



Character name

Player name

Level XP

Race Alignment

STRENGTH

SAVING THROW

ATHLETICS

DEXTERITY

SAVING THROW

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROW

INTELLIGENCE

SAVING THROW

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROW

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROW

DECEPTION

INTIMIDATION

PERFORMANCE

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 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

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.

ILLUSION SAVANT @ Level 2

Gold and time spent to copy a illusion spell is halved.

IMPROVED MINOR ILLUSION @ Level 2

You learn the Minor Illusion cantrip unless you already know it, in which case you learn a different wizard cantrip. This does not count towards your total number of cantrips known. You can create both sound and image with a single casting of Minor Illusion.

MALLEABLE ILLUSION @ Level 6

When casting an illusion spell with a duration of 1 min. or longer, you can use your action to change the nature of the illusion.

ILLUSORY SELF @ Level 10

When a creature makes an attack roll against you, you can use your reaction to create an illusory duplicate of yourself between the attacker and yourself. The attack automatically misses you and the illusion dissipates. Regain after short or long rest.

Number of times used

OVERCHANNEL @ Level 14

When casting an illusion spell of 1st level or higher, you can choose one inanimate, magical object that's part of the illusion and make that object real for 1 minute. You can do this as a bonus action while the spell is ongoing. The object cannot deal damage or directly harm anyone.

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

3rd level spell Used

3rd level spell Used

Notes

WIZARD - SCHOOL OF ILLUSION