Player Character I	Record		CHARA	CTER NAME	······································
Player:			Race	Class	Wizard
Campaign:	Character Creatio	n Date:	Alignment		Level
Current XP:	Next Level Goal:	ABMOR		Base beed	Adjusted Initiative Modifier
Ability Score	Ability Saving Modifier Throws	ARMOR CLASS	HIT POINT maximum	Current Hit Points	Temporary Hit Points
STR			\square		
DEX	□		HIT DICE total	Available Hit Dice	Death Saves
CON		$\langle \rangle$			Pass 🗆 🗆 🗌
INT		\sim		Add CON modifer to each HD	
wis		Adv:			Exhaustion
СНА		Disad:			DA on ability checks
				A A	□ 2 Speed halved □ 3 DA on attacks and sa □ 4 HP maximum halved
Wis	Passive Perce	ption			5 Speed reduced to 0
WEAPON	REACI	H or RANGE DAMAG	INITIATIVE IN	SPIRATION PROFICIE	NCY
Description	MAGIC MISC.	ATTACK BONUS		<u>PROFICIENC</u>	
+	++=		SKILLS:	Acrobatics ×211/2	SAVES:
DAMAGE DICE	□↓ ↓ MISC. □+□+□=	DAMAGE		Animal Hndlg 🖂 1/2	1
				Arcana ×21/2	TOOLS:
WEAPON		H or RANGE DAMAGE	Str 🗌	Athletics ×21/2	
Description			Cha Int	Deception <a>212 History <a>212	WEAPONS:
		ATTACK BONUS	Wis 🗆	Insight x211/2	
DAMAGE DICE		DAMAGE	Cha 🗌	Intimidation ×21/2	
				Investigation ×2 1/2	
				Medicine ×21/2	
WEAPON		H or RANGE DAMAGI	Wis	Nature <a>Nature	ARMOR:
	MAGIC MISC.	ATTACK BONUS	Cha	Performance 21/2	
		DAMAGE	Cha	Persuasion ×2 1/2	OTHER:
	++=			Religion ×21/2	
	<u></u> <u></u> _		Dex Dex	Sleight of Hand 🖂 Stealth 🖂 1/2	1/2
WEAPON	REACI	H or RANGE DAMAGI		Survival ×21/2	
Description	MAGIC MISC.	ATTACK BONUS			
+	++=				
DAMAGE DICE	□↓ ↓ MISC.	DAMAGE	ا		
			≝		
WEAPON		H or RANGE DAMAGI			
Description					
		ATTACK BONUS	¬I ———		
DAMAGE DICE	' ' □↓ _ ↓ Misc.	DAMAGE			

		ASS (AC) Cale MAGIC 10 + +			CHARACTER NAMI			#
				Age		Gender		
Weight	DEX A			Height		Weight	5	
				Eyes		Hair	5	
				Skin		Handedness	5	
Weight Os	SHIELD (add to AC)		MISC. +AC	Physical Des	cription		-	
Protective	L		AC Weight					
			Bonus					
							CHARA	CTER SKETCH
Other Equi	nment			Languages				
ITEM	WT.	ITEM	WT.					
				Race				
	X =		X =	Ability A Traits	dj.			
	X =		X =	110103				
	X =		X =	Proficien	cies			
	X =		X =	Racial La	naic			
	X =		X =	Backg	100			
\overline{n}	X =	RAS	X =					
	X	AN MAROUNA	X =					
	X =		X =	Proficien	CIES			
	X =	and the second	X =	Equipme	nt			
actor			X =					
AV4. AVA	X =		X =	Bkgnd La Person	1.22			
Provide State	X =	ALL DE LE CONTRACTOR	X =	Ferso	lancy			
	X =		X =	l				
	X =		X =	Ideals				
	X =		X =	-				
A Williams	X =	Coin Purse		Bonds				
		PUSH, DRAG,	TOTAL WEIGHT					
Lifestyle		or LIFT	CARRIED	Flaws				
Treasure CI	PSP	EPGP	yPP	T. TO AA 2	1			
				Featur	e			
				Magi	c Item:			Attune
Magic Item:			Attur	ed Magi	c Item:			Attune

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WIZARD				R						
3-2-1	Le Le	vel:		A sz	CHARACTER	NAME			······ #_	
	Arca Spell Slot Levels	ne Recovery	When		Spell	Save	DC	Spell A	ttack Mo	lifier
S.	1/2 LVL Rounded UP	\bigcirc	When Once per Day after a Short Rest					— + Р.В.		
	LEGE	ND: INT = Intelligence Mod			Miscellaniu	os or Magical I	Modifier, LVI	_ = Wizard Level	int mice.	
	Cantrips Known	Spells Prepared	1st	2nd 🗌	Spell 3rd	Slots a		astings	'th I 8th I	9th 🗌
۰ ^۵ /	M AM	A.	2			n M.	Ang, 23 (Union addid)			
C Stor		E SPI	ELLS		N.S.	The state		S	chool:	
Regain all s	spell slots after a lo	ng rest. See page 2	10 in the Player'	's Handbook	for the W	izard's Sp	ell List.	l		
Contrin		Page Cr	Kno	wn Can	trips	Page	Cantrip			Page
Cantrip		Page Ca	ntrip			Page	Cantrip			Page
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