

SPELL
ATTACK BONUS

SPELL
SAVE DC

CANTRIPS
KNOWN

SPELLS
KNOWN

COMPONENT POUCH

SPELLS SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
SPELLCASTING FOCUS								

LEVEL

School

RANGE

CASTING TIME

SAVE

DURATION

COMPONENTS

CO

PREPARED

SPELL EFFECT

V

S

M

LEVEL

School

RANGE

CASTING TIME

SAVE

DURATION

COMPONENTS

CO

PREPARED

SPELL EFFECT

V

S

M

LEVEL

School

RANGE

CASTING TIME

SAVE

DURATION

COMPONENTS

CO

PREPARED

SPELL EFFECT

V

S

M

LEVEL

School

RANGE

CASTING TIME

SAVE

DURATION

COMPONENTS

CO

PREPARED

SPELL EFFECT

V

S

M

LEVEL

School

RANGE

CASTING TIME

SAVE

DURATION

COMPONENTS

CO

PREPARED

SPELL EFFECT

V

S

M

LEVEL

School

RANGE

CASTING TIME

SAVE

DURATION

COMPONENTS

CO

PREPARED

SPELL EFFECT

V

S

M

LEVEL

School

RANGE

CASTING TIME

SAVE

DURATION

COMPONENTS

CO

PREPARED

SPELL EFFECT

V

S

M

LEVEL

School

RANGE

CASTING TIME

SAVE

DURATION

COMPONENTS

CO

PREPARED

SPELL EFFECT

V

S

M

LEVEL

School

RANGE

CASTING TIME

SAVE

DURATION

COMPONENTS

CO

PREPARED

SPELL EFFECT

V

S

M

LEVEL

School

RANGE

CASTING TIME

SAVE

DURATION

COMPONENTS

CO

PREPARED

SPELL EFFECT

V

S

M

LEVEL

School

RANGE

CASTING TIME

SAVE

DURATION

COMPONENTS

CO

PREPARED

SPELL EFFECT

V

S

M

LEVEL

School

RANGE

CASTING TIME

SAVE

DURATION

COMPONENTS

CO

PREPARED

SPELL EFFECT

V

S

M