

WIZARD

SCHOLAR

QUICK LEARNER

When you take this Arcane Tradition at 2nd level, you hone your ability to study spells. The time and cost to copy spells into your spell book takes 1 hour and 25 gp for each level of the spell.

SPELL MIMICRY

Starting at 2nd level, you have learned how to mimic other Mage's casting styles. When you see someone within 60 feet of you cast a Wizard Spell, you can use your reaction to try and memorize the casting. Make an Intelligence Check against a DC equal to 10 + the Spells Level. If the Spell Level is higher than what you could cast, the Mimicry automatically fails. On a success, the spell is now considered Prepared by you and you can cast it as normal.

You are also able to copy the spell into your spell book with Quick Learner. You can only have a single spell prepared with this ability at a time and after a long rest the spell is no longer considered prepared by you.

FOCUSED ATTUNEMENT

At 6th level, you learn how to imbue your knowledge into mundane objects. During a Short Rest, you can enchant a non-magical weapon, armor, or tool allowing you to attune to it. While attuned, you are proficient with the item and it is considered magical. Any attacks made with a weapon, attuned in this way deal magical damage, in addition to its normal damage. You can attune to a number of items in this way equal to half your Intelligence modifier rounded down.

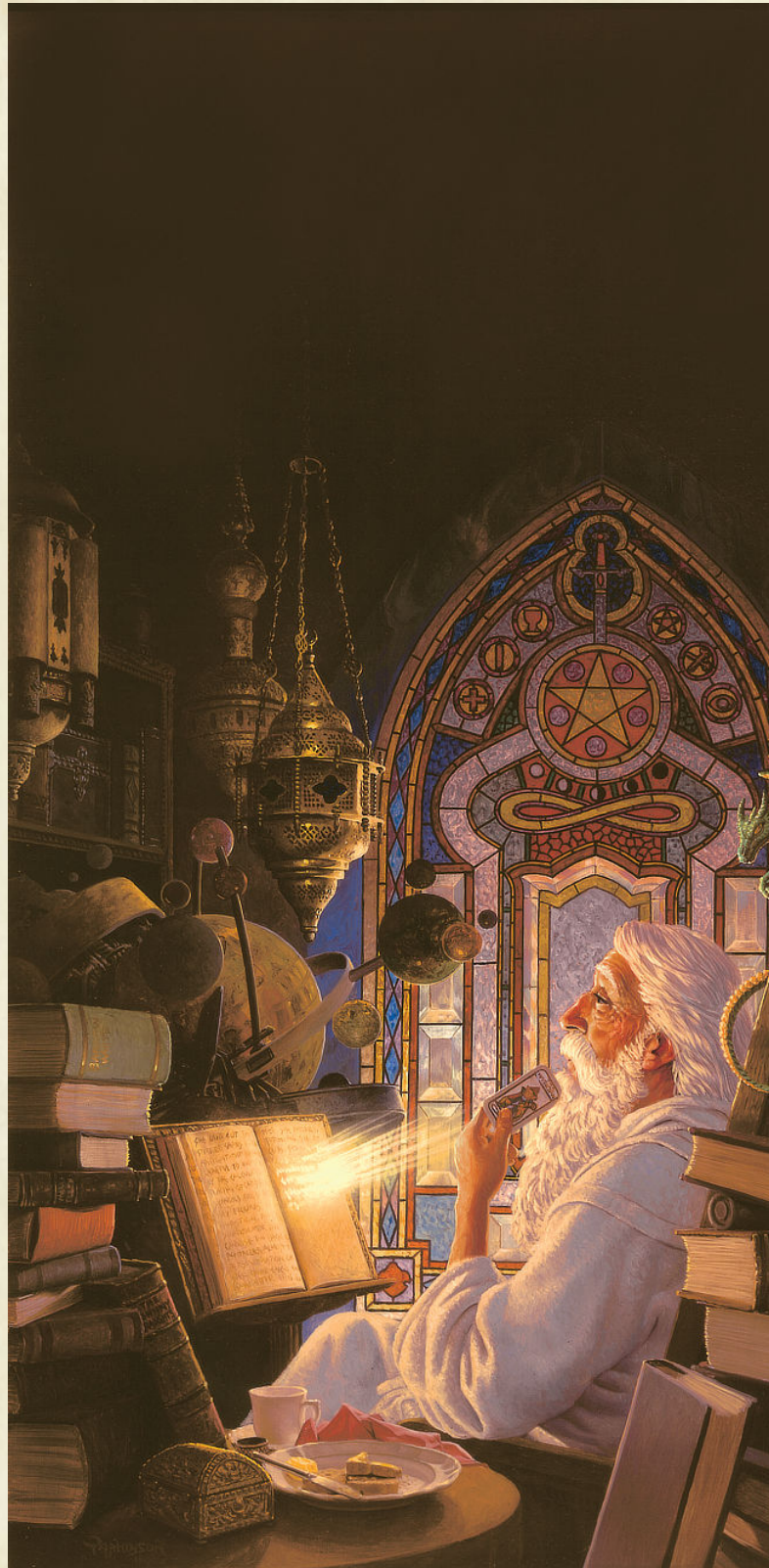
STUDY NOTES

Starting at 10th level, you learn how to study your Spell Book more efficiently. When you use the arcane recovery feature, you can replace a prepared spell for a different one you know OR replace a cantrip you know with a different one from the wizard spell list.

EXPERT SPELLCRAFT

At 14th level, your ability to mimic the magic of others extends beyond that of Wizards. You can now use the Spell Mimicry Ability spells not on the Wizard Spell List and some Creature Attacks. You can transcribe a number of these spells into your Spell Book equal to your Intelligence modifier, minimum 1. Erasing one of these spells from your Spell Book requires a 1 minute ritual in which you dispel the knowledge from your book.

When attempting to mimic a Creature Attack, the level of the Crafted Spell is equal to target creatures Proficiency Bonus. Additionally, you cannot mimic any melee creature attacks, Legendary Actions, or any abilities that have a recharge.



Credit: Keith Parkinson

MADE WITH THE HOMEBREWERY.

ALEC DAVIDSON

<https://github.com/alecdavidson/Homebrew>

IMAGE CREDIT

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