Current XP:       Modifier         Ability       Ability         STR	Character Creation Date: Next Level Goal: Saving Throws CLASS CLASS ARMOR CLASS Adv:	Classes Alignment S HIT DIC	E HIT POINT	justed Initiative Speed Dea Current Hit Points Tmp. Hit Points
Campaign:       C         Current XP:       A         Ability       Score         Modifier         STR	Next Level Goal:  Saving Throws CLASS	HIT DIC Total Av d 6 d 8		ljusted Initiative Modifier Dez
Current XP:       Modifier         Ability       Ability         STR	Next Level Goal:  Saving Throws CLASS	HIT DIC Total Av d 6 d 8		ljusted Initiative Modifier Dez
Ability Score Modifier STR MODIFIER DEX CON MODE CON MODIFIER CON MODIFIER WIS Pattern WEAPON Description PROFICIENCY MAC AMMO CONTONE PROFICIENCY MAC AMMO CONTONE PROFICIENCY MAC CHA CONTONE CHA CONT	Saving Throws ARMOR CLASS	HIT DIC Total Av d 6 d 8	E HIT POINT	Dez
STR   DEX   CON   INT   WIS   PROFICIENCY   MMO   Description   PROFICIENCY   AMMO   Description   PROFICIENCY   MAMO		Total Av d 6 d 8	railable maximum	Surrent Lit Dointe Tmp Lit Dointe
DEX CON INT WIS CHA WEAPON Description PROFICIENCY MAGE DICE AMMO Description PROFICIENCY MAGE DICE AMMO Description Description PROFICIENCY MAGE DICE H CHA DAMAGE DICE H CHA DAMAGE DICE H CHA DAMAGE DICE CHA DAMAGE DICE CHA CHA DAMAGE DICE CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA		d 8		
CON INT WIS CHA Wis Pa Weapon Description PROFICIENCY MAGE DICE AMMO Description PROFICIENCY MAGE DICE AMMO Description Description Description Description Description Description Description Description Description Description Description Description Description Description Description Description Description Description				
INT WIS CHA WEAPON Description PROFICIENCY MAGE DICE AMMO Description PROFICIENCY MAGE DICE AMMO Description PROFICIENCY MAGE DICE AMMO Description PROFICIENCY MAGE DICE AMMO Description Description PROFICIENCY MAGE DICE AMMO Description Description AMMO Description PROFICIENCY MAGE DICE AMMO Description	-		Race	
WIS Pa		d 10		Pass
CHA Wis Pa	D Adv	u 12		Exhaustion
Wis       Parent         PROFICIENCY       MAGE         Description       +         DAMAGE DICE       +         AMMO       -         Description       -         PROFICIENCY       MAGE         AMMO       -         Description       -         PROFICIENCY       MAGE         Description       -         Description       -         PROFICIENCY       MAGE         MMO       -         Description       -         PROFICIENCY       MAGE         WEAPON       -         Description       -         PROFICIENCY       MAGE         WEAPON       -         Description       -         PROFICIENCY       MAGE         WEAPON       -         DAMAGE DICE       -         WEAPON       -         DAMAGE DICE       -         AMMO       -         DAMAGE DICE       -         AMMO       -         AMMO       -         AMMO       -         AMMO       -         AMMO       -         AM			-	- Level Effect
WEAPON         Description         PROFICIENCY         DAMAGE DICE         U         AMMO         Description         PROFICIENCY         MAMO         U         AMMO         DAMAGE DICE         U         AMMO         U         AMMO         DAMAGE DICE         U         AMMO         U         AMMO         U         AMMO         AMMO         AMMO	Disad:			<ul> <li>1 DA on ability checks</li> <li>2 Speed halved</li> <li>3 DA on attacks and saves</li> </ul>
WEAPON Description PROFICIENCY AMMO AMMO Description PROFICIENCY MAC AMMO Description PROFICIENCY MAC AMMO Description PROFICIENCY MAC AMMO Description PROFICIENCY MAC AMMO Description PROFICIENCY MAC AMMO Description AMMO Description PROFICIENCY MAC AMMO Description PROFICIENCY MAC AMMO Description Description AMMO Description Description AMMO Description DESCRIPTION DESCRIP	ssive Perception			□ 4 HP maximum halved □ 5 Speed reduced to 0
Description	REACH or RANGE DAMAGE	I INITIATIVE IN	SPIRATION PROFICIEN	6 Death
AMMO			PROFICIENCI	
AMMO		SKILLS:		SAVES:
AMMO   Description   PROFICIENCY   MAMO   DAMAGE DICE   JAMMO   Description   PROFICIENCY   MAMO   Description   PROFICIENCY   MAMO   Description   PROFICIENCY   MAMO   Description   PROFICIENCY   MAMO   DAMAGE DICE   J   AMMO   DAMAGE DICE   J   AMMO   DAMAGE DICE   J   AMMO   Description   PROFICIENCY   MAGE   J   AMMO	MISC. DAMAGE	Dex	Acrobatics 21/2	
WEAPON Description PROFICIENCY AMMO AMMO Description PROFICIENCY MAC MEAPON Description PROFICIENCY AMMO Description PROFICIENCY MAC AMMO Description Description AMMO Description DAMAGE DICE AMMO Description Description Description AMMO Description De		Int	Animal Hndlg 🖂 🖄	TOOLS:
Description	<u></u>	Str 🗌	Athletics ×21/2	10013.
PROFICIENCY MAGE   DAMAGE DICE J   DAMAGE DICE J   AMMO IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	REACH or RANGE DAMAGE	Cha	Deception x211/2	
		Int 🗌	History ×2 1/2	WEAPONS:
		Wis	Insight ×21½	
WEAPON		Cha Int	Intimidation ×21/4 Investigation ×21/4	
Description			Medicine ×21/2	
	REACH or RANGE DAMAGE	Int 🗆	Nature ×2 1/2	ARMOR:
		Wis	Perception 1211/2	
		Cha Cha	Performance 21/2 Persuasion 21/2	
			Religion ×21/2	OTHER:
		Dex	Sleight of Hand	1
		Dex	Stealth ×2 1/2	
	REACH or RANGE DAMAGE	Wis	Survival 1/2	
	_+=			
WEAPON				
	REACH or RANGE DAMAGE			
Description		112		
		1.1		
	+	J	· · · · · · · · · · · · · · · · · · ·	
		·		

ARMOR		LASS (AC) Calcul CON WIS M	ations ISC. AC			}#
0				CHARACTER NAM	ME	······
		++		Age	Gender	
Weight				Height	Weight	1 1
SHIELD	+2 MAX			Eyes	Hair	1 1
<u>O</u> H	EAVY ARMOR			Skin	Handedness	1 1
Weight 🗆 🔿 s	HIELD (add to AC)	+2++++		Physical Description		1 1
Protective	ltems		AC Weight Bonus	11		1 1
				11		
						CHARACTER SKETCH
Other Equi	pment	1		Languages		
ITEM	WT.	ITEM	WT.	Page		
	X =	9 <u>1</u>	× -	Race Ability Adj.	-	
			X =	Traits		
	X =		X =			
			X =	Proficiencies		
	X =		X =	Racial Lang's		
A	X =	~	X =	Background	I	
ny.	X =		X =			
	X PART	PAT MARDA (1)	X =	Proficiencies		
	X =		X =			
-	X =	Joseph In		Equipment		
12 1 Car			X =	The second Research		
All a straight	X =		X =	Bkgnd Lang's Personality	•	
-	X =		× =	1 01 00 1010		
	X =		X =			
	X =		X =	Ideals		
	X =	Coin Purse	X =	-		
Children	X =		r	Bonds		
		PUSH, DRAG,	TOTAL WEIGHT			
ifestyle		or LIFT Expenses/Day	CARRIED	Flaws		
	P SP	EXPENSES/Day	PP	A. 16 17 3		
				Feature		
				Magic Item:		Attuned
Magic Item:			Attur	ed Magic Item:		Attuned

motom to materia to motom to motom 06-000 206 Character Background or Notes Overflow The CHARACTER NAME â page: 3 566 06 66 66 26  $\partial e$ 

MULTICLASS	
------------	--

Level	Class	Primary Abilities*		Subclass	
	Barbarian	Strength	OPath of the Berserker	OPath of the Totem Warrior	0
	Bard	Charisma	OCollege of Lore	College of Valor	0
	Cleric	Wisdom	<ul> <li>◯Knowledge Domain</li> <li>◯Nature Domain</li> <li>◯War Domain</li> </ul>	<ul> <li>Life Domain</li> <li>Tempest Domain</li> <li></li> </ul>	◯Light Domain ◯Trickery Domain
	Druid	Wisdom	Ocircle of the Land	Circle of the Moon	0
	Fighter	Strength - or - Dexterity	Champion	Battle Master	Eldritch Knight
	Monk	Dexterity - and Wisdom	OWay of the Open Hand	Way of the Shadow	OWay of the Four Elements
	Paladin	Strength - and - Charisma	Oath of Devotion	O Oath of the Ancients	Oath of Vengeance
S	Ranger	Dexterity - and - Wisdom	Hunter	O Beast Master	0
	Rogue	Dexterity	OThief OAssassin	OArcane Trickster	0
	Sorcerer	Charisma	ODraconic Bloodline	Wild Magic	0
	Warlock	Charisma	Patron: OArchfey OT	he Fiend OThe Great Old One	0
	Wizard	Intelligence	School of Abjuration School of Evocation School of Transmutation	School of Conjuration	School of Enchantment

HARACTER NAME

\* You must have a minimum ability score of 13 in the indicated abilities for all of your classes including your current one.

Channel Divinity: If you already have "Channel Divinity", you can gain additional effects but you gain additional uses only when you reach a class level that explicitly grants them to you. You can choose from any of the effects available to you when you use this feature.

Proficiencies: When you gain a level in a class after your first, you gain only those proficiencies listed in the "Multiclassing Proficiencies" table (PHB p.164).

Other features: If you already have the "Extra Attack" or the "Unarmored Defense" feature, you can't gain it again from another class.



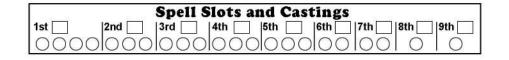
Spells Known and Prepared: You determine what spells you know and can prepare for each class individually, as if you were a single-classed member of that class.

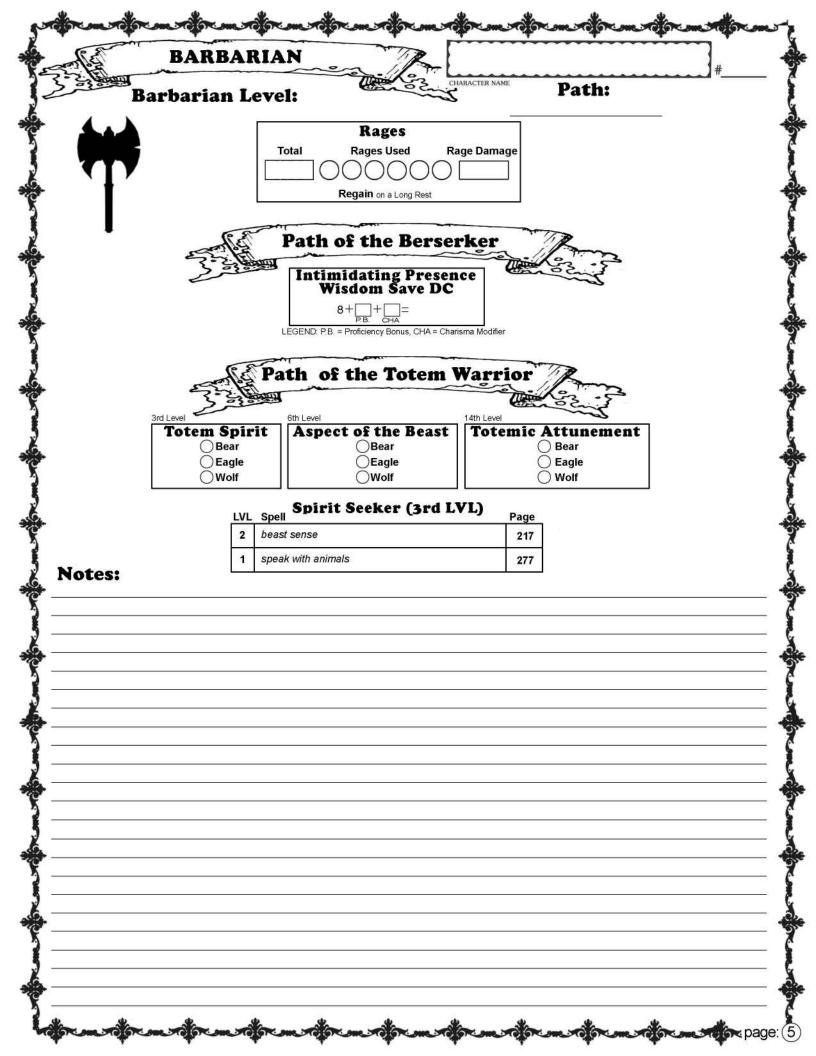
## Spell Slots from the "Spellcasting" class feature:

- · Add together all your levels in the bard, cleric, druid, sorcerer, and wizard classes.
- If you have two or more levels in the paladin class or in the ranger class, add half these levels (rounded down).
- • If you have three or more levels in the fighter (eldritch knight) class or in rogue (arcane trickster), add one third these levels (rounded down).
- Use this total to determine your spell slots by consulting the "Multiclass Spellcaster: Spell Slots Per Spell Level" table (PHB p.165).

Note regarding Warlocks: Warlocks do not have the "Spellcasting" class feature. Their spells come from the "Pact Magic" class feature. Use the warlock page of this character sheet to list and track warlock spell slots separately from the spell slots on this page. However, you can cast any spell that is available for you to cast form any class using any spell slot of the appropriate level from this page or from the warlock page.

page:

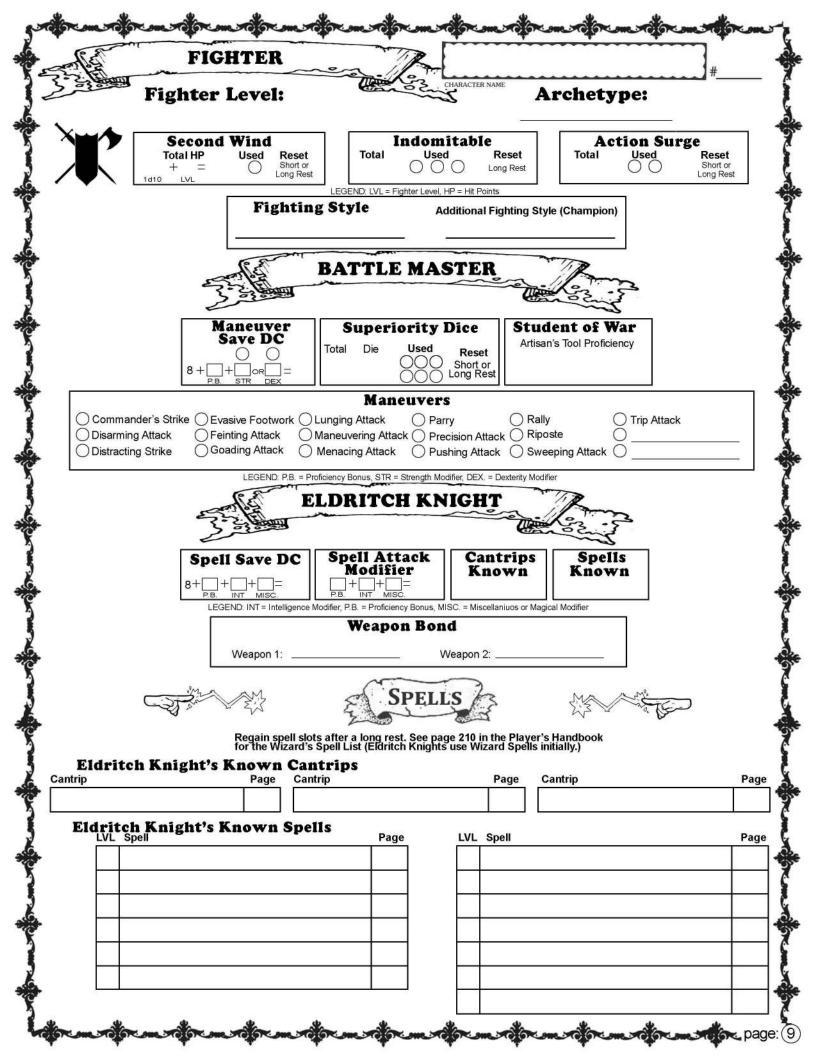




	Bard Level:		and and	CHARACTE	R NAME	#
Ť	Bardic Inspira Total Used	Long Rest @ 5th LVL)	Song of Die			Spell Attack Modifier
	LEGEND: CHA = Charasma Modifie Cantrips Known	r, P.B. = Proficiency Bonu Spells Known	s, MISC. = Miscellaniuo	os or Magi	ical Modifier, LVL = Bard Level, HP = Hit Po	
	Carlo and	N. S.	SPEL	- Case		Jen Jen
Knov Car	Regain spell slo <b>vn Cantrips</b> ntrip	ts after a long rest.	See page 207 in Page	the Pla	yer's Handbook for the Bard's	Spell List. Pag
				н. 		
Know	vn Spells Spell		Page		Spell	Pa
					open	
	nal Magical Secrets	For 6th level Bard				
	_ Spell		Page		Spell	Pa
Notes	:					

232:15	CLERIC		-Lan		#
3	Cleric Level:	Se Se		TER NAME	
	Channel Divinity Total Used Reset	Turn Undead Destroys Undead of CR 5th LVL =1/2, 8th=1, 11th=2, 14th=4		<b>Spell Save </b> 8+++= P.B. wis <u>Misc.</u>	
<b>`</b> [`	Cantrips Known Wis = Wisdom M Spell Prepar	ed	Di Contra da Contra E Contra da Con	s or Magical Modifier, LVL = Bard L <b>vine Domain</b>	- Total Used Reset on WIS (min 1) O Long Res
	Contraction of the second	SPE	- 6.6		Light: Warding Flare, War: War Prie
	Regain spell slots aft Your domain spells a	er a long rest. See page 207 in re always prepared and don't o <b>Domain</b>	ount aga	er's Handbook for the Cle ainst your number of prep	aric's Spell List. Dared spells.
	LVL Spell	Page		Spell	Page
1st LVL					
3rd LVL					
5th LVL					
7th LVL					
9th LVL					
Cantrip	Page	Cantrip Known Ca	ntrip	<b>Page</b> Cantrip	Paç
5933	· · · · ·	Cleric's S			
Prepared LVL	Spell	Page Prep	ared LVI	L Spell	Pag
			<u> </u>	-	
			<u> </u>	-	
			<u> </u>		
				3	
			<u> </u>	-	
				-	
			$\exists \vdash$		
			⊣⊢		
			_	-	
			$\exists$		
			⊣⊢		
			_  -		
			<u> </u>		
			<u> </u>		
			$\exists \vdash$		

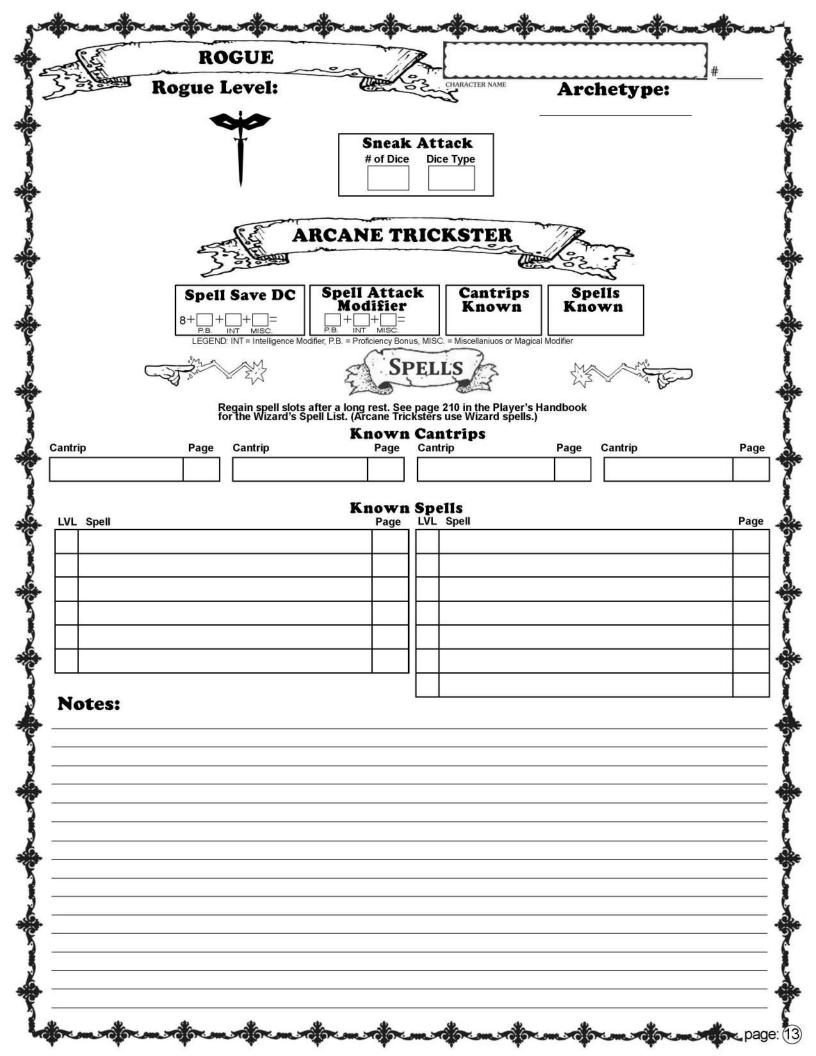
alles!	DRUID	en Pri		4
	Druid Level:	Cher Star	ARACTER NAME	*****************
	Wild Shape Duration Max CR Can Have	a Flying Speed Used Re	Spell Save D	C Spell Attack Modifier
	1/2 LVL Not Auto-Filled Can Have	a Swiming Speed OO Sho	Rest P.B. WIS MISC.	
4.4	LEGEND: WIS = Wisdom Modifier, P.B. = Proficie Cantrips Spells	ncy Bonus, MISC. = Miscellaniuos or ]		
¥	Known + = BONUS Prepared + = WIS LVL		Cir	rcle:
	M. S.	SPELL		A TES
	Regain spell slots after a long If you have druid circle spells, your number of prepared spe	rest. See page 208 in the P your druid circle spells are lls.	Player's Handbook for the Druid a always prepared and don't co	d's Spell List. ount against
TV.	L Spell	Druid Circle	e Spells LVL Spell	Page
3rd LVL		Fage		Fage
5th LVL				
7th LVL				
9th LVL				
		Known Ca	ntrips	
Cantrip	)	Page	Cantrip	Pag
		Druid's Spe		<b>D</b>
epared LVL S	pell	Page Prepared		Pag
			L	
			L	
			L	
			1 1	



~	No.	***	Monk Level:			CHARACTER NAME		Unarmo	red
			Ki Points Ki points = no Ki point	= Monk Level exce Its at 1st level.	ept	lartial .	Arts:	Movem	ent :
Y		otal			set	Ki Sa	ave DC	Tra	dition:
			00000 000		ort or Rest	P.B. V		-	
						P.B. = Proficience	= Wisdom Modifier, cy Bonus, laniuos or Magical Mo	difier	
A	S.	W	ay of the Shadows	STR			Emoty B	ody (18th	IVI
520		-	adow Arts (3rd LVL)	miles .s	3	Ki LVL	Spell		Pa
1 100	LVL	Spe		Page		8 9	astral projectior	7	21
0			nor illusion rkness	260		C.S.W	as the	Onon H	and
2	-	-	rkvision	230	5.		iy of the	e Open H	and A
2	2	pa	ss without trace	264	Z	LVL Spe		y (11th LV)	L) Pag
2	2	sil	ence	275			ctuary		27
R	Ki		the Gale Spirits	Page	Ki	LVL Spell		ike	Page
F				Page 248	Swe Ki 2	LVL Spell	<b>Cinder Str</b>	ike	Page 220
	Ki 2 ong	2 0	Spell	248	Ki 2 Flan	LVL Spell 1 <sup>burnir</sup>	ng hands	ike x (11th LV	220
	Ki 2 ong	2 0	Spell gust of wind the Summit (6th LVL)	248	Ki 2 Flan	LVL Spell 1 <sup>burnir</sup> 1es of th	ng hands he Phoeni		220 L)
G	Ki 2 ong Ki 3 ide	LVL 2 of LVL 2 the	Spell gust of wind the Summit (6th LVL) Spell Shatter Wind (11th LVL)	248 ) Page 275	Ki 2 Flan Ki 4 Wave	LVL Spell 1 burnii nes of th LVL Spell 3 Fireba	ng hands he Phoeni all ling Earth		220 L) Page 241
G	Ki 2 ong Ki 3 ide	LVL 2 of LVL 2 the	Spell gust of wind the Summit (6th LVL) Spell Shatter	248 ) Page	Ki 2 Flan Ki 4 Wave	LVL Spell 1 burnin nes of th LVL Spell 3 Fireba cof Roll LVL Spell	ng hands he Phoeni all ling Earth	x (11th LV	220 L) Page 241
G Ri	Ki 2 0 <b>ng</b> Ki 3 <b>ide</b> Ki 4	LVL 2 Of LVL 2 the LVL 3	Spell gust of wind the Summit (6th LVL) Spell Shatter Wind (11th LVL) Spell	248 Page 275 Page	Ki 2 Flan Ki 4 Wave Ki	LVL Spell 1 burnii nes of ti LVL Spell 3 Fireba e of Roll LVL Spell	ng hands he Phoeni all ling Earth	x (11th LV	220 L) Page 241 C) Page
G Ri	Ki 2 0 <b>ng</b> Ki 3 ide Ki	LVL 2 Of LVL 2 the LVL 3	Spell gust of wind the Summit (6th LVL) Spell Shatter Wind (11th LVL) Spell	248 Page 275 Page	Ki 2 Flan Ki 4 Wave Ki	LVL Spell 1 burnii nes of ti LVL Spell 3 Fireba e of Roll LVL Spell	ng hands he Phoeni all ling Earth	x (11th LV	220 L) Page 241 C) Page
G Ri	Ki 2 0 <b>ng</b> Ki 3 <b>ide</b> Ki 4	LVL 2 Of LVL 2 the LVL 3	Spell gust of wind the Summit (6th LVL) Spell Shatter Wind (11th LVL) Spell	248 Page 275 Page	Ki 2 Flan Ki 4 Wave Ki	LVL Spell 1 burnii nes of ti LVL Spell 3 Fireba e of Roll LVL Spell	ng hands he Phoeni all ling Earth	x (11th LV	220 L) Page 241 C) Page
G Ri	Ki 2 0 <b>ng</b> Ki 3 <b>ide</b> Ki 4	LVL 2 Of LVL 2 the LVL 3	Spell gust of wind the Summit (6th LVL) Spell Shatter Wind (11th LVL) Spell	248 Page 275 Page	Ki 2 Flan Ki 4 Wave Ki	LVL Spell 1 burnii nes of ti LVL Spell 3 Fireba e of Roll LVL Spell	ng hands he Phoeni all ling Earth	x (11th LV	220 L) Page 241 C) Page
G Ri	Ki 2 0 <b>ng</b> Ki 3 <b>ide</b> Ki 4	LVL 2 Of LVL 2 the LVL 3	Spell gust of wind the Summit (6th LVL) Spell Shatter Wind (11th LVL) Spell	248 Page 275 Page	Ki 2 Flan Ki 4 Wave Ki	LVL Spell 1 burnii nes of ti LVL Spell 3 Fireba e of Roll LVL Spell	ng hands he Phoeni all ling Earth	x (11th LV	220 L) Page 241 C) Page
G Ri	Ki 2 0 <b>ng</b> Ki 3 <b>ide</b> Ki 4	LVL 2 Of LVL 2 the LVL 3	Spell gust of wind the Summit (6th LVL) Spell Shatter Wind (11th LVL) Spell	248 Page 275 Page	Ki 2 Flan Ki 4 Wave Ki	LVL Spell 1 burnii nes of ti LVL Spell 3 Fireba e of Roll LVL Spell	ng hands he Phoeni all ling Earth	x (11th LV	220 L) Page 241 C) Page
G	Ki 2 0 <b>ng</b> Ki 3 <b>ide</b> Ki 4	LVL 2 Of LVL 2 the LVL 3	Spell gust of wind the Summit (6th LVL) Spell Shatter Wind (11th LVL) Spell	248 Page 275 Page	Ki 2 Flan Ki 4 Wave Ki	LVL Spell 1 burnii nes of ti LVL Spell 3 Fireba e of Roll LVL Spell	ng hands he Phoeni all ling Earth	x (11th LV	220 L) Page 241 C) Page
G	Ki 2 0 <b>ng</b> Ki 3 <b>ide</b> Ki 4	LVL 2 Of LVL 2 the LVL 3	Spell gust of wind the Summit (6th LVL) Spell Shatter Wind (11th LVL) Spell	248 Page 275 Page	Ki 2 Flan Ki 4 Wave Ki	LVL Spell 1 burnii nes of ti LVL Spell 3 Fireba e of Roll LVL Spell	ng hands he Phoeni all ling Earth	x (11th LV	220 L) Page 241 C) Page
G	Ki 2 0 <b>ng</b> Ki 3 <b>ide</b> Ki 4	LVL 2 Of LVL 2 the LVL 3	Spell gust of wind the Summit (6th LVL) Spell Shatter Wind (11th LVL) Spell	248 Page 275 Page	Ki 2 Flan Ki 4 Wave Ki	LVL Spell 1 burnii nes of ti LVL Spell 3 Fireba e of Roll LVL Spell	ng hands he Phoeni all ling Earth	x (11th LV	220 L) Page 241 C) Page

mar	PALA	DIN	P				#
2.1	Palain Le	vel:	Asz .	ARACTER NAM			
		sed Reset	HP Pool 5 X =		t HPs Reset Long Rest	Used	Divinit Reset Short or Long Rest
		Modifier, P.B. = Proficiency Bonus, MI Spell Attack Modifier P.B. CHA MISC.	SC. = Miscellaniuos Spe Prepa 1/2 LVL CH	ared		Oath:	
	After a long	rest, select your prepared a	SPELL	s	pell list.	with a first	)
Oath	Spells Your oath s LVL Spell	dells ale always prepareu a	Page	LVL Spel		areu spens.	Pag
3rd LVL							
5th LVL							
9th LVL							
13th LVI	-						
17th LVL	-						
Palad pared LV	lin's Spell List		Page Prepared		11		Pa
		ľ					ra
				(1) - 1 f			
				2			
				<u>.</u>			

- 2:1	Ranger	I ovol.		les'	CHARACTER NAM	E Arch	etype:	<b>_</b> μπ
	Nanger	Leveli		~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	Z	Atch	erype.	
	F	avored Enem	v		Fav	ored Terrain	Fightin	o Style
X	1st LVL						○ Archery	5 OLJIC
	6th LVL	Langua	ige			L	O Defense	
/ - \	14th LVL	Langua	ige		-		O Two-weapo	n Fighting
	Γ	Spell Save D	C Sp	ell At	tack ier	Spells Known		
	8	8++=		+ +	=	Known		
	LEGEND: WIS = Wisdo	P.B. WIS MISC. om Modifier, P.B. = Proficien		WIS MI Miscellaniu		difier, LVL = Ranger's Level		
	- Mart	AM	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	DEL	102	MA	A.M.	
	Store !!	23	Ę	PEL	LS	7.3 /	and the	
	Regain spel	l slots after a long re	st. See page 2	209 in the	Player's Ha	ndbook for the Range	r's Spell List.	
VL Spell			Kno	wn Sj e LVL	pells Spell			Pag
					open			
-					t.			
- 17								
Notes	:							



32769	SORCER		a.M					#
5.51	Sorcerer Lev		And a state of a reason of the second state of the second state of the second state of the second state of the	Since	RACTER NAME			
	Total Sorce	ry Points	La La (+ after at	Reset ong Rest Regain 5 Short Rest 20th LVL)	Careful	Distant	amagic Empowered [ ed Subtle	Extende Twinned
	Cantrips Spe Known Know	<b>wn</b>     <sub>8+[</sub>	Spell Sav	=	Spell A Madii	=	Origin	5:
	State State		2	ELLS	Wellin's	E.S.	and the	
	Regain spell slots af		See page 209 Known		ips		er's Spell List.	
Cantrip	Pag	e Cantrip			Page	Cantrip		Pag
			Known	Snelle	,			
LVL Spell			Page	LVL Sp	ell			Page
				$\vdash$				_
				$\vdash$				
Notes:								

and a	WA	RLOCK	- 8 -	TR	_			1
22	Warloc	k Level:		eles?	CHARACTE	ER NAME		#
	Cantrips Known	Spells Known	Eldri Invoca	tions	8+[	CHA MISC.	+[	tack Modifier += HA MISC.
m.	Patro	CHA = Charisma Modifier,	~		5	5	Spell Slots a	Cast Regain
1			Kno	own Ca	antrip			Long Hoat
antrip	Page	Cantrip	F	Page Ca	Intrip	Pa	age Cantrip	Page
Expande	d Spell List	Add these spells to	the spells yo	u can learr Page	(your Wa	rlock's spell list.)		Dama
LVL Spe			Í	Fage	LVL Spe	11		Page
2nd				$\dashv$	2nd			
3rd				=	3rd			<u> </u>
4th				=	4th			
5th					5th			
(nown	Spells See page	210 in the Player's	Handbook for	r the Warlo	10000	List.		
LVL Sp	el <b>í</b>		I	Page	LVL Spe	ell		Page
			201					
lystic A	rcanum Can c	ast once without sp	ending a spel	l slot. (Reg	ain on a lo	ng rest)		175
LVL Spe	11			Page	LVL Spe 8th			Page
7th					9th			
7 01					901			
	Invocations	i	-	Deres				Deer
LVL 2	nvocation		Ť	Page	LVL 2	nvocation		Page
LVL 5					LVL 7			
			I	=				
LVL 9					LVL 12			
LVL 15					LVL 18			
Cantrip	E	Can cast at will. T Page		of Sha	dows	nber of cantrips ki	nown.	Page
							012140.01	
1000								

File	WIZ	ARD	TR					1.	
3-2-1	Wizard L	evel:	and	CHARACT	ER NAME			<sup>#</sup>	
		Arcane Recovery			Spell Save DC Spell Attack Mod				
୧		after a	Day	8+	]++_	]=		+=	
	1/2 LVL Rounded UP LEGEND: INT	Short Res = Intelligence Modifier, P.B. = Pro	st	P.B = Miscellani	on 1000000 10000	55350°	1 1	MISC.	
ł	Cantrips Known		School:						
			SPE		2		Ma and		
	Regain all s	spell slots after a long re	2 De	- Cus	aver's Han	dbook fo	the Wizard's Spell	ليتريخ List	
• antria	rogununa		Known Ca						
Cantrip		Page Cantrip			Page	Cantri	þ	Page	
		+			-				
repared LV	l Spoll		Spells in S Page Pre	pellb	ook			Page	
								Fage	
H				H					
				ᆜ⊢					
					0				
ΠH									
H									
H	-			吕는					
				느ㅡ	1				
				□∟					
				ΞH					
H				$\exists \vdash$	30				
				님ᄂ					
				<u>⊔</u>  _					
					1				