

CHARACTER NAME

PLAYER

Wizard  
CLASS

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Table with columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMPORARY SCORE, TEMPORARY MODIFIER. Rows: STR (STRENGTH), DEX (DEXTERITY), CON (CONSTITUTION), INT (INTELLIGENCE), WIS (WISDOM), CHA (CHARISMA)

HP HIT POINTS, AC ARMOR CLASS, INITIATIVE MODIFIER, BASE ATTACK BONUS. Includes formulas for AC and Initiative.

DAMAGE REDUCTION, HIT DIE TYPE (d4), SPEED. Includes MISS CHANCE, ARCANESPELL FAILURE, ARMOR CHECK PENALTY, SPELL RESISTANCE.

SAVING THROWS: FORTITUDE (CONSTITUTION), REFLEX (DEXTERITY), WILL (WISDOM). Includes formulas for each.

MELEE ATTACK BONUS, RANGED ATTACK BONUS. Includes formulas for attack bonuses.

WEAPON table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL. Sub-tables for RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

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ARMOR/PROTECTIVE ITEM table with columns: TYPE, ARMOR BONUS, MAX DEX BONUS. Sub-tables for CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, SPECIAL PROPERTIES.

SHIELD/PROTECTIVE ITEM table with columns: ARMOR BONUS, WEIGHT, CHECK PENALTY, SPELL FAILURE. Sub-tables for SPECIAL PROPERTIES.

AMMUNITION table with columns for tracking different types of ammunition.

SKILLS table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER. Lists skills like ALCHEMY, APPRAISE, BALANCE, etc.

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. \*ARMOR CHECK PENALTY, if any, applies. \*\* -1 per 5 lb. of gear.



## 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 \_\_\_\_\_

## 0 LEVEL

### Abjuration

Resistance

### Conjuration

Ray of Frost

### Divination

Detect Poison

### Enchantment

Daze

### Evocation

Flare

Light

### Illusion

Dancing Lights

Ghost Sound

### Necromancy

Disrupt Undead

### Transmutation

Mage Hand

Mending

Open/Close

### Universal

Arcane Mark

Detect Magic

Prestidigitation

Read Magic

## 1ST LEVEL

### Abjuration

Alarm

Endure Elements

Hold Portal

Protection from Chaos

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

# SORCERER AND WIZARD SPELLS

## Illusion

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

## Necromancy

- Contagion
- Elevation
- 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