

Wizard - Evoker

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.

Evocation Savant LVL 3

- Add 2 Wizard spells from the Evocation school (level 2 or lower) to your spellbook for free.
- Add one more Wizard spell from the Evocation 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 Cantrip LVL 3

When you cast a cantrip at a creature and you miss with the attack roll or the target succeeds on a saving throw against the cantrip, the target takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

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.

Sculpt Spells LVL 6

When you cast an Evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 plus the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Empowered Evocation LVL 10

Whenever you cast a Wizard spell from the Evocation school, you can add your INT mod. to one damage roll of that spell.

Overchannel LVL 14

When you cast a Wizard spell with a spell slot of levels 1-5 that deals damage, you can cause it to deal maximum damage.

- 1 use /Long Rest with no adverse effect. Uses after that do 2d12 Necrotic damage to you for each level of the spell slot.
- This damage ignores Resistance and Immunity.
- Each time you use this feature again before a Long Rest, the Necrotic damage per spell level increases by 1d12.

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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Page:

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