into your spellbook is halved.

Hypnotic Gaze LVL 2

(1/long rest per creature) As an action. **Range:** 5 ft. **Target:** One Creature you can see that can see or hear you. **Save:** WIS save vs. your wizard spell save DC **Effect:** Creature is charmed by you, its speed becomes 0, and it is incapacitated and visibly dazed until the end of your next turn. **On subsequent turns:** Can use your action to maintain this effect until the end of your next turn. **Effect ends if:** you move 5 ft away, the creature can no longer see or hear you, or it takes damage.

Instinctive Charm LVL 6

(1/long rest per creature) As a reaction. **Range:** 30 ft. **Target:** One Creature you can see that can be charmed makes an attack roll against you. **Save:** WIS save vs. your wizard spell save DC **Effect:** Attacker must target the creature that is closest to it, not including you or itself.

Split Enchantment LVL 10

When you cast an enchantment spell of 1st level or higher that targets only one creature, you can have it target a second creature.

Alter Memories LVL 14

When you cast an enchantment spell to charm one or more creatures, you can make one of them unaware of being charmed. **Also,** (once before the spell expires) As an action. **Target:** The Creature that is unaware of being charmed. **Save:** Intelligence save vs. your wizard spell save DC **Effect:** The Creature loses a number of hours of its memories equal to 1 + your CHA modifier (minimum 1). You can make the creature forget less time, and the amount of time can't exceed the duration of your enchantment spell

Spell Mastery LVL 18

Choose a LVL 1 and a LVL 2 spell that is in your spellbook:

When you have them prepared, you can cast them at their lowest level without expending a spell slot. You can change these spells after 8 hours of study.

Signature Spells LVL 20

Choose two LVL 3 spell that are in your spellbook:

(1/rest) You can cast each of them once at 3rd level without expending a spell slot. You always have these spells prepared and they don't count against the number of spells you have prepared.

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Wizard - School of Evocation

CHARACTER NAME

Traits - Feats - Features

Arcane Recovery

LVL 1

(1/day, after a short rest) Recover combined level of spells slots = 1/2 your wizard level (rounded up). Up to 5th level spell slots.

Ability Score Improvement

LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Evocation Savant

LVL 2

The gold and time you must spend to copy an evocation spell into your spellbook is halved.

Sculpt Spells

LVL 2

When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage.

Potent Cantrip

LVL 6

When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Empowered Evocation

LVL 10

You can add your INT modifier to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of the spell, not multiple rolls.

Overchannel

LVL 14

When you cast a wizard spell of 5th level or lower that deals damage (but not a cantrip), you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.

Spell Mastery

LVL 18

Choose a LVL 1 and a LVL 2 spell that is in your spellbook:

When you have them prepared, you can cast them at their lowest level without expending a spell slot. You can change these spells after 8 hours of study.

Signature Spells

LVL 20

Choose two LVL 3 spell that are in your spellbook:

(1/rest) You can cast each of them once at 3rd level without expending a spell slot. You always have these spells prepared and they don't count against the number of spells you have prepared.

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Wizard - School of Illusion

CHARACTER NAME

Arcane Recovery

LVL 1

(1/day, after a short rest) Recover combined level of spells slots = 1/2 your wizard level (rounded up). Up to 5th level spell slots.

Ability Score Improvement

LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Illusion Savant

LVL 2

The gold and time you must spend to copy an illusion spell into your spellbook is halved.

Improved Minor Illusion

LVL 2

You learn the *minor illusion* cantrip. If you already know this cantrip, you learn a different wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known. When you cast *minor illusion*, you can create both a sound and an image with a single casting of the spell.

Malleable Illusions

LVL 6

When you cast an illusion spell that has a duration of 1 minute or longer, you can use your action to change the nature of that illusion (using the spell's normal parameters for the illusion), provided that you can see the illusion.

Illusory Self

LVL 10

(1/long rest)

As a reaction,

When a creature makes an attack roll against you, you interpose an illusory duplicate of yourself between you and the attacker. The attack automatically misses you, then the illusion dissipates.

Illusory Reality

LVL 14

As a bonus action,

When you cast an illusion spell of 1st level or higher, you can choose one inanimate, nonmagical object that is part of the illusion and make that object real. The object remains real for 1 minute. The object can't deal damage or otherwise directly harm anyone.

Spell Mastery

LVL 18

Choose a LVL 1 and a LVL 2 spell that is in your spellbook:

When you have them prepared, you can cast them at their lowest level without expending a spell slot. You can change these spells after 8 hours of study.

Signature Spells

LVL 20

Choose two LVL 3 spell that are in your spellbook:

(1/rest) You can cast each of them once at 3rd level without expending a spell slot.

You always have these spells prepared and they don't count against the number of spells you have prepared.

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Wizard - School of Necromancy

CHARACTER NAME

Traits - Feats - Features

Arcane Recovery

LVL 1

(1/day, after a short rest) Recover combined level of spells slots = 1/2 your wizard level (rounded up). Up to 5th level spell slots.

Ability Score Improvement

LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Necromancy Savant

LVL 2

The gold and time you must spend to copy a necromancy spell into your spellbook is halved.

Grim Harvest

LVL 2

(1/turn)

When you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.

Undead Thralls

LVL 6

You add the *animate dead* spell to your spellbook if it is not there already. When you cast *animate dead*, you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate. Whenever you create an undead using a necromancy spell, it has additional benefits:

- The creature's hit point maximum is increased by an amount equal to your wizard level.
- The creature adds your proficiency bonus to its weapon damage rolls.

Inured to Undeath

LVL 10

You have resistance to necrotic damage, and your hit point maximum can't be reduced.

Command Undead

LVL 14

As an action,

One undead you can see within 60 feet of you makes a CHA saving throw against your wizard spell save DC. Makes save with advantage if INT = 8 or higher.

If it saves: You can't use this feature on it again.

If it fails: It becomes friendly to you and obeys your commands until you use this feature again. If INT = 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

Spell Mastery

LVL 18

Choose a LVL 1 and a LVL 2 spell that is in your spellbook:

When you have them prepared, you can cast them at their lowest level without expending a spell slot. You can change these spells after 8 hours of study.

Signature Spells

LVL 20

Choose two LVL 3 spell that are in your spellbook:

(1/rest) You can cast each of them once at 3rd level without expending a spell slot. You always have these spells prepared and they don't count against the number of spells you have prepared.

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Wizard - School of Transmutation

CHARACTER NAME

Arcane Recovery

LVL 1

(1/day, after a short rest) Recover combined level of spells slots = 1/2 your wizard level (rounded up). Up to 5th level spell slots.

Ability Score Improvement

LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Transmutation Savant

LVL 2

The gold and time you must spend to copy a transmutation spell into your spellbook is halved.

Minor Alchemy

LVL 2

You can transform one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.

Transmuter's Stone

LVL 6

You can spend 8 hours creating a transmuter's stone. A creature gains a benefit of your choice as long as the stone is in the creature's possession.

When you create the stone, choose the benefit from the following options:

- Darkvision** out to a range of 60 feet, as described in chapter 8
 - Increase to speed** of 10 feet while the creature is unencumbered
 - Proficiency in Constitution saving throws**
 - Resistance** to acid, cold, fire, lightning, or thunder damage (your choice whenever you choose this benefit)
- Each time you cast a transmutation spell of 1st level or higher, you can change the effect of your stone if the stone is on your person.
- If you create a new transmuter's stone, the previous one ceases to function.

Shapechanger

LVL 10

You add the *polymorph* spell to your spellbook, if it is not there already. You can cast *polymorph* without expending a spell slot. When you do so, you can target only yourself and transform into a beast whose challenge rating is 1 or lower. Once you cast polymorph in this way, you can't do so again until you finish a short or long rest, though you can still cast it normally using an available spell slot.

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Master Transmuter

LVL 14

As an action, Choose one of the following effects. Your transmuter's stone is destroyed and can't be remade until you finish a long rest.

Major Transformation. You can transmute one nonmagical object — no larger than a 5-foot cube — into another nonmagical object of similar size and mass and of equal or lesser value. You must spend 10 minutes handling the object to transform it.

Panacea. You remove all curses, diseases, and poisons affecting a creature that you touch with the transmuter's stone. The creature also regains all its hit points.

Restore Life. You cast the raise dead spell on a creature you touch with the transmuter's stone, without expending a spell slot or needing to have the spell in your spellbook.

Restore Youth. You touch the transmuter's stone to a willing creature, and that creature's apparent age is reduced by 3 d 10 years, to a minimum of 13 years. This effect doesn't extend the creature's lifespan.

Spell Mastery

LVL 18

Choose a LVL 1 and a LVL 2 spell that is in your spellbook:

When you have them prepared, you can cast them at their lowest level without expending a spell slot. You can change these spells after 8 hours of study.

Signature Spells

LVL 20

Choose two LVL 3 spell that are in your spellbook:

(1/rest) You can cast each of them once at 3rd level without expending a spell slot.

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Traits - Feats - Features

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