



Character name
Player name

Level	XP
Race	Alignment

STRENGTH	SAVING THROW ATHLETICS
DEXTERITY	SAVING THROW ACROBATICS SLEIGHT OF HAND STEALTH
CONSTITUTION	SAVING THROW
INTELLIGENCE	SAVING THROW ARCANA HISTORY INVESTIGATION NATURE RELIGION
WISDOM	SAVING THROW ANIMAL HANDLING INSIGHT MEDICINE PERCEPTION SURVIVAL
CHARISMA	SAVING THROW DECEPTION INTIMIDATION PERFORMANCE PERSUASION
Proficiency Bonus	
Passive Perception	

AC	CONDITIONS	
INITIATIVE	Maximum Temporary	
SPEED	HIT POINTS	
HIT DICE		
You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.		
Die size	Max. dice	Dice left
DEATH SAVING THROWS		
If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 successes and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.		
Successes	Failures	
Weapon	Range	
To hit	Damage	
Weapon	Range	
To hit	Damage	
Weapon	Range	
To hit	Damage	
Ammunition	Count	
Ammunition	Count	
Number of attacks per attack action		

SPELLCASTING @ Level 1	
Regain all expended spell slots after a long rest .	
Spell attack	Spell DC
Cantrips known	Prepared spells

ARCANE RECOVERY @ Level 1
Once per day after a short rest, regain half of your wizard level worth of spell slots (rounded up). You can't regain slots higher than 5th level.

EVOCATION SAVANT @ Level 2
Gold and time spent to copy an evocation spell is halved.

SCULPT SPELLS @ Level 2

When you cast an evocation spell that affects other creatures you can see, you can choose creatures up to 1 + the spell's level that will automatically succeed on their saving throw. They take no damage if they would normally take half damage on a success.

POTENT CANTRIP @ Level 6

When a creature succeeds on a save against your cantrips, it takes half the cantrip's damage (if any) but suffers no additional effects.

EMPOWERED EVOCATION @ Level 10

You can add your INT modifier to the damage roll of any evocation spell.

OVERCHANNEL @ Level 14

When casting a damaging wizard spell of 5th level or lower, you can deal max. damage with that spell. The first time you do so, there's no additional effect. If you do it again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again, the damage per spell level increases by 1d12. This damage ignores resistance and immunity.

Number of times used

SPELL MASTERY @ Level 18

Pick a 1st and a 2nd level spell. You can cast those spells without using a spell slot. You can change spells after 8 hours of study.

1st level spell

2nd level spell

SIGNATURE SPELLS @ Level 20

You always have two 3rd level spells prepared in addition to other spells. You can cast each, once per short or long rest, without using a spell slot.

3rd level spell

3rd level spell

Notes

Armor, Weapon & Tool Proficiencies

Known Languages
Features & Other

Currently Equipped	
Currency	Amount
Item	Count
Item	Count
Item	Count

Currency	Amount
Item	Count
Item	Count
Item	Count