

WIZARD

Caster Level

Level Bonus

+

SPELL SCHOOLS

SPECIALITY SCHOOL

OPPOSED SCHOOLS

Spells from your opposed schools cost two slots to prepare.

ARCANE BOND

☐ FAMILIAR ☐ BONDED OBJECT

SPELLS

Spell Save DC	Spells per day	= Base Spells	+ Specialist Spell	+ Bonus Spells
0				INT - 4
1			<input type="checkbox"/>	INT - 4 INT - 8 INT - 12
2			<input type="checkbox"/>	<input type="checkbox"/>
3			<input type="checkbox"/>	<input type="checkbox"/>
4			<input type="checkbox"/>	<input type="checkbox"/>
5			<input type="checkbox"/>	<input type="checkbox"/>
6			<input type="checkbox"/>	<input type="checkbox"/>
7			<input type="checkbox"/>	<input type="checkbox"/>
8			<input type="checkbox"/>	<input type="checkbox"/>
9			<input type="checkbox"/>	<input type="checkbox"/>

Spell Save DC = 10 + INT + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

SCROLLS

POTIONS

WANDS

CHARGES #

CHARGES #

CHARGES #

PREPARED SPELLS

0

Speciality Spell

1

Speciality Spell

2

Speciality Spell

3

Speciality Spell

4

Speciality Spell

5

Speciality Spell

6

Speciality Spell

7

Speciality Spell

8

Speciality Spell

9