

Arcane	Recovery
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LVL 1

NOTES:

(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.

Evocation Savant

LVL 2

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

Sculpt Spells

LVL 2

When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage.

Potent Cantrip

LVL 6

When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Empowered Evocation

I VI 10

You can add your INT modifier to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of the spell, not multiple rolls.

Overchannel

LVL 14

When you cast a wizard spell of 5th level or lower that deals damage (but not a cantrip), you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.

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.