



WIZARD

Hedge Mage

Most wizards learn their craft in extraordinary schools or apprentice to wise masters, devoting themselves to years of study under careful supervision. However, some practitioners choose a different path, rejecting these traditional roots and choosing to develop their talents through practical experience.

Traveling from town to town, carrying what little they have, hedge wizards survive off the basics of the craft in exchange for favors or knowledge from locals.

Pragmatic Savant

You are adept at making do with limited resources. Beginning when you select this school at 2nd level, you may choose to spend half the gold cost but double the time required to copy a spell into your spellbook.

Practical Knowledge

You make your living working with the common folk, performing feats of magic to entertain or enrich their lives. Gain 2 proficiencies from: *Nature*, *Performance*, *Sleight of Hand*, or *Animal Handling*.

Additionally, you gain the *Mending* cantrip.

Agile Mind

At 6th level your knowledge of magic allows you to adjust plans on the fly. As an action can swap a prepared spell to a different spell in your spellbook. You may use this ability a number of times equal to your Intelligence Modifier. You regain all uses when you finish a long rest.

New Tricks

Starting at 10th level, your knowledge of magic allows you to alter the casting rites of a spell, increasing your ability to reuse and recycle.

Whenever a spell has a material component, you may substitute the original material component with any item of equal or greater value. If the spell would normally consume the item, the substitute item is still consumed.

Heuristic Learner

Beginning at 14th level, when you observe a spell being successfully cast you may use your reaction to make an Intelligence (Arcana) check to attempt to remember that spell. You must succeed against a DC 15 + the spell level. If you succeed you can remember that spell until you cast it, transcribe it into your spellbook, become *Unconscious*, or at the end of a long rest. You can only remember one spell at a time using this feature.

If the spell is on the wizard spell list you may attempt to cast it, following all the normal rules. If the spell is not on the wizard spell list you may attempt to cast by making an Intelligence (Arcana) check with a DC 15 + Spell level. If you succeed the check you can cast the spell, following all casting normal rules, including consumption of material components. A failure on the check means that you lose the spell from memory and can not attempt to cast the spell.

Additionally, if the spell is a wizard spell you may attempt to copy it into your spellbook, following the same rules as if it were a spell scroll.

