



| | |
|------------|---|
| 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][illegible]

| | |
|----------|--------|
| Currency | Amount |
| Currency | Amount |
| Currency | Amount |
| Currency | Amount |
| Currency | Amount |

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

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|----------------|--|-----------------|--|
| 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.

NECROMANCY SAVANT @ Level 2
Gold and time spent to copy a necromancy spell is halved.

GRIM HARVEST @ Level 2
Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain HP equal to 2x the spell's level or 3x if the spell is a necromancy spell. No benefit for killing undead or constructs.

UNDEAD THRALLS @ Level 6
Add Animate Dead to your spellbook. When cast, you can target an additional target. Undead created with this spell have their max. HP increased by an amount equal to your wizard level and the creature adds your prof. bonus to its weapon damage rolls.

INURED TO UNDEATH @ Level 10
You have resistance to necrotic damage and your max. HP cannot be reduced.

COMMAND UNDEAD @ Level 14
As an action, choose an undead creature you can see within 60 ft. of you. The creature must make a CHA save against your spell save DC or become friendly to you and obey your commands until you use this feature again. If the creature has an INT score of 8 or higher, it has adv. on the save. If it has an INT score of 12 or higher, it can repeat the save at the end of every hour until it succeeds and breaks free.

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

