

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						
	1				<input type="checkbox"/>		INT - 4
	2				<input type="checkbox"/>		INT - 4 INT - 8
	3				<input type="checkbox"/>		INT - 4 INT - 8 INT - 12
	4				<input type="checkbox"/>		INT - 4 INT - 8 INT - 12
	5				<input type="checkbox"/>		INT - 4 INT - 8 INT - 12
	6				<input type="checkbox"/>		INT - 4 INT - 8 INT - 12
	7				<input type="checkbox"/>		INT - 4 INT - 8 INT - 12
	8				<input type="checkbox"/>		INT - 4 INT - 8 INT - 12
	9				<input type="checkbox"/>		INT - 4 INT - 8 INT - 12

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

Speciality Spell