

Level 1

Spellcasting

- You know 4 Tier 0 Spells that you can cast at will (see Wizard Spell Book).
- You can cast 3 Tier 1 Spells per day.

Level 2

Spellcasting Upgrade

- You can cast 4 Tier 1 Spells per day.

Level 3

Spellcasting Upgrade

- You can cast 5 Tier 1 Spells per day.
- You can cast 2 Tier 2 Spells per day.

Spell Power Upgrade (twice per day)

- When you roll damage for a spell, you can choose to re-roll some or all of the damage dice. You must use the new rolls.

Level 4

Spellcasting Upgrade

- You learn one additional Tier 0 Spell (total of 5).
- You can cast 3 Tier 2 Spells per day.

Ability Score Upgrade

- Increase one ability score by 2, or increase two ability scores by 1 each, up to a maximum of 18. Check to see if the ability modifier(s) also change.

Level 5

Spellcasting Upgrade: Fireball (once per day)

- Choose a point within 150 feet of you. Each creature in a 20-foot sphere centered on that point must make a DEX save. Creatures take 8d6 fire damage on a failed save, or half as much damage on a successful save.

Proficiency Upgrade

- Your attack modifiers all increase by +1.
- Every skill or saving throw that has a filled in circle increases by +1.
- Your special spellcasting numbers on the front cover of the Wizard Spell Book both increase by +1.

WIZARD

■ HERO INFO SHEET ■

What is your name, hero?

What is the first thing people notice about you?

Level

* You gain new skills and abilities over time, as shown on the back cover of this booklet.
In addition, your HP maximum increases by 5 + your CON modifier every time you level up.

"Heroes Without the Handbook" is by Jason Ermer and available at www.mythematics.org/heroes.

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