

Proficiency			Mana	Cantrips	-Spell slots per level-								
Level	Bonus	Features	Points	Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Arcane Recovery	—	3	2	—	—	—	—	—	—	—	—
2nd	+2	Arcane Manipulation	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	---	6	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	8	4	4	3	—	—	—	—	—	—	—
5th	+3	---	10	4	4	3	2	—	—	—	—	—	—
6th	+3	Arcane Power	12	4	4	3	3	—	—	—	—	—	—
7th	+3	---	14	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	16	4	4	3	3	2	—	—	—	—	—
9th	+4	---	18	4	4	3	3	3	1	—	—	—	—
10th	+4	Magical Preparation	20	5	4	3	3	3	2	—	—	—	—
11th	+4	---	22	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	24	5	4	3	3	3	2	1	—	—	—
13th	+5	---	26	5	4	3	3	3	2	1	1	—	—
14th	+5	Manifested Power	28	5	4	3	3	3	2	1	1	—	—
15th	+5	---	30	6	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	32	6	4	3	3	3	2	1	1	1	—
17th	+6	---	34	6	4	3	3	3	2	1	1	1	1
18th	+6	Elemental Mana	36	6	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	38	6	4	3	3	3	3	2	1	1	1
20th	+6	Spell Mastery	40	6	4	3	3	3	3	2	2	1	1

Arcanist

Class Features

As an Arcanist you gain the following features:

Hit Points

Hit Dice: 1d6 per Arcanist level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Arcanist level after 1st

Proficiencies

Armour: Light Armour

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (h) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack

Spellcasting

As an Arcanist you have access to an ethereal spellbook containing the unending knowledge of a higher plane. See chapter 10 of the player handbook for the general rules of spellcasting and chapter 11 for the wizard spell list.

Cantrips

At 1st level you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels as shown in the Cantrips Known column of the Arcanist table

Spellbook

Your spellbook is an ethereal tome, summoned at will and containing the infinite knowledge of a higher plane. This spellbook is not written in any comprehensible language but imbued with an arcane energy. By spending time concentrating on certain pages you can learn to cast the spells listed on them. This raw form of arcane teaching allows you to learn to manipulate the arcane magic, changing it to your desires.

This spellbook can be summoned at will, and will float in front of you as if held by an invisible hand. You cannot touch or otherwise physically interact with this tome as objects will pass through it. By focusing on this tome you can flip through it's pages or move it. The spellbook vanishes if it is ever more than 10 feet from you and for the purposes of spells counts as being worn, as such it will teleport with you if you cast a spell such as Misty Step.

This tome may have any appearance, although it's appearance cannot be changed after it is first summoned.

Spells of 1st level and higher

At first level you have deciphered your first six 1st level wizard spells of your choice. This spellbook does not contain cantrips.

When you gain an Arcanist level you are able to decipher two wizard spells of your choice. These must be of a level for which you have spell slots as shown on the Arcanist table. On your

adventures you might find other spells that you can learn. By studying a spell you find you can find and decipher it in your spellbook, adding it to your list of known spells. This take 50 gp and 2 hours per spell level as you must spend time experimenting with the spell to decipher it.

The Arcanist table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells you must expend a spell slot of that level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list

Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells. since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell deciphered in your spellbook. You don't need to have the spell prepared, and must have your spellbook summoned during the casting.

Spellcasting Focus

You can use an arcane focus (found in chapter 5 of the player's handbook) as a spellcasting focus for your wizard spells.

Arcane Recovery

You have learned to regain some of your magical energy by focusing on your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your Arcanist level (rounded up), and none of the slots can be 6th level or higher.

Arcane Manipulation

As you decipher the basic components behind a spell you have learnt to change some parts of the spell. You the following manipulation options at 2nd level.

Inversion

When you cast a spell that deals damage, you can spend Mana points equal to the spell's level to invert the damage type, according to the following pairs:

Fire	Cold
Force	Psychic
Radiant	Necrotic
Lightning	Acid

Thunder, Piercing, Slashing and Bludgeoning damage are not counted as having an inverse damage type. Using inversion on a spell also changes the spell's appearance.

Arcane Concentration

You can spend 2 Mana points to gain advantage on a Constitution save to maintain concentration on a spell.

Arcane Power

With more practice you have learnt to expand on your abilities to manipulate the magic of your spells. At 6th level you gain the following abilities:

Overcasting

You cast a spell at a higher level, only expending the spell slot of the lowest level that spell can be cast at, spending twice the increase in the spell's level. You can only increase a spell's level to the highest level for which you have spell slots. For example if you Overcast a fireball, which is normally a 3rd level spell, increasing it to a 5th level spell, you must spend 4 Mana points as you increase the spell's level by 2.

Mana Restoration

Once per day, when you finish a short rest you regain 1 quarter of your total Mana points.

Magical Preparation

You have learnt to use your Mana to influence which spells you can cast. At 10th level you gain the following abilities:

Mana Learning

You spend 10 Mana points to instantly un-prepare a spell and Prepare a different one. This is a bonus action.

Mana Preparing

You spend 8 Mana points to prepare an additional spell. This must be done at the end of a long rest

and you can only have one spell Mana prepared at a time.

Manifested Power

You have learnt to use your Mana to influence the world around you. At 14th level you gain the following abilities:

Mana Manifestation

You can add a die to any Ability check, Saving throw or Attack roll. You can use this feature up to once per turn and cannot use it on a roll you have advantage or disadvantage on.

You can choose to add the following die:

Die	Cost in Mana Points
1d4	4
1d6	6
1d8	8
2d4	8

These die are added after the roll is made, but before the result is known.

Elemental Mana

You have learnt to use your Mana to convert the elements. At 18th level you gain the following abilities:

Elemental Prowess

When you cast a spell that deals damage, you can spend 2 Mana points to change the magical damage type any other magical damage type. The damage types this ability can be used with are: Fire, Cold, Lightning, Thunder, Acid, Radiant and Necrotic.

Using this on a spell also changes the spell's appearance.

Spell Mastery

At 20th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal, this includes Overcasting.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.