WIZARD
Wizard Level:

Arcane Recovery
Spell Slot Levels   Used   **When**
Once per Day
after a
Short Rest
1/2 LVL Rounded UP ○

Spell Save DC
8+ ☐ + ☐ + ☐ =
   P.B.   INT   MISC.

Spell Attack Modifier
☐ + ☐ + ☐ =
P.B.   INT   MISC.

LEGEND: INT = Intelligence Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier, LVL = Wizard Level

Cantrips Known

Spells Prepared
☐ + ☐ =
INT   LVL

School of Abjuration

SPELLS

Regain all spell slots after a long rest. See page 210 in the Player's Handbook for the Wizard's Spell List.

Known Cantrips

Cantrip	Page	Cantrip	Page	Cantrip	Page

Spells in Spellbook

Prepared	LVL	Spell	Page	Prepared	LVL	Spell	Page
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			

Wizard - School of Abjuration

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.

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.

NOTES: