

Wizard - Diviner

CHARACTER NAME

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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.

Divination Savant LVL 3

- Add 2 Wizard spells from the Divination school (level 2 or lower) to your spellbook for free.
- Add one more Wizard spell from the Divination 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.

Portent LVL 3

At the end of a Long Rest, roll two d20s and record the numbers rolled. You can replace any D20 Test made by you or a creature that you can see with one of these foretelling rolls.

You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a Long Rest, you lose any unused foretelling rolls.

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.

Expert Divination LVL 6

When you cast a Divination spell using a level 2+ spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the slot you expended and can't be higher than level 5.

The Third Eye LVL 10

Bonus Action. 1 use /Short or Long Rest. Duration: until you start a Short or Long Rest.

Choose one of the following.

- **Darkvision.** You get Darkvision, range of 120 feet.
- **Greater Comprehension.** You can read any language.
- **See Invisibility.** You can cast the *See Invisibility* spell without using a spell slot.

Greater Portent LVL 14

Roll three d20s for your Portent feature rather than two.

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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