



Character name
Player name

Level	XP
Race	Alignment

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

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount

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

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

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	

Currently Equipped

Item	Count
Item	Count
Item	Count

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.

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