



Character name	Level	XP
Player name	Race	Alignment
SAVING THROW ATHLETICS		
STRENGTH	AC	CONDITIONS
DEXTERITY		
DEATH SAVING THROWS	INITIATIVE	Maximum Temporary
CONSTITUTION		
HIT POINTS SPEED		
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 success 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		
CURRENTLY EQUIPPED		
ARMOR, WEAPON & TOOL PROFICIENCIES		
KNOWN LANGUAGES		
FEATURES & OTHER		
CURRENCY	AMOUNT	
SPELLCASTING @ Level 1 Regain all expended spell slots after a <b>long rest</b> .		
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.		
ABJURATION SAVANT @ Level 2 Gold and time spent to copy an abjuration spell is halved.		
ARCANE WARD @ Level 2 When you cast an abjuration spell of 1st level or higher, you can also cast a ward on yourself that lasts until you finish a long rest. The ward has HP equal to 2x your wizard level + your INT modifier. Whenever you take damage, the ward takes the damage instead. If this reduces ward to 0 HP, you take the remaining damage. While the ward has 0 HP it cannot absorb any damage, but its magic persists. When you cast an abjuration spell of level 1 or higher the ward regains a number of HP equal to twice that spell's level. Regain after long rest.		
WARD HP	NUMBER OF TIMES USED	
PROJECTED WARD @ Level 6 When a creature you can see within 30 ft. of you take damage you can use your reaction to cause your Arcane Ward to absorb that damage. If this reduces the ward to 0 HP, the creature takes remaining damage.		
IMPROVED ABJURATION @ Level 10 When you cast an abjuration spell that requires you to make an ability check as part of the casting, add your prof. bonus to that ability check.		
SPELL RESISTANCE @ Level 14 You have adv. on saving throws against spells and you have resistance against the damage of spells.		
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	USED	
3RD LEVEL SPELL	USED	
NOTES		