

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

SAVING THROW
ATHLETICS

DEXTERITY

SAVING THROW
ACROBATICS
SLEIGHT OF HAND
STEALTH

CONSTITUTION

SAVING THROW

INTELLIGENCE

SAVING THROW
ARCANA
HISTORY
INVESTIGATION
NATURE
RELIGION

WISDOM

SAVING THROW
ANIMAL HANDLING
INSIGHT
MEDICINE
PERCEPTION
SURVIVAL

CHARISMA

SAVING THROW
DECEPTION
INTIMIDATION
PERFORMANCE
PERSUASION

PROFICIENCY BONUS

PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES
Armor & Weapons

Languages

Tools

FEATURES & OTHER ABILITIES

BOONS

AC

CONDITIONS

INITIATIVE

MAX. TEMP.

TYPE

SPEED

HIT POINTS

HIT DICE

SUCCESSES

FAILURES

DEATH

ATTACKS PER ACTION

WEAPON

RANGE

TO HIT

DAMAGE

TYPE

AMMUNITION

COUNT

EQUIPMENT

KEY ITEMS

COUNT

CURRENCY TYPE

AMOUNT

SPELLCASTING

Spell Attack Modifier

Spell Save DC

Cantrips Known

Prepared Spells (INT + LVL)

ARCANE RECOVERY

Once per day after short rest, regain half wizard level worth of spell slots (rounded up). Cannot regain slots higher than 5th level.

ARCANE TRADITION

Level 2 Ability

Level 2 Ability

Level 6 Ability

Level 10 Ability

Level 14 Ability

SPELL MASTERY - LVL 18

Can cast selected 1st and 2nd level spell without expending a spell slot. Can change spells after 8 hour study.

1st Level Spell

2nd Level Spell

SIGNATURE SPELLS - LVL 20

Always have two 3rd level spells prepared in addition to other spells. Can cast each once per short or long rest without expending a spell slot.

3rd Level Spell

WIZARD