

WIZARD SCHOOL OF PLANAR MAGIC

A wizard of the school of planism is uniquely suited to various interactions with the planes, and can traverse and gain from them with far fewer inhibitions than other wizards. Often, these wizards will draw power from other planes to supplement their arcane abilities.

SPACIAL GATE

By level 2, you can open gates between different points. As a bonus action on your turn, you may open a gate between two points within 60 feet of you. You must expend a spell slot of 1st level or greater to use this effect. Any creature or object may pass through the gate, which is a 10 foot square, exiting out the other side. A creature adjacent to the gate counts as adjacent to any creature adjacent to the other gate.

You may only have 1 pair of Spacial Gates present at a time. The Spacial Gates last up to 1 hour, but require your concentration, as if on a spell.

You may also use this ability a number of times equal to your Intelligence modifier (minimum of once) between long rests without expending a spell slot.

SENSE OF THE PLANES

Starting at level 6, you can find out what plane a creature you can see originated on, with your action, by pointing at it and tapping into its planar energies and comparing them to those you are familiar with. A Creature may use legendary resistance or a similar effects to resist this effect. This effect also fails if the target is protected from divination magic. If this ability fails, you cannot use this effect on the same creature until it has completed a long rest.

PLANAR REISTANCE

Beginning at level 10, you have advantage on saving throws against divination magic and effects which would transport you to another plane of existence. When transported to another plane of existence, you may continue to concentrate on spells that are present on another plane, for their full duration.

PLANAR MOBILITY

At level 10, you learn to teleport via planar portals, at will. By expending 15 feet of your movement on your turn, you may teleport up to 10 feet, as part of your movement.

PLENTIFUL GATES

Starting at level 14, you may have up to 3 Spacial Gates from the Spacial Gate ability present at the same time, within a range of 120 feet of you. Spacial Gates do not require your concentration any more.

REDIRECTING PORTAL

In addition, starting with 14th level, when you see an attack miss you, you may use your reaction to make that attack hit a creature of your choice that you can see within 120 feet of you, by quickly opening a portal that the attack enters.

You may use this ability no more than once between short rests.