WIZARD

Wizard Level:

Arcane Recovery
Spell Slot Levels

1/2 LVL Rounded UP

Used

○

When
Once per Day
after a
Short Rest

Spell Save DC
8+ ☐ + ☐ + ☐ =

P.B.　INT　MISC.

Spell Attack Modifier
☐ + ☐ + ☐ =

P.B.　INT　MISC.

LEGEND: INT = Intelligence Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier, LVL = Wizard Level

Cantrips Known

Spells Prepared
☐ + ☐ =

INT　LVL

School of Divination

SPELLS

Regain all spell slots after a long rest. See page 210 in the Player's Handbook for the Wizard's Spell List.

Known Cantrips

Cantrip	Page	Cantrip	Page	Cantrip	Page

Spells in Spellbook

Prepared	LVL	Spell	Page	Prepared	LVL	Spell	Page
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Wizard - School of Divination

CHARACTER NAME

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 5th level spell slots.

Ability Score Improvement
LVL 4, 8 , 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Divination Savant
LVL 2

The gold and time you must spend to copy a divination spell into your spellbook is halved.

Portent
LVL 2

When you finish a long rest, roll two d20s and record the numbers. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

Expert Divination
LVL 6

When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

The Third Eye
LVL 10

(1/rest) Can chose one of the following. The effect ends when you are incapacitated or you take a rest.

Darkvision: to a range of 60 feet.
Ethereal Sight: See into the Ethereal Plane, range of 60 feet.
Greater Comprehension: You can read any language.
See Invisibility: You can see invisible creatures and objects within line of sight, range of 10 feet.

Greater Portent
LVL 14

Roll three d20s for your Portent feature, rather than two.

Spell Mastery
LVL 18

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
LVL 20

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: