er Character R	ecora			ARACTER NAME	Class	Wizard
Player:			Race			
Campaign:	Character Creation	Date:	Alignment	Size	Deity A	Level
Current XP: Ability	Next Level Goal: Ability Saving	ARMOR	_ HIT POINT	Base Speed		justed Initiative Modifier
Score	Modifier Throws	CLASS	maximum	Current Hit	Points	Temporary Hit Points
STR						
DEX		\ /	HIT DICE total	Available H	it Dice	Death Saves
CON			d			Pass
INT		•		Add CON modifer	to each HD.	Exhaustion
wis	/	\dv:				- Level Effect
СНА	=	)isad:	Λ.		0000	☐1 DA on ability checks☐2 Speed halved
Wis	Passive Percep	tion			***	☐3 DA on attacks and sa ☐4 HP maximum halved
lboots.				THE ST		5 Speed reduced to 0 Death
WEAPON Description	REACH	or RANGE DAMAGE	INITIATIVE	INSPIRATION I	CIENCII	
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	SKILLS		<u> </u>	SAVES:
DAMAGE DICE	+	DAMAGE	<b>Dex</b> □	Acrobatic	S ×2 ½	
	++==		Wis	Animal Hr		
аммо 🔲	<u> </u>		Int	Arcana 🗵 Athletics		TOOLS:
WEAPON	REACH	or RANGE DAMAGE		— Deception		
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Int 🗆	— History ≥2		<b>WEAPONS:</b>
+[	++=[	DAMAGE	Wis	Insight 🗵		
DAMAGE DICE	$\exists\downarrow$ $\downarrow$ MISC. $=[$	DAMAGE	Int	Intimidati Investigat		
AMMO 🗆				Medicine		
WEAPON	REACH	or RANGE DAMAGE	Int 🗆	Nature ×2		ARMOR:
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Wis	Perceptio		
+	+ + ==	ATTACK BONGS	Cha□ Cha□	Performa Persuasio		
DAMAGE DICE	MISC.	DAMAGE	Int 🗆	Religion		OTHER:
AMMO 🗆			Dex	Sleight of	Hand ×2 1/4	
WEAPON			Dex	Stealth ×2		
Description		or RANGE DAMAGE	Wis	Survival 🗵	2 1/2	
PROFICIENCY +	MAGIC MISC.	ATTACK BONUS	ղ[ └──			
DAMAGE DICE	'	DAMAGE	·			
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WEAPON Description	REACH	or RANGE DAMAGE				
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	, I ———			
	$\exists \downarrow \qquad \downarrow \qquad MISC.$	DAMAGE	<u> </u>			
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ARMOR OND	MOR  +	ASS (AC) Calcula MAGIC MIS	SC. AC	CHARACTER NAME				
	DEX A	ARMOR MAGIC MIS	SC. AC	Age	Gender	7		
Weight □	DEX A	ARMOR MAGIC MIS	SC. AC	Height	Weight			
HIELD OAR	MOR +	++		Eyes	Hair			
_	AVY ARMOR	ARMOR MAGIC MIS	SC. AC	Skin	Handedness			
	,	SHIELD MAGIC MIS	SC. +AC	Physical Description	Handedness			
rotective I			AC Weight					
		B	Bonus					
						CHARACTER SKETCH		
ther Equip	ment			Languages		_		
ITEM	WT.	ITEM	WT.	Page				
			P	Race Ability Adj.	1			
	X =		X =	Traits				
	X =		X =					
	X =		X =	Proficiencies				
	X =		X =					
6	X =		X =	Racial Lang's				
TAD	X =	Fig. 8	X =	Background	<b></b>			
11 53	X =	LE CO	X =					
	X	PAT MINOS COM	X =	Proficiencies				
0 200	X =	AT THE STATE OF	X					
		25%		Equipment				
R. J. J.				Bkgnd Lang's				
A Salar	X			Personality	7			
	X =		X =	3				
	X =		X =					
	X =		X =	Ideals				
	X =		X =					
28wwaru =	X =	Coin Purse		Bonds				
	CARRYING ×2		OTAL WEIGHT CARRIED					
festyle		Expenses/Day		Flaws				
<b>CP</b>	SP	EPGP	PP					
				Feature				
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			Attun	ed Magic Item:		Attuned		
lagic Item:								

Employ	kground or Not			#
3 4 4 4 4		CHARACTE	R NAME	

٠ <u>٠</u>		WIZARD Level:	~~~	The state of the s	CHY CHY	RACTER	NAME	••••		#	
عجر	·	rcane Recove	rv		- C		1 Save	DC	Spell A	ttack Mo	difier
୍ଡ	Spell Slot Le	evels Used	When Once per Da after a	ay	8+		+ -	]=	-+	·+=	
1	1/2 LVL Rounde	ed UP LEGEND: INT = Intelligence	Short Rest		s, MISC. = Mis	P.B. scellaniu	INT MIS		P.B. VL = Wizard Level	INT MISC.	
1	Cantrip Known	s Spells			Sı	ell	Slots	and C	Castings	746 - 1046 -	
7	Kilowi		<b>d</b>   1st _	]   2nd			4th	]  5th [	6th	7th	] 9th []
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-3	Sur Sing	£ 3	PELLS		Z.	3	200	5	S	chool:	
egain a	all spell slots after	a long rest. See pag	e 210 in the P	layer's Han	dbook for	the W	/izard's S	pell List.			
ntrip		Page	] Cantrip	Known	Cantr	ips	Page	Cantrip	) i		Page
<b>-</b>											
pared	LVL Spell			Spells i Page	n Spel Prepared	lbo <sub>LVL</sub>	o <b>k</b> Spell				Page
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