

# 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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