

Arcane	Reco	very
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LVL 1

NOTES:

(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.

#### **Illusion Savant**

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

## Improved Minor Illusion

LVL 2

You learn the *minor illusion* cantrip. If you already know this cantrip, you learn a different wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known. When you cast *minor illusion*, you can create both a sound and an image with a single casting of the spell.

#### Malleable Illusions

LVL

When you cast an illusion spell that has a duration of 1 minute or longer, you can use your action to change the nature of that illusion (using the spell's normal parameters for the illusion), provided that you can see the illusion.

## **Illusory Self**

LVL 10

(1/long rest)

As a reaction,

When a creature makes an attack roll against you, you interpose an illusory duplicate of yourself between you and the attacker. The attack automatically misses you, then the illusion dissipates.

### Illusory Reality

LVL 1

As a bonus action,

When you cast an illusion spell of 1st level or higher, you can choose one inanimate, nonmagical object that is part of the illusion and make that object real. The object remains real for 1 minute. The object can't deal damage or otherwise directly harm anyone.

### 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.