

CHARACTER NAME

Wizard
CLASS

RACE

PLAYER

ALIGNMENT

DEITY



CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|----------------------------|---------------|------------------|-----------------|--------------------|
| STR STRENGTH | | | | |
| DEX DEXTERITY | | | | |
| CON CONSTITUTION | | | | |
| INT INTELLIGENCE | | | | |
| WIS WISDOM | | | | |
| CHA CHARISMA | | | | |

| TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE |
|-------------------------------|-------------------|----------------|
| HP HIT POINTS | | |
| AC ARMOR CLASS | | |
| INITIATIVE MODIFIER | | |
| BASE ATTACK BONUS | | |

| DAMAGE REDUCTION | HIT DIE TYPE | SPEED |
|------------------|--------------|-------|
| | d4 | |
| | | |
| | | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER | CONDITIONAL MODIFIERS |
|------------------------------------|-------|-----------|------------------|----------------|----------------|--------------------|-----------------------|
| FORTITUDE (CONSTITUTION) | | | | | | | |
| REFLEX (DEXTERITY) | | | | | | | |
| WILL (WISDOM) | | | | | | | |

| MELEE ATTACK BONUS | TOTAL | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER |
|------------------------|-------|-------------------|--------------|---------------|----------------|--------------------|
| | | | | | | |
| RANGED ATTACK BONUS | TOTAL | BASE ATTACK BONUS | DEX MODIFIER | SIZE MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER |
| | | | | | | |

| WEAPON | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|--------------------|--------|--------------------|
| | | | | |
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES |
| | | | | |

| WEAPON | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|--------------------|--------|--------------------|
| | | | | |
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES |
| | | | | |

| WEAPON | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|--------------------|--------|--------------------|
| | | | | |
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES |
| | | | | |

| ARMOR/PROTECTIVE ITEM | | TYPE | ARMOR BONUS | MAX DEX BONUS |
|-----------------------|---------------|-------|-------------|--------------------|
| | | | | |
| CHECK PENALTY | SPELL FAILURE | SPEED | WEIGHT | SPECIAL PROPERTIES |
| | | | | |

| SHIELD/PROTECTIVE ITEM | | ARMOR BONUS | WEIGHT | CHECK PENALTY | SPELL FAILURE |
|------------------------|--|-------------|--------|---------------|---------------|
| | | | | | |
| SPECIAL PROPERTIES | | | | | |
| | | | | | |

| AMMUNITION | |
|------------|--|
| | |
| | |
| | |

| CROSS-CLASS | SKILLS | | | | |
|-------------------------------------|--|-------------|----------------|------------------|-------|
| | SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS |
| <input type="checkbox"/> | ALCHEMY | INT | | | |
| <input checked="" type="checkbox"/> | APPRAISE ■ | INT | | | |
| <input checked="" type="checkbox"/> | BALANCE ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | BLUFF ■ | CHA | | | |
| <input checked="" type="checkbox"/> | CLIMB ■ | STR* | | | |
| <input type="checkbox"/> | CONCENTRATION ■ | CON | | | |
| <input type="checkbox"/> | CRAFT ■ () | INT | | | |
| <input checked="" type="checkbox"/> | DIPLOMACY ■ | CHA | | | |
| <input checked="" type="checkbox"/> | DISABLE DEVICE | INT | | | |
| <input checked="" type="checkbox"/> | DISGUISE ■ | CHA | | | |
| <input checked="" type="checkbox"/> | ESCAPE ARTIST ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | FORGERY ■ | INT | | | |
| <input checked="" type="checkbox"/> | GATHER INFORMATION ■ | CHA | | | |
| <input checked="" type="checkbox"/> | HANDLE ANIMAL | CHA | | | |
| <input checked="" type="checkbox"/> | HEAL ■ | WIS | | | |
| <input checked="" type="checkbox"/> | HIDE ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | INNUENDO | WIS | | | |
| <input checked="" type="checkbox"/> | INTIMIDATE ■ | CHA | | | |
| <input checked="" type="checkbox"/> | INTUIT DIRECTION | WIS | | | |
| <input checked="" type="checkbox"/> | JUMP ■ | STR* | | | |
| <input type="checkbox"/> | KNOWLEDGE (ARCANA) | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE (ARCHITECTURE & ENGINEERING) | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE (GEOGRAPHY) | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE (HISTORY) | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE (LOCAL) | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE (NATURE) | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE (NOBILITY & ROYALTY) | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE (THE PLANES) | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE (RELIGION) | INT | | | |
| <input checked="" type="checkbox"/> | LISTEN ■ | WIS | | | |
| <input checked="" type="checkbox"/> | MOVE SILENTLY ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | OPEN LOCK | DEX | | | |
| <input checked="" type="checkbox"/> | PERFORM ■ () | | | | |
| <input checked="" type="checkbox"/> | PICK POCKET | DEX* | | | |
| <input type="checkbox"/> | PROFESSION () | WIS | | | |
| <input checked="" type="checkbox"/> | RIDE ■ () | DEX | | | |
| <input type="checkbox"/> | SCRY ■ | INT | | | |
| <input checked="" type="checkbox"/> | SEARCH ■ | INT | | | |
| <input checked="" type="checkbox"/> | SENSE MOTIVE ■ | WIS | | | |
| <input type="checkbox"/> | SPELLCRAFT | INT | | | |
| <input checked="" type="checkbox"/> | SPOT ■ | WIS | | | |
| <input checked="" type="checkbox"/> | SWIM ■ | STR** | | | |
| <input checked="" type="checkbox"/> | TUMBLE | DEX* | | | |
| <input checked="" type="checkbox"/> | USE ROPE ■ | DEX | | | |
| <input checked="" type="checkbox"/> | WILDERNESS LORE ■ | WIS | | | |

SORCERER AND WIZARD SPELLS

SPELL SAVE

MODIFIER

| SPELL SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS |
|----------------------|-------|----------------------|----------------------|
| <input type="text"/> | 0 | <input type="text"/> | 0 |
| <input type="text"/> | 1ST | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 2ND | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 3RD | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 4TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 5TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 6TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 7TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 8TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 9TH | <input type="text"/> | <input type="text"/> |

Number of Sorcerer Spells Known

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

- ☐ Protection from Evil
- ☐ Protection from Good
- ☐ Protection from Law
- ☐ Shield

Conjuration

- ☐ Grease
- ☐ Mage Armor
- ☐ Mount
- ☐ Obscuring Mist
- ☐ Summon Monster I
- ☐ Unseen Servant

Divination

- ☐ Comprehend Languages
- ☐ Detect Secret Doors
- ☐ Detect Undead
- ☐ Identify
- ☐ True Strike

Enchantment

- ☐ Charm Person
- ☐ Hypnotism
- ☐ Sleep

Evocation

- ☐ Magic Missile
- ☐ Tenser's Floating Disk

Illusion

- ☐ Change Self
- ☐ Color Spray
- ☐ Nystul's Magical Aura
- ☐ Nystul's Undetectable Aura
- ☐ Silent Image
- ☐ Ventriloquism

Necromancy

- ☐ Cause Fear
- ☐ Chill Touch
- ☐ Ray of Enfeeblement

Transmutation

- ☐ Animate Rope
- ☐ Burning Hands
- ☐ Enlarge
- ☐ Erase
- ☐ Expeditious Retreat
- ☐ Feather Fall
- ☐ Jump
- ☐ Magic Weapon
- ☐ Message
- ☐ Reduce
- ☐ Shocking Grasp
- ☐ Spider Climb

2ND LEVEL

Abjuration

- ☐ Arcane Lock
- ☐ Obscure Object
- ☐ Protection from Arrows
- ☐ Resist Elements

Conjuration

- ☐ Fog Cloud
- ☐ Glitterdust
- ☐ Melf's Acid Arrow
- ☐ Summon Monster II

- ☐ Summon Swarm
- ☐ Web

Divination

- ☐ Detect Thoughts
- ☐ Locate Object
- ☐ See Invisibility

Enchantment

- ☐ Tasha's Hideous Laughter

Evocation

- ☐ Darkness
- ☐ Daylight
- ☐ Flaming Sphere
- ☐ Shatter

Illusion

- ☐ Blur
- ☐ Continual Flame
- ☐ Hypnotic Pattern
- ☐ Invisibility
- ☐ Leomund's Trap
- ☐ Magic Mouth
- ☐ Minor Image
- ☐ Mirror Image
- ☐ Misdirection

Necromancy

- ☐ Ghoul Touch
- ☐ Scare
- ☐ Spectral Hand

Transmutation

- ☐ Alter Self
- ☐ Blindness/Deafness
- ☐ Bull's Strength
- ☐ Cat's Grace
- ☐ Darkvision
- ☐ Endurance
- ☐ Knock
- ☐ Levitate
- ☐ Pyrotechnics
- ☐ Rope Trick
- ☐ Whispering Wind

3RD LEVEL

Abjuration

- ☐ Dispel Magic
- ☐ Explosive Runes
- ☐ Magic Circle against Chaos
- ☐ Magic Circle against Evil
- ☐ Magic Circle against Good
- ☐ Magic Circle against Law
- ☐ Nondetection
- ☐ Protection from Elements

Conjuration

- ☐ Flame Arrow
- ☐ Phantom Steed
- ☐ Sepia Snake Sigil
- ☐ Sleet Storm
- ☐ Stinking Cloud
- ☐ Summon Monster III

Divination

- ☐ Clairaudience/Clairvoyance
- ☐ Tongues

Enchantment

- ☐ Hold Person
- ☐ Suggestion

Evocation

- ☐ Fireball
- ☐ Gust of Wind
- ☐ Leomund's Tiny Hut
- ☐ Lightning Bolt
- ☐ Wind Wall

Illusion

- ☐ Displacement
- ☐ Illusory Script
- ☐ Invisibility Sphere
- ☐ Major Image

Necromancy

- ☐ Gentle Repose
- ☐ Halt Undead
- ☐ Vampiric Touch

Transmutation

- ☐ Blink
- ☐ Fly
- ☐ Gaseous Form
- ☐ Greater Magic Weapon
- ☐ Haste
- ☐ Keen Edge
- ☐ Secret Page
- ☐ Shrink Item
- ☐ Slow
- ☐ Water Breathing

4TH LEVEL

Abjuration

- ☐ Dimensional Anchor
- ☐ Fire Trap
- ☐ Minor Globe of Invulnerability
- ☐ Remove Curse
- ☐ Stoneskin

Conjuration

- ☐ Evard's Black Tentacles
- ☐ Leomund's Secure Shelter
- ☐ Minor Creation
- ☐ Solid Fog
- ☐ Summon Monster IV

Divination

- ☐ Arcane Eye
- ☐ Detect Scrying
- ☐ Locate Creature
- ☐ Scrying

Enchantment

- ☐ Charm Monster
- ☐ Confusion
- ☐ Emotion
- ☐ Lesser Geas

Evocation

- ☐ Fire Shield
- ☐ Ice Storm
- ☐ Otiluke's Resilient Sphere
- ☐ Shout
- ☐ Wall of Fire
- ☐ Wall of Ice

1ST LEVEL

Abjuration

- ☐ Alarm
- ☐ Endure Elements
- ☐ Hold Portal
- ☐ Protection from Chaos

SORCERER AND WIZARD SPELLS

Illusion

- Hallucinatory Terrain
- Illusory Wall
- Improved Invisibility
- Phantasmal Killer
- Rainbow Pattern
- Shadow Conjunction

Necromancy

- Contagion
- Enervation
- Fear

Transmutation

- Bestow Curse
- Dimension Door
- Polymorph Other
- Polymorph Self
- Rary's Mnemonic Enhancer (wizard only)

5TH LEVEL

Abjuration

- Dismissal

Conjuration

- Cloudkill
- Leomund's Secret Chest
- Lesser Planar Binding
- Major Creation
- Mordenkainen's Faithful Hound
- Summon Monster V
- Wall of Iron
- Wall of Stone

Divination

- Contact Other Plane
- Prying Eyes
- Rary's Telepathic Bond

Enchantment

- Dominate Person
- Feeblemind
- Hold Monster
- Mind Fog

Evocation

- Bigby's Interposing Hand
- Cone of Cold
- Sending
- Wall of Force

Illusion

- Dream
- False Vision
- Greater Shadow Conjunction
- Mirage Arcana
- Nightmare
- Persistent Image
- Seeming
- Shadow Evocation

Necromancy

- Animate Dead
- Magic Jar

Transmutation

- Animal Growth

□□□ Fabricate

- Passwall
- Stone Shape
- Telekinesis
- Teleport
- Transmute Mud to Rock
- Transmute Rock to Mud

Universal

- Permanency

6TH LEVEL

Abjuration

- Antimagic Field
- Globe of Invulnerability
- Greater Dispelling
- Guards and Wards
- Repulsion

Conjuration

- Acid Fog
- Planar Binding
- Summon Monster VI

Divination

- Analyze Dweomer
- Legend Lore
- True Seeing

Enchantment

- Geas/Quest
- Mass Suggestion

Evocation

- Bigby's Forceful Hand
- Chain Lightning
- Contingency
- Otiluke's Freezing Sphere

Illusion

- Greater Shadow Evocation
- Mislead
- Permanent Image
- Programmed Image
- Project Image
- Shades
- Veil

Necromancy

- Circle of Death

Transmutation

- Control Water
- Control Weather
- Disintegrate
- Eyebite
- Flesh to Stone
- Mass Haste
- Mordenkainen's Lucubration (wizard only)
- Move Earth
- Stone to Flesh
- Tenser's Transformation

7TH LEVEL

Abjuration

- Banishment
- Sequester

□□□ Spell Turning

Conjuration

- Drawmij's Instant Summons
- Mordenkainen's Magnificent Mansion
- Phase Door
- Power Word, Stun
- Summon Monster VII

Divination

- Greater Scrying
- Vision

Enchantment

- Insanity

Evocation

- Bigby's Grasping Hand
- Delayed Blast Fireball
- Forcecage
- Mordenkainen's Sword
- Prismatic Spray

Illusion

- Mass Invisibility
- Shadow Walk
- Simulacrum

Necromancy

- Control Undead
- Finger of Death

Transmutation

- Ethereal Jaunt
- Plane Shift
- Reverse Gravity
- Statue
- Teleport without Error
- Vanish

Universal

- Limited Wish

8TH LEVEL

Abjuration

- Mind Blank
- Prismatic Wall
- Protection from Spells

Conjuration

- Greater Planar Binding
- Incendiary Cloud
- Maze
- Power Word, Blind
- Summon Monster VIII
- Trap the Soul

Divination

- Discern Location

Enchantment

- Antipathy
- Binding
- Demand
- Mass Charm
- Otto's Irresistible Dance
- Sympathy

SPELL PLANNING SHEETS

Evocation

- Bigby's Clenched Fist
- Otiluke's Telekinetic Sphere
- Sunburst

Illusion

- Screen

Necromancy

- Clone
- Horrid Wilting

Transmutation

- Etherealness
- Iron Body
- Polymorph Any Object

Universal

- Symbol

9TH LEVEL

Abjuration

- Freedom
- Imprisonment
- Mordenkainen's Disjunction
- Prismatic Sphere

Conjuration

- Gate
- Power Word, Kill
- Summon Monster IX

Divination

- Foresight

Enchantment

- Dominate Monster

Evocation

- Bigby's Crushing Hand
- Meteor Swarm

Illusion

- Weird

Necromancy

- Astral Projection
- Energy Drain
- Soul Bind
- Wail of the Banshee

Transmutation

- Refuge
- Shapechange
- Teleportation Circle
- Temporal Stasis
- Time Stop

Universal

- Wish