

# WANDS & WIZARDS

CHARACTER NAME

Casting Style & Level

School of Magic

Background

House

Wand

Patronus

STRENGTH

INSPIRATION

PROFICIENCY BONUS

DEXTERITY

- ☐ \_\_\_ Strength
- ☐ \_\_\_ Dexterity
- ☐ \_\_\_ Constitution
- ☐ \_\_\_ Intelligence
- ☐ \_\_\_ Wisdom
- ☐ \_\_\_ Charisma

SAVING THROWS

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

- ☐ \_\_\_ Athletics (Str)
- ☐ \_\_\_ Acrobatics (Dex)
- ☐ \_\_\_ Sleight of Hand (Dex)
- ☐ \_\_\_ Stealth (Dex)
- ☐ \_\_\_ Herbology (Int)
- ☐ \_\_\_ History of Magic (Int)
- ☐ \_\_\_ Investigation (Int)
- ☐ \_\_\_ Muggle Studies (Int)
- ☐ \_\_\_ Insight (Wis)
- ☐ \_\_\_ Magical Creatures (Wis)
- ☐ \_\_\_ Medicine (Wis)
- ☐ \_\_\_ Perception (Wis)
- ☐ \_\_\_ Potion-Making (Wis)
- ☐ \_\_\_ Survival (Wis)
- ☐ \_\_\_ Deception (Cha)
- ☐ \_\_\_ Intimidation (Cha)
- ☐ \_\_\_ Performance (Cha)
- ☐ \_\_\_ Persuasion (Cha)

SKILLS

ARMOR  
CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Class Time

Class Day

Class Name

CLASS SCHEDULE

PASSIVE WISDOM (PERCEPTION)

NAME

ATK BONUS DAMAGE/TYPE

MUGGLE WEAPON ATTACKS

SBF

Kn

St

Ga

Ru

EQUIPMENT

FEATURES & TRAITS

# WANDS & WIZARDS

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

METAMAGIC & SORCERER FEATURES & TRAITS

ADDITIONAL FEATURES & TRAITS

Pet Name

Pet Species/Breed

Senses

Actions

Features & Traits

CHARACTER BACKSTORY

Magical Pet

HIT POINTS CURRENT	TEMP HP
MAX HP	

AC	SPEED
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STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA

# WANDS & WIZARDS

CASTING STYLE

CASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

SORCERY POINTS USED

TOTAL

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

®

SPELL NAME

2

3

4

5

6

7

8

9