



2024 / Character Sheet / Wizard / DNDDen.com

CHARACTER NAME / ALIAS		SPECIES		BACKGROUND	
SUBCLASS (CHOOSE AT WIZARD 3)		WIZ. LV.	TOTAL LV.	PLAYER	XP / MILESTONE

STR

SCORE	MOD
☐ SAVE	

DEX

SCORE	MOD
☐ SAVE	

CON

SCORE	MOD
☐ SAVE	

INT

SCORE	MOD
☐ SAVE	

WIS

SCORE	MOD
☐ SAVE	

CHA

SCORE	MOD
☐ SAVE	

Skills & scholarship

P	E	TOTAL	SKILL	
☐	☐		Acrobatics	DEX
☐	☐		Animal Handling	WIS
☐	☐		Arcana	INT
☐	☐		Athletics	STR
☐	☐		Deception	CHA
☐	☐		History	INT
☐	☐		Insight	WIS
☐	☐		Intimidation	CHA
☐	☐		Investigation	INT
☐	☐		Medicine	WIS
☐	☐		Nature	INT
☐	☐		Perception	WIS
☐	☐		Performance	CHA
☐	☐		Persuasion	CHA
☐	☐		Religion	INT
☐	☐		Sleight of Hand	DEX
☐	☐		Stealth	DEX
☐	☐		Survival	WIS

P = proficiency | E = Expertise (2 x PB)

PASSIVE PERCEPTION

Life, wards & resolve

AC	INITIATIVE	SPEED	PROF. BONUS
MAX HP	CURRENT HP	TEMP HP	D6 REMAIN
			D6 TOTAL

DEATH SAVES PASS ☐ ☐ ☐ ☐ **HEROIC INSPIRATION** ☐

FAIL ☐ ☐ ☐ Spend to reroll any die; use new roll.

Cantrips, spells & weapons

NAME	HIT / SAVE	DAMAGE / TYPE	RANGE / NOTES

Spell slots and prepared-spell records begin on page 4.

Languages & tools

Channel the arcane

SPELL ATTACK	SPELL SAVE DC	PREPARED / LIMIT
Attack = INT mod + PB. Save DC = 8 + INT mod + PB.		
CONCENTRATION / SPELL / TIME LEFT	CON SAVE BONUS	

THE WIZARD'S CRAFT

Features use Wizard level. Proficiency Bonus uses total character level.

Study, prepare & cast

Lv. 1 / Spellcasting. Intelligence is your casting ability. Use an Arcane Focus or your spellbook as your focus. Begin with 3 Wizard cantrips and 6 level 1 spells in your book; prepare 4.

Grow your spellbook. Each Wizard level after 1 adds two Wizard spells of levels you can cast as a Wizard. Your prepared-spell limit comes from the table below.

After a Long Rest: recover all expended slots; change any prepared spells using your book; replace one Wizard cantrip if desired.

Lv. 1 / Ritual Adept. Read a Ritual-tagged spell from your book to cast it as a Ritual without preparing it. Add 10 minutes to casting time; spend no slot.

Rest, recall & research

Lv. 1 / Arcane Recovery. Study your book. When you finish a Short Rest, recover spent slots with total levels up to half your Wizard level, rounded up. No recovered slot may be level 6+. One use per Long Rest.

☐ AVAILABLE

TOTAL SLOT LEVELS TO RECOVER

Lv. 2 / Scholar. Gain Expertise in one proficient skill: Arcana, History, Investigation, Medicine, Nature or Religion. Mark its E box on page 1.

Lv. 5 / Memorize Spell. After a Short Rest, study your book to swap one prepared level 1+ Wizard spell for another level 1+ spell from it.

Lv. 18 / Spell Mastery

Choose a level 1 and a level 2 spell in your book, each with a casting time of an action. Always prepared; cast at their lowest level without a slot. Upcasting costs a slot.

After a Long Rest, study your book to replace one with an eligible spell of the same level.

LEVEL 1 SPELL

LEVEL 2 SPELL

Lv. 20 / Signature Spells

Choose two level 3 spells in your book. Always prepared; cast each once at level 3 without a slot, then regain that free use after a Short or Long Rest. Upcasting costs a slot.

CHECK EACH BOX WHILE ITS FREE USE IS AVAILABLE

☐

☐

From apprentice to archmage

SPELL SLOTS BY SPELL LEVEL

LV.	PB	CAN.	PREP.	FEATURE / CHOICE	1	2	3	4	5	6	7	8	9
1	+2	3	4	Spellcasting, Ritual Adept, Arcane Recovery	2	-	-	-	-	-	-	-	-
2	+2	3	5	Scholar	3	-	-	-	-	-	-	-	-
3	+2	3	6	Wizard subclass	4	2	-	-	-	-	-	-	-
4	+2	4	7	ASI / qualifying feat	4	3	-	-	-	-	-	-	-
5	+3	4	9	Memorize Spell	4	3	2	-	-	-	-	-	-
6	+3	4	10	Subclass feature	4	3	3	-	-	-	-	-	-
7	+3	4	11	-	4	3	3	1	-	-	-	-	-
8	+3	4	12	ASI / qualifying feat	4	3	3	2	-	-	-	-	-
9	+4	4	14	-	4	3	3	3	1	-	-	-	-
10	+4	5	15	Subclass feature	4	3	3	3	2	-	-	-	-
11	+4	5	16	-	4	3	3	3	2	1	-	-	-
12	+4	5	16	ASI / qualifying feat	4	3	3	3	2	1	-	-	-
13	+5	5	17	-	4	3	3	3	2	1	1	-	-
14	+5	5	18	Subclass feature	4	3	3	3	2	1	1	-	-
15	+5	5	19	-	4	3	3	3	2	1	1	1	-
16	+5	5	21	ASI / qualifying feat	4	3	3	3	2	1	1	1	-
17	+6	5	22	-	4	3	3	3	2	1	1	1	1
18	+6	5	23	Spell Mastery	4	3	3	3	3	1	1	1	1
19	+6	5	24	Epic Boon / qualifying feat	4	3	3	3	3	2	1	1	1
20	+6	5	25	Signature Spells	4	3	3	3	3	2	2	1	1

CAN. = Wizard cantrips. PREP. = prepared level 1+ spells; always-prepared spells from other Wizard features do not count. Slot totals above are for a single-class Wizard; use multiclass rules if needed.

THE ARCANES DOSSIER

Your studies, your spellbook, your story. Fill the fields that apply to your character.

Portrait

CHARACTER PORTRAIT

The scholar behind the spells

APPEARANCE / DISTINGUISHING MARKS

PERSONALITY / AMBITION / IDEAL

BOND / FLAW / SECRET

Mentors, allies & mysteries

Subclass & chosen talents

Subclass features arrive at Wizard 3, 6, 10 and 14.

LEVEL 3 / FEATURE / USES

LEVEL 6 / FEATURE / USES

LEVEL 10 / FEATURE / USES

LEVEL 14 / FEATURE / USES

Feats, origins & resources

[illegible]

Spellbook & research

BOOK APPEARANCE / LOCATION

RESEARCH GOAL / SPELL TO FIND

FAMILIAR / COMPANION (IF ANY)

///Record companion statistics in your campaign notes.

Gear, coin & spoils

CP

SP

EP

GP

PP

ATTUNED MAGIC ITEMS (DEFAULT LIMIT: 3)

Conditions & ongoing effects

THE OPEN SPELLBOOK

Mark your prepared spells; keep learned spells in your book even when they are not prepared

Spell slots / enter your actual totals

REMAINING / MAXIMUM

1 2 3 4 5 6 7 8 9

Regain all expended slots after a Long Rest. Arcane Recovery: page 2.

At the casting table

One slot per turn. On a turn, expend only one spell slot to cast a spell. This is per turn, not per round; track Reaction timing too.

Concentration. When damaged, make a CON save: DC 10 or half the damage (round down), whichever is higher; maximum DC 30.

Components. A focus replaces only Material components with no specified cost that are not consumed.

Concentration ends if you start another Concentration effect, become Incapacitated or die. You may end it at any time.

Cantrips / no spell slots required

CANTRIP / SCHOOL	TIME	RANGE	DURATION / C	SAVE / EFFECT / V, S, M
/				

Wizard cantrips: 3 at level 1, 4 at level 4, 5 at level 10; additional sources may add more.

Spells in your book / level 1+

P/A: enter P for prepared or A for always prepared. In the Time field, add R for a Ritual; add C in Duration for Concentration. Track costly or consumed materials on page 5. Continue the book on page 5.

Spellbook continuation. Print extra copies of this page for a larger collection.

Copy a new Wizard spell: it must be of a level you can prepare; spend 2 hours and 50 GP per spell level. **Copy your own book:** 1 hour and 10 GP per spell level. If your book is lost, you can reconstruct prepared Wizard spells at the latter rate.

First class: Wizard. INT and WIS saving throw proficiency; Simple weapons; no armor training. Choose 2 skills: Arcana, History, Insight, Investigation, Medicine, Nature or Religion. Character level 1 HP: 6 + CON modifier; later Wizard levels: 1d6 (or 4) + CON modifier, minimum 1.

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