



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 <input type="text"/> Temporary <input type="text"/>
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	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

Currently Equipped

Item	Count
Item	Count
Item	Count

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.

ILLUSION SAVANT @ Level 2
Gold and time spent to copy an illusion spell is halved.

IMPROVED MINOR ILLUSION @ Level 2
You learn the Minor Illusion cantrip unless you already know it, in which case you learn a different wizard cantrip. This does not count towards your total number of cantrips known. You can create both sound and image with a single casting of Minor Illusion.

MALLEABLE ILLUSION @ Level 6
When casting an illusion spell with a duration of 1 min. or longer, you can use your action to change the nature of the illusion.

ILLUSORY SELF @ Level 10
When a creature makes an attack roll against you, you can use your reaction to create an illusory duplicate of yourself between the attacker and yourself. The attack automatically misses you and the illusion dissipates. Regain after short or long rest.

Number of times used

OVERCHANNEL @ Level 14
When casting an illusion spell of 1st level or higher, you can choose one inanimate, magical object that's part of the illusion and make that object real for 1 minute. You can do this as a bonus action while the spell is ongoing. The object cannot deal damage or directly harm anyone.

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

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency	Amount
Currency	Amount