

Wizard - Illusionist

CHARACTER NAME

#

Spellcasting

LVL 1

You can cast Wizard spells. *Refer to the PHB.*

Ritual Adept

LVL 1

You can cast any spell as a **Ritual** without having it prepared, with these restrictions:

- It must have the Ritual tag.
- It must be in your spellbook.
- You must read from the book to cast it.

Arcane Recovery

LVL 1

1 use per Long Rest - after a Short Rest.

You can recover level 5 spell slots (or lower) with a combined level = half your Wizard level {round up} or less.

Scholar

LVL 2

Choose one of the following skills in which you have proficiency: Arcana, History, Investigation, Medicine, Nature, or Religion.

You have Expertise in the chosen skill.

Illusion Savant

LVL 3

- Add 2 Wizard spells from the Illusion school (level 2 or lower) to your spellbook for free.
- Add one more Wizard spell from the Illusion school to your spellbook (of a level where you have spell slots) for free each time you gain access to a new level of Wizard spell slots.

Improved Illusions

LVL 3

- You can cast Illusion spells without providing Verbal components.
- If an Illusion spell you cast has a range of 10 or more feet, the range increases by 60 feet.
- You know the *Minor Illusion* cantrip. If you already know it, you learn a different Wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known.
- You can cast *Minor Illusion* as a Bonus Action.
- Your *Minor Illusion* spell can create an image with sound.

Ability Score Improvement

LVL 4, 8, 12, 16

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Memorize Spell

LVL 5

You can replace one of the level 1+ Wizard spells you have prepared with another level 1+ spell from your spellbook.

Phantasmal Creatures

LVL 6

You always have the **Summon Beast** and **Summon Fey** spells prepared.

You can cast them as Illusion spells with the following changes.

- The summoned creatures appear spectral.
- You can cast either spell without a spell slot, but that halves the creature's HP.
- You can only cast either spell without a spell slot one time per Long Rest.

Illusory Self

LVL 10

Reaction. 1 use /Short or Long Rest or spend a level 2 or higher spell slot.

When hit by an attack roll, an illusory duplicate of you appears between you and the attacker. The attack misses you, then the illusion dissipates.

Illusory Reality

LVL 14

When you cast an Illusion Spell with a spell slot, you can, as a Bonus action, choose one inanimate, nonmagical object that is part of the illusion and make that object real. The object remains real for 1 minute, during which it can't deal damage or give any conditions.

Spell Mastery

LVL 18

Choose a level 1 and a level 2 spell in your spellbook that have a casting time of an action. You always have those spells prepared, and you can cast them at their lowest level without spending a spell slot. To cast either spell at higher levels you must expend spell slots.

Whenever you finish a Long Rest, you can replace one of those spells with an eligible spell of the same level from the book.

Epic Boon

LVL 19

You gain an Epic Boon feat or another feat of your choice for which you qualify. *Boon of Spell Recall* is recommended.

Signature Spells

LVL 20

Choose two level 3 spells in your spellbook as your signature spells. You always have these spells prepared, and you can cast each of them once at level 3 without expending a spell slot. When you do so, you can't cast them in this way again until you finish a Short or Long Rest. To cast either spell at a higher level, you must expend a spell slot.

Trait, Feat or Feature

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