

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

Spell Save DC = 10 + INT + Spell Level

Concentration  = INT + Caster 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