

## Arcane Recovery

LVL 1
(1/day, after a short rest) Recover combined level of spells slots $=1 / 2$ your wizard level (rounded up). Up to 5 th level spell slots.
Ability Score Improvement LVL 4, 8, 12, 16, and 19 nncrease one ability score by 2 , or two ability scores by 1 , to a maximum score of 20 . Or select one feat.

## Conjuration Savant

LVL 2
The gold and time you must spend to copy a conjuration spell into your spellbook is halved.
Minor Conjuration LVL 2
As an action, you can conjure up a nonmagical object that you have seen, in your hand or on the ground within 10 feet. Maximum $3 \times 3 \times 3$ feet and 10 pounds. It radiates dim light out to 5 feet. It disappears after 1 hour, when you use this feature again, or if it takes any damage.

Benign Transposition
LVL 6
As an action, you can teleport up to 30 feet to an unoccupied 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 or you cast a conjuration spell of 1 st level or higher.
Focused Conjuration
LVL 10
While you are concentrating on a conjuration spell, your concentration can't be broken as a result of taking damage.

## Durable Summons

LVL 14
Any creature that you summon or create with a conjuration spell has 30 temporary hit points.
Spell Mastery
Choose a LVL 1 and a LVL 2 spell that is in your spellbook:
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
Choose two LVL 3 spell that are in your spellbook:
(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 count against the number of spells you have prepared.

## NOTES:

