

Wizard - Abjurer

CHARACTER NAME

Spellcasting LVL 1

You can cast Wizard spells. Refer to the PHB.

Ritual Adept LVL 1

You can cast any spell as a **Ritual** without having it prepared, with these restrictions:

- It must have the Ritual tag.
- It must be in your spellbook.
- You must read from the book to cast it.

Arcane Recovery LVL 1

1 use per Long Rest - after a Short Rest.

You can recover level 5 spell slots (or lower) with a combined level = half your Wizard level (round up) or less.

Scholar LVL 2

Choose one of the following skills in which you have proficiency: Arcana, History, Investigation, Medicine, Nature, or Religion.

You have Expertise in the chosen skill.

Abjuration Savant LVL 3

- Add 2 Wizard spells from the Abjuration school (level 2 or lower) to your spellbook for free.
- Add one more Wizard spell from the Abjuration school to your spellbook (of a level where you have spell slots) for free each time you gain access to a new level of Wizard spell slots.

Arcane Ward LVL 3

1 use /Long Rest. Duration: until you finish a Long Rest.

When you cast an Abjuration spell that's not a cantrip, you can **create a magical ward** on yourself. The ward has a HP maximum = 2 X your Wizard level + your INT mod. The ward absorbs any damage you take. If you have any Resistances or Vulnerabilities, apply them before reducing the ward's Hit Points.

When the ward reaches 0 Hit Points, it remains but you take any remaining damage.

Whenever you cast an Abjuration spell (or any spell cast as a Bonus action) that's not a cantrip, the ward regains a number of HP = 2 X the level of the spell slot.

Ability Score Improvement LVL 4, 8, 12, 16

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Memorize Spell LVL 5

You can replace one of the level 1+ Wizard spells you have prepared with another level 1+ spell from your spellbook.

Projected Ward LVL 6

Arcane Ward enhancement as a Reaction.

When a creature that you can see within 30 feet takes damage, your Arcane Ward can absorb that damage. If this damage reduces the ward to 0 HP, the warded creature takes any remaining damage. If that creature has any Resistances or Vulnerabilities, apply them before reducing the ward's HPs.

Spell Breaker LVL 10

- You always have the **Counterspell** and **Dispel Magic** spells prepared.
- You can cast **Dispel Magic** as a Bonus Action, and you can add your Proficiency Bonus to its ability check.
- When you cast either spell with a spell slot, that slot isn't expended if the spell fails to stop a spell.

Spell Resistance LVL 14

You have Advantage on saving throws against spells, and you have Resistance to the damage of spells.

Spell Mastery LVL 18

Choose a level 1 and a level 2 spell in your spellbook that have a casting time of an action. You always have those spells prepared, and you can cast them at their lowest level without spending a spell slot. To cast either spell at higher levels you must expend spell slots.

Whenever you finish a Long Rest, you can replace one of those spells with an eligible spell of the same level from the book.

Epic Boon LVL 19

You gain an Epic Boon feat or another feat of your choice for which you qualify. *Boon of Spell Recall* is recommended.

Signature Spells LVL 20

Choose two level 3 spells in your spellbook as your signature spells. You always have these spells prepared, and you can cast each of them once at level 3 without expending a spell slot. When you do so, you can't cast them in this way again until you finish a Short or Long Rest. To cast either spell at a higher level, you must expend a spell slot.

Trait, Feat or Feature

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Page:

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Name:

Page:

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