



ARMOR		ARMOR CLASS (AC) Calculations					
<input type="radio"/> NO ARMOR	DEX	+	10	MAGIC	+	MISC.	= AC
<input type="radio"/> LIGHT ARMOR	DEX	+	ARMOR	MAGIC	+	MISC.	= AC
<input type="radio"/> MEDIUM ARMOR	DEX	+	ARMOR	MAGIC	+	MISC.	= AC
	+2 MAX						
<input type="radio"/> HEAVY ARMOR		+	ARMOR	MAGIC	+	MISC.	= AC
<input type="radio"/> SHIELD (add to AC)	SHIELD	+	MAGIC	+	MISC.	= +AC	

CHARACTER NAME

Height		Weight	
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Eyes		Hair	
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Skin		Handedness	
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Physical Description



### CHARACTER SKETCH

Languages	
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## Race

	Ability Adj.
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Traits	
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## Proficiencies

## Racial Lang's

## Background

## Proficiencies

## Equipment

## Bkgnd Lang's

## Personality

## Ideals

## Bonds

## Flaws

## Feature

**Magic Item:** ☐ Attuned

**Magic Item:** ☐ Attuned

ARMOR		ARMOR CLASS (AC) Calculations					
<input type="radio"/> NO ARMOR	DEX	+	10	MAGIC	+	MISC.	= AC
	DEX	+	ARMOR	MAGIC	+	MISC.	= AC
<input type="radio"/> LIGHT ARMOR	DEX	+	ARMOR	MAGIC	+	MISC.	= AC
<input type="radio"/> MEDIUM ARMOR	DEX	+	ARMOR	MAGIC	+	MISC.	= AC
	+2 MAX		ARMOR	MAGIC	+	MISC.	= AC
<input type="radio"/> HEAVY ARMOR			ARMOR	MAGIC	+	MISC.	= AC
<input type="radio"/> SHIELD (add to AC)	SHIELD	+	MAGIC	+	MISC.	= +AC	
	+2						

### Other Equipment

[illegible]

**CARRYING CAPACITY** x2

**PUSH, DRAG,  
or LIFT**

TOTAL WEIGHT  
CARRIED

Lifestyle	Expenses/Day
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**Treasure** CP\_\_\_\_\_ SP\_\_\_\_\_ EP\_\_\_\_\_ GP\_\_\_\_\_ PP\_\_\_\_\_

[illegible]

**Magic Item:** ☐ Attuned

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# Character Background <sup>and</sup> or Notes Overflow

CHARACTER NAME

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**Level:**

CHARACTER NAME

### Spell Slot Levels

1/2 LVL Rounded UP

Used

**When**  
Once per Day  
after a  
Short Rest

$$8 + \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}} =$$

P.B.                  INT                  MISC.

$$\begin{array}{c} \square + \square + \square = \\ \text{P.B.} \quad \text{INT} \quad \text{MISC} \end{array}$$

LEGEND: INT = Intelligence Modifier. P.B. = Proficiency Bonus. MISC. = Miscellaneous or Magical Modifier. LVL = Wizard Level

## Spells Prepared

$$\boxed{\phantom{00}}_{\text{INT}} + \boxed{\phantom{00}}_{\text{LVI}} =$$

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
○ ○ ○ ○	○ ○ ○ ○	○ ○ ○ ○	○ ○ ○ ○	○ ○ ○ ○	○ ○	○ ○	○	○



# SPELLS

**School:**

**Regain all spell slots after a long rest. See page 210 in the Player's Handbook for the Wizard's Spell List.**

## Cantrip

Page


## Cantrip

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## Cantrip

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### Prepared LVL Spell

Page Prepared LVL Spell

Page

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