



Character name	Level	XP
Player name	Race	Alignment
Saving Throw Proficiencies		
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	
Armor, Weapon & Tool Proficiencies		
Known Languages		
Features & Other		
Currency		
Item		
Currently Equipped		
SPELLCASTING @ Level 1 Regain all expended spell slots after a long rest.		
Spell attack		
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.		
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		

SPELLCASTING @ Level 1

Regain all expended spell slots after a **long rest**.

Spell attack	Spell DC
Cantrips known	Prepared spells

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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.

SPELL MASTERY @ Level 18

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- 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	<input type="radio"/>
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Notes

	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

Currency		Amount	

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 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	
<hr/>		
Weapon		Range
To hit	Damage	
<hr/>		
Weapon		Range
To hit	Damage	
<hr/>		
Ammunition		Count
Ammunition		Count
<hr/>		
Number of attacks per attack action		<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

WIZARD