
Proficiency Bonus

Inspiration

Ability Score

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

Saving Throws

Strength	<input type="text"/> STR <input type="radio"/>
Dexterity	<input type="text"/> DEX <input type="radio"/>
Constitution	<input type="text"/> CON <input type="radio"/>
Intelligence	<input type="text"/> INT <input type="radio"/>
Wisdom	<input type="text"/> WIS <input type="radio"/>
Charisma	<input type="text"/> CHA <input type="radio"/>

Skills

Acrobatics	<input type="text"/> DEX <input type="radio"/> <input type="radio"/>
Animal Handling	<input type="text"/> WIS <input type="radio"/> <input type="radio"/>
Arcana	<input type="text"/> INT <input type="radio"/> <input type="radio"/>
Athletics	<input type="text"/> STR <input type="radio"/> <input type="radio"/>
Deception	<input type="text"/> CHA <input type="radio"/> <input type="radio"/>
History	<input type="text"/> INT <input type="radio"/> <input type="radio"/>
Insight	<input type="text"/> WIS <input type="radio"/> <input type="radio"/>
Intimidation	<input type="text"/> CHA <input type="radio"/> <input type="radio"/>
Investigation	<input type="text"/> INT <input type="radio"/> <input type="radio"/>
Medicine	<input type="text"/> WIS <input type="radio"/> <input type="radio"/>
Nature	<input type="text"/> INT <input type="radio"/> <input type="radio"/>
Perception	<input type="text"/> WIS <input type="radio"/> <input type="radio"/>
Performance	<input type="text"/> CHA <input type="radio"/> <input type="radio"/>
Persuasion	<input type="text"/> CHA <input type="radio"/> <input type="radio"/>
Religion	<input type="text"/> INT <input type="radio"/> <input type="radio"/>
Sleight of Hand	<input type="text"/> DEX <input type="radio"/> <input type="radio"/>
Stealth	<input type="text"/> DEX <input type="radio"/> <input type="radio"/>
Survival	<input type="text"/> WIS <input type="radio"/> <input type="radio"/>

Character Details

Arcane Tradition: _____

Level:

Race: _____

Background: _____

XP: _____

Alignment: _____

Size: _____

Max HP



Armor Class



Initiative



Speed

Current HP

Temp HP

Hit Dice

d6

Death Saves

Success

Fail

Spellslots

Save DC

Attack

Prepare

1st	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	4th	<input type="radio"/>	<input type="radio"/>	7th	<input type="radio"/>
2nd	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	5th	<input type="radio"/>	<input type="radio"/>	8th	<input type="radio"/>
3rd	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	6th	<input type="radio"/>	<input type="radio"/>	9th	<input type="radio"/>

Attacks and Spellcasting

Item / Weapon / Spell	Attack Bonus	Damage	DMG Type
	×		
	×		
	×		
	×		
	×		
	×		
	×		
	×		

Abilities

1 Arcane Recovery

Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

2 Savant

The gold and time you must spend to copy a spell of your Arcane Tradition into your spellbook is halved and thus takes 1 hour and 25 gp per spell level.

18 Spell Mastery

Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal. By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

20 Signature Spells

Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

Proficiencies

Daggers, darts, slings, quarterstaves and light crossbows.

Darkvision

Passive Perception

Passive Investigation