# 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 |
|---|---|---|---|
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## SPELLS SLOTS

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

## 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 PREPARED

Level (P) (R)

## RACIAL TRAITS

## PROFICIENCIES

LIGHT ARMOUR ○ | SIMPLE WEAPONS ○

MEDIUM ARMOUR ○ | MARTIAL WEAPONS ○

HEAVY ARMOUR ○ | SHIELDS ○

## LANGUAGES

## TOOLS & OTHER PROFICIENCIES