WIZARD

A wizard has a large spellbook containing a myriad of spells. In addition to the normal way, wizards will sometimes gain cards by finding magical scrolls and copying them into their spellbook.

**Arcane Recovery:**Wizards can choose any two of the regular options at a short rest, or they can choose to regain exhausted cards twice.

**School Specialization:** Wizard spells can be discarded in order to cast a specific spell depending on your chosen school known as that school’s *discard spell*.

**Abjuration:**

Discard Spell: *Arcane Ward*

*Projected Ward:* *Arcane Ward* can now be cast to prevent damage for a creature you can see within 30 feet.

**Conjuration:**

Discard Spell: <TODO>

**Divination:**

Discard Spell: *Scry*

**Enchantment:**

Discard Spell: <TODO>

**Evocation:**

Discard Spell: *Spell Weakness*

*Sculpted Spells*: Starting at 6th levels, you may choose any number of targets of an evocation spell when you cast it. Those targets are unaffected by the spell.

**Illusion:**

Discard Spell: <TODO>

**Necromancy:**

Discard Spell: <TODO>

**Transmutation:**

Discard Spell: <TODO>

**Find Familiar:**Add a copy of *Find Familiar* to your collection. A familiar is a spirit that takes an animal form you choose: bat, cat, crab, frog, hawk, lizard, octopus, owl, snake, fish, rat, raven, sea horse, spider, weasel, or any other CR <= ¼ Beast. The familiar has the statistics and collection of the chosen form, though it is a celestial, fey, or fiend (your choice) rather than a Beast.  
 Your familiar always obeys your commands, but otherwise acts independently of you. It cannot attack, but it can use your movement action to move using its movement speed. When the familiar reaches 0 hit points, it disappears.  
 You can communicate telepathically with your familiar if it is within 100 feet. As an action, you can see and hear what it does instead of what you do until your next action. As an action, you can dismiss your familiar, or re-summon it if it was dismissed less than an hour ago. Finally, you can cast spells through your familiar if they can only affect one adjacent creature, such as Cure Wounds or Shocking Grasp.  
 Summoning a familiar when you already have one simply changes its form.

**Organized Spellbook:** Some wizards opt to be extremely flexible, ready-for-anything spellcasters, while some use their superior organization to craft well-oiled decks of spells. **Your *Focus* stat is doubled.**