



AC	CONDITIONS
INITIATIVE	<div style="display: flex; justify-content: space-around; margin-bottom: 10px;"> <div style="border: 1px solid black; padding: 5px; width: 45%;">Maximum</div> <div style="border: 1px solid black; padding: 5px; width: 45%;">Temporary</div> </div> <div style="height: 60px;"></div>
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		○ ○ ○ ○ ○

[illegible]

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.

DIVINATION SAVANT @ Level 2
Gold and time spent to copy a divination spell is halved.

PORTENT @ Level 2
When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw or ability check made by you or a creature you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each foretelling roll can be used only once. When you finish a long rest, you lose any unused rolls.

EXPERT DIVINATION @ Level 6
When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot of a level lower than the spell you cast. The regained slot cannot be higher than 5th level.

THE THIRD EYE @ Level 10
As an action, gain one of the following benefits until you are incapacitated or take a short or long rest. Regain after long rest.

Darkvision: You have darkvision out to a range of 60 ft.
Ethereal Sight: You can see into the Ethereal Plane within 60 ft. of you.
Greater Comprehension: You can read any language.
See Invisibility: You can see invisible creatures and objects within 10 ft. of you that are within the line of sight.

Benefit	Number of times used	
		<input type="radio"/>

GREATER PORTENT @ Level 14
Roll three d20s for your Portent feature instead of two.

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

