

Navigator (2014)

A vessel is only as good as its captain, and wizards of the school of navigation are among the best. Whether seafarer or landlubber, these wizards are expert pilots, hailing from a school that believes the most important book at a wizard's disposal, aside from their spellbook of course, is an atlas.

Navigator Features

Wizard Level	Feature
2nd	Navigation Savant, Spell Guidance
6th	Precise Spells
10th	Chart the Course
14th	Improved Spell Guidance

Level 2: Navigation Savant

You gain proficiency with **Navigator's Tools**, and can use them as a Spellcasting Focus for your Wizard spells. If you already have this proficiency, you instead gain proficiency with **Cartographer's Tools**.

Moreover, you can add your Intelligence modifier to any ability check you make that uses your proficiency with one of these tools.

Level 2: Pilot's Guidance

You can use your navigational expertise to guide your allies' attacks in combat. When you or a creature you can see within 30 feet misses with an attack roll, you can take a Reaction to magically guide the strike. The creature can then reroll the attack and add 1d6 to the roll.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain one expended use after a **Short Rest** and all expended uses after a **Long Rest**.

Level 6: Precise Spells

When you cast a spell that targets only one creature and requires the target to make a saving throw, you can choose to make a ranged spell attack roll against the target before it makes its initial saving throw against the spell. If the attack misses, the creature automatically succeeds on all saving throws against the spell for the duration. If the attack hits, the creature has **Disadvantage** on all saving throws against the spell for the duration.

Once you use this feature, you can't do so again until you complete a **Short** or **Long Rest**. You can also restore your use of it by expending a spell slot of level 3+ (no action required).

Level 10: Chart the Course

You learn to create maps imbued with divination magic. You can spend 6 hours and 50 GP to create a magical map to a location with which you are familiar. While the map is on your person and you are on the same plane of existence as the designated location, you can use the map to guide you toward that location as though you had cast the *Find the Path* spell. Moreover, the map keeps a magical record of the path you take to reach that location. You must **Concentrate** on using the map for these properties to function, as though you were concentrating on a spell. If your concentration ends, you can reactivate the map as an action.

If you create a new map with this feature, the previous one loses its magic, but retains any markings that it previously had.

Level 14: Improved Pilot's Guidance

When you allow a creature to reroll an attack roll with your Pilot's Guidance feature, the affected creature can treat a d20 roll of 9 or lower as a 10. Additionally, when a creature is hit by an attack roll that was affected by your Pilot's Guidance feature, that creature takes extra Force damage equal to half your Wizard level.

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