

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

WIZARD

ARCANE TRADITION

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

SAVING THROWS

ATHLETICS

DEXTERITY

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used

Total

d6

DEATH SAVED

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

CANTRIPS KNOWN

SPELLS KNOWN

FAVOURITE SPELLS

NAME

RANGE

CASTING TIME

SAVE

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

SPILLS SLOTS

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

ARCANE RECOVERY

LEVEL 1

Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level, and none of the slots can be 6th level or higher.

ARCANE TRADITION FEATURE

LEVEL 2

ARCANE TRADITION FEATURE

LEVEL 6

ARCANE TRADITION FEATURE

LEVEL 10

ARCANE TRADITION FEATURE

LEVEL 14

SPELL MASTERY

LEVEL 18

Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

SIGNATURE SPELL

LEVEL 20

Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend a spell slot as normal.

CANTRIPS & SPELLS PREPARED

Level (P) (R)

PROFICIENCIES

LIGHT ARMOUR

MEDIUM ARMOUR

HEAVY ARMOUR

SIMPLE WEAPONS

MARTIAL WEAPONS

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES



CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE

SPELL
ATTACK BONUS

SPELL
SAVE DC

COMPONENT POUCH

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
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☐ SPELLCASTING FOCUS

LEVEL

School

RANGE

CASTING TIME

SAVE

DURATION

COMPONENTS

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PREPARED

SPELL EFFECT

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