



## Skills

### Strength

Athletics

### Dexterity

Acrobatics  
Sleight of Hand  
Stealth

### Intelligence

Arcana  
History  
Investigation  
Nature  
Religion

### Wisdom

Animal Handling  
Insight  
Medicine  
Perception  
Survival

### Charisma

Deception  
Intimidation  
Performance  
Persuasion



## Class

Wizard

## Ability

Intelligence

## Save DC

## Attack bonus

Level 2

total

used

Level 3

total

used

Level 4

total

used

Level 5

total

used

Level 7

total

used

Level 6

total

used

Level 8

total

used

Level 9

total

used

## Hit points



Max

Current



Temporary



## Death saves

Successes



Failures



Hit dice

D6



## Cantrips

Level 1

total

used