2010	WIZ	LARD			R				1
3-21	🖽 Wizard I	Level:			S CHARAC	TER NAME			
0	Spell Slot Levels Used Once per Day			Spell Save DC Spell Attack					_
2.4	1/2 LVL Rounded UP	- Intelligence M	after a Short Rest odifier, P.B. = Proficie	anov Bonus	P.	B. INT MI	sc.		MISC.
	Cantrips Known		ls red =					juratio	n
	Regain all	spell slots af	ter a long rest.	- Shore	ELLS e 210 in the P	ayer's Har	dbook for t	he Wizard's Spell	يتر List.
Cantrip		Page	Cantrip	nown	Cantri	DS Page	Cantrip		Page
		_							
			S	pells i	n Spellb	ook			
Prepared LVL	_ Spell		<i>2</i> .	Page	Prepared LV	L Spell			Page
				-					
						2			
						2			
				-					
	0								
						-			
						-			
					│└┤┝	_			
				-	$  \square  $	-			

Wizard - School of Conjurat	ion
	CHARACTER NAME
Arcane Recovery L (1/day, after a short rest) Recover combined level of spells slots = 1/2 your wizard level (rounded up). Up to 5th level s slots.	VL 1 NOTES:
Ability Score Improvement LVL 4, 8, 12, 16, an Increase one ability score by 2, or two ability scores by 1, to maximum score of 20. Or select one feat.	
Conjuration Savant L The gold and time you must spend to copy a conjuration sp into your spellbook is halved.	VL 2 ell
Minor Conjuration L As an action, you can conjure up a nonmagical object that you have seen, in your hand or on the ground within 10 fee Maximum 3x3x3 feet and 10 pounds. It radiates dim light or to 5 feet. It disappears after 1 hour, when you use this featu again, or if it takes any damage.	
Benign Transposition Lt As an action, you can teleport up to 30 feet to an unoccupie space that you can see. Or, you can teleport both you and a willing Small or Medium creature within that range to swap places. You can't use this again until you finish a long rest of you cast a conjuration spell of 1st level or higher.	a
Focused Conjuration LV While you are concentrating on a conjuration spell, your concentration can't be broken as a result of taking damage	L 10
Durable Summons LV Any creature that you summon or create with a conjuration spell has 30 temporary hit points.	L 14
Spell Mastery LV Choose a LVL 1 and a LVL 2 spell that is in your spellbook:	L 18
When you have them prepared, you can cast them at their lowest level without expending a spell slot. You can change these spells after 8 hours of study.	
Signature Spells LV   Choose two LVL 3 spell that are in your spellbook:	L 20
(1/rest) You can cast each of them once at 3rd level without expending a spell slot. You always have these spells prepared and they don't cour against the number of spells you have prepared.	