



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
----------	-----------	-----------

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	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Failures	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
-----------	-----------------------	-----------------------	-----------------------	----------	-----------------------	-----------------------	-----------------------

Weapon	Range
To hit	Damage

Weapon	Range				
To hit	Damage				
Ammunition	Count				
Ammunition	Count				
Number of attacks per attack action	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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.

ABJURATION SAVANT @ Level 2
Gold and time spent to copy an abjuration spell is halved.

ARCANE WARD @ Level 2
When you cast an abjuration spell of 1st level or higher, you can also cast a ward on yourself that lasts until you finish a long rest. The ward has HP equal to 2x your wizard level + your INT modifier. Whenever you take damage, the ward takes the damage instead. If this reduces ward to 0 HP, you take the remaining damage. While the ward has 0 HP it cannot absorb any damage, but its magic persists. When you cast an abjuration spell of level 1 or higher the ward regains a number of HP equal to twice that spell's level. Regain after long rest.

Ward HP	Number of times used	<input type="radio"/>
---------	----------------------	-----------------------

PROJECTED WARD @ Level 6
When a creature you can see within 30 ft. of you take damage you can use your reaction to cause your Arcane Ward to absorb that damage. If this reduces the ward to 0 HP, the creature takes remaining damage.

IMPROVED ABJURATION @ Level 10
When you cast an abjuration spell that requires you to make an ability check as part of the casting, add your prof. bonus to that ability check.

SPELL RESISTANCE @ Level 14
You have adv. on saving throws against spells and you have resistance against the damage of spells.

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	<input type="radio"/>
3rd level spell	Used	<input type="radio"/>

Notes

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount