

WIZARD

Caster  
Level

SPELL SCHOOLS

SPECIALITY SCHOOL

Level  
8

OPPOSED SCHOOLS

Spells from your opposed schools cost two slots to prepare.

ARCANE BOND

☒ FAMILIAR

☐ BONDED OBJECT

Master's bonus ability

Wizard Level	Natural Armour	Familiar Intelligence	
1	+1	6	Alertness, improved evasion
3	+2	7	Deliver touch spells
5	+3	8	Speak with master
7	+4	9	Speak with animals of its kind
9	+5	10	-
11	+6	11	Spell resistance
13	+7	12	Scry on familiar
15	+8	13	-
17	+9	14	-
19	+10	15	-

SPELLS

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

Spell Save DC = 10 + INT + Spell Level

ARCANE SPELL FAILURE  
THRESHOLD

FEATS

Scribe scroll

Level 5

Level 10

Level 15

Level 20

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9