

WIZARD

Caster Level

Level Bonus

SPELL SCHOOLS

SPECIALITY SCHOOL

OPPOSED SCHOOLS

Spells from your opposed schools cost two slots to prepare.

ARCANE BOND

☐ FAMILIAR ☐ BONDED OBJECT

SPELLS

Spell Save DC	Spells per day	= Base Spells	+ Specialist Spell	+ Bonus Spells
0				
1			<input type="checkbox"/>	INT - 4
2			<input type="checkbox"/>	INT - 4 INT - 8
3			<input type="checkbox"/>	INT - 4 INT - 8 INT - 12
4			<input type="checkbox"/>	INT - 4 INT - 8 INT - 12
5			<input type="checkbox"/>	INT - 4 INT - 8 INT - 12
6			<input type="checkbox"/>	INT - 4 INT - 8 INT - 12
7			<input type="checkbox"/>	INT - 4 INT - 8 INT - 12
8			<input type="checkbox"/>	INT - 4 INT - 8 INT - 12
9			<input type="checkbox"/>	INT - 4 INT - 8 INT - 12

Spell Save DC = 10 + INT + Spell Level

Concentration = INT + Caster Level

ARCANE SPELL FAILURE THRESHOLD

%

SCROLLS

POTIONS

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9