



Character name
Player name

Level	XP
Race	Alignment

STRENGTH	<input type="radio"/> — SAVING THROW <input type="radio"/> — ATHLETICS
DEXTERITY	<input type="radio"/> — SAVING THROW <input type="radio"/> — ACROBATICS <input type="radio"/> — SLEIGHT OF HAND <input type="radio"/> — STEALTH
CONSTITUTION	<input type="radio"/> — SAVING THROW
INTELLIGENCE	<input type="radio"/> — SAVING THROW <input type="radio"/> — ARCANA <input type="radio"/> — HISTORY <input type="radio"/> — INVESTIGATION <input type="radio"/> — NATURE <input type="radio"/> — RELIGION
WISDOM	<input type="radio"/> — SAVING THROW <input type="radio"/> — ANIMAL HANDLING <input type="radio"/> — INSIGHT <input type="radio"/> — MEDICINE <input type="radio"/> — PERCEPTION <input type="radio"/> — SURVIVAL
CHARISMA	<input type="radio"/> — SAVING THROW <input type="radio"/> — DECEPTION <input type="radio"/> — INTIMIDATION <input type="radio"/> — PERFORMANCE <input type="radio"/> — PERSUASION
Proficiency Bonus	Passive Perception

AC	CONDITIONS
INITIATIVE	Maximum Temporary
SPEED	HIT POINTS

**HIT DICE**  
You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.

Die size	Max. dice	Dice left
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**DEATH SAVING THROWS**  
If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 success and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.

Successes	Failures
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Weapon	Range
To hit	Damage

Weapon	Range
To hit	Damage

Weapon	Range
To hit	Damage

Ammunition	Count
Ammunition	Count
Number of attacks per attack action	

Item	Count
Item	Count
Item	Count

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount

**SPELLCASTING @ Level 1**  
Regain all expended spell slots after a **long rest**.

Spell attack	Spell DC
Cantrips known	Prepared spells

**ARCANE RECOVERY @ Level 1**  
Once per day after a short rest, regain half of your wizard level worth of spell slots (rounded up). You can't regain slots higher than 5th level.

**TRANSMUTATION SAVANT @ Level 2**  
Gold and time spent to copy a transmutation spell is halved.

**MINOR ALCHEMY @ Level 2**  
You can alter the physical properties of one nonmagical object made of wood, stone, iron, copper or silver and turn it into a different one of those materials. For each 1 min. you spend you can transform up to 1 cubic ft. of material. After 1 hour or until you lose concentration, the material reverts back to its original substance.

**TRANSMUTER'S STONE @ Level 6**  
You can spend 8 hours creating a transmuter's stone. The stone grants one of the following benefits, chosen when you make it:  
- Darkvision out to a range of 60 ft.  
- An increase to speed of 10 ft. while unencumbered.  
- Proficiency in constitution saving throws.  
- Resistance to acid, cold, fire, lightning or thunder damage.  
You can use the stone yourself or give it to another creature. When casting a transmutation spell of 1st level or higher, you can change the effect of your stone if the stone is on your person. If you create a new stone, the previous one ceases to function.

**SHAPECHANGER @ Level 10**  
Add the Polymorph spell to your spellbook. You can cast it without expending a spell slot, but when doing so, you can only target yourself and transform into a beast with CR 1 or lower. Regain after short or long rest, though you can still cast it normally, expending a spell slot.

Number of times used	
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**MASTER TRANSMUTER @ Level 14**  
You can use your action to consume the magic stored in your transmuter's stone. When doing so, choose one of the following effects:  
**Major Transformation:** You can transmute one nonmagical object - no larger than a 5 ft. cube - into another nonmagical object of similar size and mass and of equal or lesser value. You must spend 10 minutes handling the object to transform it.  
**Panacea:** You remove all curses, diseases, and poisons affecting a creature that you touch with the transmuter's stone. The creature also regains all of its HP.  
**Restore Life:** You cast the Raise Dead spell on a creature you touch with the transmuter's stone, without expending a spell slot or needing to have the spell in your spellbook.  
**Restore Youth:** You touch the transmuter's stone to a willing creature, and that creature's apparent age is reduced by 3d10 years, to a min. of 13 years. This doesn't extend the creature's lifespan.

**SPELL MASTERY @ Level 18**  
Pick a 1st and a 2nd level spell. You can cast those spells without using a spell slot. You can change spells after 8 hours of study.

1st level spell	
2nd level spell	

**SIGNATURE SPELLS @ Level 20**  
You always have two 3rd level spells prepared in addition to other spells. You can cast each, once per short or long rest, without using a spell slot.

3rd level spell	Used
3rd level spell	Used

Notes

WIZARD - SCHOOL OF TRANSMUTATION