You must possess a spellcasting track to select the wizard track.

**1st Circle - Expanded Spellcasting:** You can cast one additional spell of your highest circle per [Scene]. Whenever you gain a circle of wizard, add one spell from the shaman or tactician list to your spells known (even if you could not normally learn that spell).

**2nd Circle - Familiar:** You are accompanied by a Small [Bound] Grunt or Striker with [Fast Healing] equal to your circles in this track. If your familiar dies, you may restore it to life in a ritual lasting 1 minute.

**2a - Staff:** Once per [Encounter] while holding your staff you may cast a spell without expending a slot.

**3rd Circle - Spell Secrets:** You gain Glyphweave Adept or Rune Magic as a bonus feat. You must meet the prerequisites for this feat as normal.

**4th Circle - Spell Power:** Your spells are considered to be one circle higher than normal whenever this would be advantageous to you (max 7th).

**5th Circle - Spell Research:** Once per [Scene], between encounters, you can add one spell from any list to your spells known. This benefit lasts until the end of the [Scene].

**6th Circle - Mastery of Elements:** Whenever you cast a spell that deals damage, you may change its damage type to match that of any of your other spells known. In addition, you gain Elemental Specialisation as a bonus feat.

**6a - Mastery of Shaping:** Whenever you cast a spell that affects an area, you may choose for it to affect allies only or enemies only.

**6b - Spell-like Ability:** Select one spell at least two circles lower than the highest circle of spells you can cast. You can use that spell as a spell-like ability at will. Whenever you gain access to a new circle of spells you may change the spell to which this ability applies.

**7th Circle - Wizard Tower:** You gain a tower or sanctum in a fixed location. Whenever you cast a spell with a duration inside your tower, you may choose to make its duration Permanent. A spell effect modified in this manner functions only inside your tower, and ends if moved outside. You may have a maximum number of spells modified in this manner equal to your circles in Wizard + your KOM.