WIZARD

Hit Points at 1st level: **6 + CON**

At higher levels, gain an additional **4 + CON** per level after first

*Spellcasting:* A wizard has a large spellbook containing a myriad of spells. They prepare spells by casting most of the spell, which can take a few minutes per spell, depending on the wizard’s skill and the spell’s level. This way, they can trigger the spell with a quick movement and phrase when it is time for combat. When a wizard casts a spell from their collection, it takes a few minutes, depending on the wizard’s skill and the spell’s level.

When you create a first level wizard, you gain three copies of first level spells for your collection. Whenever you gain an additional spell slot, you gain one copy of a spell of the appropriate level for your collection. Additionally, you may gain spells by finding magical scrolls and copying them into your wizard’s 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:* At 2nd level, a wizard must choose between the eight schools of magic. This specialization will grant you additional features as you progress. This gives the wizard a powerful option when casting spells of their school. Spells of their chosen school can optionally be played as a specific spell shown under “Feature Cards” in the Cards sheet, which does not exhaust after casting, instead of the printed spell. These spellstakes on the spell level of the card used to cast it.

**Abjuration:**

2nd level feature: *Arcane Ward*

*Projected Ward:* Starting at 6th level, *Arcane Ward* can now be cast to prevent damage for a creature you can see within 30 feet.

**Conjuration:**

2nd level feature: <TODO>

**Divination:**

2nd level feature: *Scry*

**Enchantment:**

2nd level feature: <TODO>

**Evocation:**

2nd level feature: *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:**

2nd level feature: <TODO>

**Necromancy:**

2nd level feature: <TODO>

**Transmutation:**

2nd level feature: <TODO>

*Familiars:* Summoned by *Find Familiar,* 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 have a regular combat turn as if it were its own character if you wish. 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 temporarily or permanently dismiss your familiar, and re-summon it if it is temporarily dismissed.  
 Summoning a familiar when you already have one simply changes its form. Finally, you can cast spells through your familiar if they can only affect one adjacent creature, such as Cure Wounds or Shocking Grasp.