

# WIZARD

## THE WIZARD

Level	Proficiency Bonus	Features	Cantrips Known	Mana	Max Spell Level
1st	+2	Spellcasting, Arcane Recovery	3	2	1st
2nd	+2	Arcane Tradition	3	3	1st
3rd	+2	—	3	8	2nd
4th	+2	Ability Score Improvement	4	10	2nd
5th	+3	—	4	16	3rd
6th	+3	Arcane Tradition Feature	4	19	3rd
7th	+3	—	4	23	4th
8th	+3	Ability Score Improvement	4	27	4th
9th	+4	—	4	36	5th
10th	+4	Arcane Tradition Feature	4	41	5th
11th	+4	—	5	47	6th
12th	+4	Ability Score Improvement	5	47	6th
13th	+5	—	5	54	7th
14th	+5	Arcane Tradition Feature	5	54	7th
15th	+5	—	5	62	8th
16th	+5	Ability Score Improvement	5	62	8th
17th	+6	—	5	71	9th
18th	+6	Spell Mastery	5	76	9th
19th	+6	Ability Score Improvement	5	82	9th
20th	+6	Signature Spell	5	89	9th

## CLASS FEATURES

As a wizard, you gain the following class features

### HIT POINTS

**Hit Dice:** 1d6 per wizard level

**Hit Points at 1st Level:** 6 + your Constitution modifier

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per wizard level after 1st

### PROFICIENCIES

**Armor:** None

**Weapons:** Daggers, darts, slings, quarterstaffs, light crossbows

**Tools:** None

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

## SPELLCASTING

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As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See *Spells Rules* for the general rules of spellcasting and the *Spells Listing* for the wizard spell list.

### CANTRIPS

At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the *Cantrips Known* column of the *Wizard* table.

### SPELLBOOK

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

### PREPARING AND CASTING SPELLS

The *Wizard* table shows how much mana you have to cast your wizard spells of 1st level and higher. To cast one of these spells, you must expend a number of mana equal to the spell's level or higher. You regain all expended mana when you finish a long rest.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you are able to cast.

For example, if you're a 3rd-level wizard, you have 8 mana. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell *magic missile*, you can cast it at 1st-level or at 2nd-level. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

### SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

### RITUAL CASTING

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

## SPELLCASTING FOCUS

You can use an arcane focus (see the *Adventuring Gear* section) as a spellcasting focus for your wizard spells.

### LEARNING SPELLS OF 1ST LEVEL AND HIGHER

The only way to learn new spells is by finding tomes on your adventures and either coping their contents into your spellbook or by adding the tomes pages into your spellbook.

## ARCANE RECOVERY

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You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can gain temporary mana equal to half your wizard level (rounded down). This mana can only be used to cast spells of 5th-level or lower.

Any mana you create with this feature vanishes when you finish a long rest.

## ARCANE TRADITION

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When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The *School of Evocation* is detailed at the end of the class description, and more choices are available in other sources.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

## ABILITY SCORE IMPROVEMENT

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When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

## **SPELL MASTERY**

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At 18th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

## **SIGNATURE SPELLS**

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When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend a spell slot as normal.