# Wizard

CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

ARCANE TRADITION

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d6

DEATH SAVES

SUCCESSES

FAILURES

## STRENGTH

- ___ SAVING THROWS
- ___ ATHLETICS

## DEXTERITY

- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

## CONSTITUTION

- ___ SAVING THROWS

## INTELLIGENCE

- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

## WISDOM

- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

## CHARISMA

- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

| NAME | ATK BONUS | DAMAGE/TYPE |
|---|---|---|
| | | |
| | | |
| | | |

SPELL ATTACK BONUS

SPELL SAVE DC

CANTRIPS KNOWN

SPELLS KNOWN

## FAVOURITE SPELLS

| NAME | RANGE | CASTING TIME | SAVE |
|---|---|---|---|
| | | C | |
| | | C | |
| | | C | |
| | | C | |
| | | C | |
| | | C | |

## SPELL SLOTS

| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
|---|---|---|---|---|---|---|---|---|
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## ARCANE RECOVERY

LEVEL 1

Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level, and none of the slots can be 6th level or higher.

## ARCANE TRADITION FEATURE

LEVEL 2

## ARCANE TRADITION FEATURE

LEVEL 6

## ARCANE TRADITION FEATURE

LEVEL 10

## ARCANE TRADITION FEATURE

LEVEL 14

## SPELL MASTERY

LEVEL 18

Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

## SIGNATURE SPELL

LEVEL 20

Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend a spell slot as normal.

## CANTRIPS & SPELLS KNOWN

Level | P | R

## RACIAL TRAITS

## PROFICIENCIES

LIGHT ARMOUR

SIMPLE WEAPONS

MEDIUM ARMOUR

MARTIAL WEAPONS

HEAVY ARMOUR

SHIELDS

## LANGUAGES

## TOOLS & OTHER PROFICIENCIES

# Wizard

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ALIGNMENT | EXPERIENCE POINTS

ARCANE TRADITION

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d6

DEATH SAVES

SUCCESSES

FAILURES

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

## SAVING THROWS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

## SKILLS

- ___ Acrobatics (Dex)
- ___ Animal Handling (Wis)
- ___ Arcana (Int)
- ___ Athletics (Str)
- ___ Deception (Cha)
- ___ History (Int)
- ___ Insight (Wis)
- ___ Intimidation (Cha)
- ___ Investigation (Int)
- ___ Medicine (Wis)
- ___ Nature (Int)
- ___ Perception (Wis)
- ___ Performance (Cha)
- ___ Persuasion (Cha)
- ___ Religion (Int)
- ___ Sleight of Hand (Dex)
- ___ Stealth (Dex)
- ___ Survival (Wis)

| NAME | ATK BONUS | DAMAGE/TYPE |
|---|---|---|
| | | |
| | | |
| | | |

SPELL ATTACK BONUS

SPELL SAVE DC

CANTRIPS KNOWN

SPELLS KNOWN

## FAVOURITE SPELLS

| NAME | RANGE | CASTING TIME | SAVE |
|---|---|---|---|
| | | C | |
| | | C | |
| | | C | |
| | | C | |
| | | C | |
| | | C | |

## SPELL SLOTS

| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |

## RACIAL TRAITS

## PROFICIENCIES

LIGHT ARMOUR

SIMPLE WEAPONS

MEDIUM ARMOUR

MARTIAL WEAPONS

HEAVY ARMOUR

SHIELDS

## LANGUAGES

## TOOLS & OTHER PROFICIENCIES

## ARCANE RECOVERY

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LEVEL 6

## ARCANE TRADITION FEATURE

LEVEL 10

## ARCANE TRADITION FEATURE

LEVEL 14

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## CANTRIPS & SPELLS KNOWN

Level (P) (R)

CHARACTER NAME

| AGE | HEIGHT | WEIGHT | DISTINGUISHING FEATURES |
|---|---|---|---|
| EYES | SKIN | HAIR | SCARS |

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

| | | Attuned |
|---|---|---|
| HEAD | | ○ |
| AMULET | | ○ |
| CLOAK | | ○ |
| ARMOUR | | ○ |
| HANDS/ARMS | | ○ |
| RING | | ○ |
| RING | | ○ |
| BELT | | ○ |
| BOOTS | | ○ |

| CP | SP | EP | GP | PP |
|---|---|---|---|---|
| | | | | |

MAGIC ITEMS

| Name | Attuned |
|---|---|
| | ○ |
| | ○ |
| | ○ |
| | ○ |
| | ○ |

BACKPACK/STORAGE

CHARACTER NAME

| AGE | HEIGHT | WEIGHT | DISTINGUISHING FEATURES |
|---|---|---|---|
| EYES | SKIN | HAIR | SCARS |

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

| | | Attuned |
|---|---|---|
| HEAD | | ○ |
| AMULET | | ○ |
| CLOAK | | ○ |
| ARMOUR | | ○ |
| HANDS/ARMS | | ○ |
| RING | | ○ |
| RING | | ○ |
| BELT | | ○ |
| BOOTS | | ○ |

CP SP EP GP PP

BACKPACK/STORAGE

FAMILIAR NAME

Hit Points AC Initiative Speed

STR ○ DEX ○ CON ○ INT ○ WIS ○ CHA ○

Skills

Senses

| NAME | ATK BONUS | DAMAGE/TYPE |
|---|---|---|
| | | |
| | | |

ADDITIONAL FEATURES & TRAITS

MAGIC ITEMS

| Name | Attuned |
|---|---|
| | ○ |
| | ○ |
| | ○ |
| | ○ |
| | ○ |

CHARACTER NAME

| AGE | HEIGHT | WEIGHT | DISTINGUISHING FEATURES |
|---|---|---|---|
| EYES | SKIN | HAIR | SCARS |

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

SIDEKICK NAME

Hit Points | AC | Initiative | Speed

STR | DEX | CON | INT | WIS | CHA

Skills

Senses

| NAME | ATK BONUS | DAMAGE/TYPE |
|---|---|---|
| | | |
| | | |

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

| | | Attuned |
|---|---|---|
| HEAD | | |
| AMULET | | |
| CLOAK | | |
| ARMOUR | | |
| HANDS/ARMS | | |
| RING | | |
| RING | | |
| BELT | | |
| BOOTS | | |

CP SP EP GP PP

MAGIC ITEMS

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

BACKPACK/STORAGE

# ADDITIONAL FEATURES

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

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DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

# MAGIC ITEMS

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

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TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
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TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
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TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
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TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

SPELL ATTACK BONUS

SPELL SAVE DC

CANTRIPS KNOWN

SPELLS PREPARED

COMPONENT POUCH

SPELL SLOTS

| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | |
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SPELLCASTING FOCUS

LEVEL

*School*

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

LEVEL

*School*

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

LEVEL

*School*

RANGE | CASTING TIME | SAVE

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# SPELLS

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