



Character name	Level	XP
Player name	Race	Alignment
SAVING THROW ATHLETICS		
STRENGTH	AC	CONDITIONS
DEXTERITY		
INITIATIVE		
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		
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.		
CONJURATION SAVANT @ Level 2 Gold and time spent to copy a conjuration spell is halved.		
MINOR CONJURATION @ Level 2 You can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space within 10 ft. of you. The object can be no larger than 3 ft. on a side and weigh no more than 10 lbs. Its form must be that of a nonmagical object you have seen. The object is visibly magical and radiates dim light in a 5 ft. radius. The object disappears after 1 hour or when you use this feature again.		
BENIGN TRANPOSITION @ Level 6 You can use your action to teleport up to 30 ft. to an unoccupied space you can see. Alternatively you can swap places with a willing, small or medium creature within range. Regain after long rest or after you cast a conjunction spell of 1st level or higher.		
Number of times used		
FOCUSED CONJURATION @ Level 10 While concentrating on a conjunction spell, your concentration cannot be broken by taking damage.		
DURABLE SUMMONS @ Level 14 Any creature you summon or create with a conjunction spell has 30 temporary HP.		
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		
Item		
Item		
Count		
WIZARD - SCHOOL OF CONJURATION		