

Arcane	Recovery
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(1/day, after a short rest) Recover combined level of spells slots = 1/2 your wizard level (rounded up). Up to 5th level spell slots.

Ability Score Improvement LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

#### **Enchantment Savant**

LVL 2

NOTES:

The gold and time you must spend to copy a enchantment spell into your spellbook is halved.

# Hypnotic Gaze

LVL 2

(1/long rest per creature) As an action. Range: 5 ft. Target:
One Creature you can see that can see or hear you. Save:
WIS save vs. your wizard spell save DC Effect: Creature is
charmed by you, its speed becomes 0, and it is incapacitated
and visibly dazed until the end of your next turn. On
subsequent turns: Can use your action to maintain this effect
until the end of your next turn. Effect ends if: you move 5 ft
away, the creature can no longer see of hear you, or it takes
damage.

#### Instinctive Charm

LVL 6

(1/long rest per creature) As a reaction. Range: 30 ft. Target: One Creature you can see that can be charmed makes an attack roll against you. Save: WIS save vs. your wizard spell save DC Effect: Attacker must target the creature that is closest to it, not including you or itself.

### Split Enchantment

LVL 10

When you cast an enchantment spell of 1st level or higher that targets only one creature, you can have it target a second creature.

### Alter Memories

**LVL 14** 

When you cast an enchantment spell to charm one or more creatures, you can make one of them unaware of being charmed. Also, (once before the spell expires) As an action. Target: The Creature that is unaware of being charmed. Save: Intelligence save vs. your wizard spell save DC Effect: The Creature loses a number of hours of its memories equal to 1 + your CHA modifier (minimum 1). You can make the creature forget less time, and the amount of time can't exceed the duration of your enchantment spell

## Spell Mastery

**LVL 18** 

Choose a LVL 1 and a LVL 2 spell that is in your spellbook:

When you have them prepared, you can cast them at their lowest level without expending a spell slot. You can change these spells after 8 hours of study.

#### Signature Spells

LVL 20

Choose two LVL 3 spell that are in your spellbook:

(1/rest) You can cast each of them once at 3rd level without expending a spell slot.

You always have these spells prepared and they don't count against the number of spells you have prepared.