

Wizard

Ability Requirement: Intelligence 9

Alignment: May be of any non-chaotic alignment.

Armor: Non-metal armor accessories and Mithril non-plate armors.

Weapons: Small weapons, Light Crossbow, and Staff.

THACO: As Wizard.

Saving Throws: As Wizard.

Weapon Proficiencies: 1 + 1 every 6 levels.

Nonweapon Proficiencies: 4 + 2 every 3 levels.

- Gain Literacy.

Bloodied: At 50% of max hit points (50 max) you take Disadvantage to all d20 rolls.

Casting Check: Intelligence based.

Magical Language: Gain a free Magical Language with which you cast your spells.

L	C	1	2	3	4	5	6	7	8	9
1	3	5	--	--	--	--	--	--	--	--
2	3	5	--	--	--	--	--	--	--	--
3	4	5	2	--	--	--	--	--	--	--
4	4	5	2	--	--	--	--	--	--	--
5	5	5	2	2	--	--	--	--	--	--
6	5	5	2	2	--	--	--	--	--	--
7	5	5	3	2	2	--	--	--	--	--
8	5	5	3	3	2	--	--	--	--	--
9	5	5	3	3	2	2	--	--	--	--
10	5	5	4	3	2	2	--	--	--	--
11	5	5	4	4	3	3	--	--	--	--
12	5	5	4	4	4	4	2	--	--	--
13	5	5	5	5	4	4	2	--	--	--
14	5	5	5	5	4	4	2	2	--	--
15	5	5	5	5	5	5	2	2	--	--
16	5	5	5	5	5	5	3	2	2	--
17	5	5	5	5	5	5	3	3	2	--
18	5	5	5	5	5	5	3	3	2	2
19	5	5	5	5	5	5	3	3	3	2
20	5	5	5	5	5	5	4	3	3	2

Specialty School: Choose your specialty from the list below and gain its bonuses and penalties.

School of Abjuration

- Your chance to learn Abjuration spells becomes 100%.
- Casting Checks for Abjuration spells are done with Advantage.
- Limited to learning 1 spell per spell level of Alteration and Illusion magic combined.
- **2nd Level – Arcane Ward:** You can take a Minor Action to create a magical ward on yourself that lasts until you finish a Long Rest or are dropped to 0 hit points. The ward gives you Damage Reduction 5 to all physical damage and can take 2 + Caster Level hits. This protection does not stack with other sources of Damage Reduction. The ward can be dispelled magically, but is only temporarily suppressed while in an anti-magic field. Once used, you cannot create another ward until you finish a Long Rest or immediately following casting an Abjuration spell.

School of Alteration

- Your chance to learn Alteration spells becomes 100%.
- Casting Checks for Alteration spells are done with Advantage.
- Limited to learning 1 spell per spell level of Abjuration and Necromancy magic combined.
- **2nd Level – Transmuter's Stone:** You can spend 12 hours creating a Transmuter's stone that stores Alteration magic. You can benefit from the stone yourself or give it to another creature. A creature gains a benefit of your choice as long as the stone is in the creature's possession. When you create the stone, choose the benefit from the following options:
 - Darkvision out to a range of 60 feet
 - Increase speed by 1/3 of the creature's full movement.
 - Advantage on Concentration checks.
 - Resistance to acid, cold, fire, or lightning damage. (Choose when you choose this benefit)

Each time you cast an Alteration spell, you can change the effect of your stone if it is on your person. If you create a new Transmuter's stone, the previous one ceases to function.

School of Conjuration/Summoning

- Your chance to learn Conjuration/Summoning spells becomes 100%.
- Casting Checks for Conjuration/Summoning spells are done with Advantage.
- Limited to learning 1 spell per spell level of Greater Divination and Invocation/Evocation magic combined.
- **2nd Level – Minor Conjuration:** You can use your Action to conjure a natural (real world) creature sized Tiny or smaller. You can direct its movement telepathically and see through its eyes up to 100 feet away. It has 5 hit points and lasts until it is killed, you dismiss it, you conjure another, or you finish a Long Rest. Once used, you can't use this feature again until you finish a Long Rest or cast a Conjuring/Summoning spell.

School of Enchantment/Charm

- Your chance to learn Enchantment/Charm spells becomes 100%.
- Casting Checks for Conjuration/Summoning spells are done with Advantage.
- Limited to learning 1 spell per spell level of Invocation/Evocation and Necromancy magic combined.
- **2nd Level – Hypnotic Gaze:** Your soft words and enchanting gaze can magically enthrall another creature. As an action, choose one creature that you can see within 5 feet of you. If the target can see or hear you, it must succeed on a Save vs Spell or be charmed by you until the end of your next turn. The charmed creature's movement drops to 0, and the creature is incapacitated and visibly dazed. For up to 10 rounds on subsequent turns, you can use your Action to maintain this effect with concentration, extending its duration until the end of your next turn. However, the effect ends if you move more than 5 feet away from the creature, if the creature can neither see nor hear you, or if the creature takes damage. Once used successfully, you can't use this feature again until you finish a Long Rest or cast an Enchantment/Charm spell.

School of Illusion/Phantasm

- Your chance to learn Illusion/Phantasm spells becomes 100%.
- Casting Checks for Illusion/Phantasm spells are done with Advantage.
- Limited to learning 1 spell per spell level of Necromancy, Invocation/Evocation, and Abjuration magic combined.
- **2nd Level – Decoy:** As an Minor Action, you create a perfect illusion of yourself in your space as you become invisible. You may direct the decoy to move (or not move) as if it were you. The decoy and your invisibility last until the start of your next turn. Once used, you can't use this feature again until you finish a Long Rest or cast an Illusion/Phantasm spell.

School of Invocation/Evocation

- Your chance to learn Invocation/Evocation spells becomes 100%.
- Casting Checks for Invocation/Evocation spells are done with Advantage.
- Limited to learning 1 spell per spell level of Enchantment/Charm and Conjunction/Summoning magic combined.
- **2nd Level – Potent Spell:** Choose one energy type: creatures normally immune to that energy type take half damage, and those normally resistant take full damage. Choose a second energy type at 6th level and a third at 10th level.

School of Divination

- Your chance to learn Divination spells becomes 100%.
- Casting Checks for Divination spells are done with Advantage.
- Limited to learning 1 spell per spell level of Conjunction/Summoning magic.
- **2nd Level – Portent:** In the morning when you memorize your spells, roll 3 d20s. Keep track of the numbers rolled. Throughout that day, as a Free Action, you may replace a d20 roll with one of the saved numbers. You may roll a new d20 and save the number immediately after casting a Divination spell if you have any of the three slots open.

School of Necromancy

- Your chance to learn Necromancy spells becomes 100%.
- Casting Checks for Necromancy spells are done with Advantage.
- Limited to learning 1 spell per spell level of Illusion and Enchantment/Charm magic combined.
- **2nd Level – Skullimage:** Take a man-sized skull and infuse it with magic you activate at will once per day. You may infuse it as the *Alarm* spell cast at your level, a grenade that does 1d6hp per your level (Max 10d6) in a 10 foot radius that can be thrown 120 feet, or the *Sanctuary* spell cast at your level that affects one person in the five foot space it's in. Once used, you can't use this feature again until you finish a Long Rest or cast a Necromancy spell.