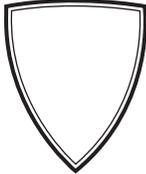


Name	_____	Level	_____	Experience	_____	Next Level	_____
Race	_____	Class	_____				
Gender	_____	Alignment	_____				
Age	_____	Religion	_____				
Size	_____	Ideals	_____				
Height	_____						
Weight	_____	Flaws	_____				
Eyes / Hair	_____						
Senses	_____						
Languages	_____	Bonds	_____				

ABILITIES & PROFICIENCIES

	Score	Modifier			
Strength	<input type="text"/>	<input type="text"/>	Armor, Weapon & Tool Proficiencies		Other Modifiers
Dexterity	<input type="text"/>	<input type="text"/>	_____	_____	_____
Constitution	<input type="text"/>	<input type="text"/>	_____	_____	_____
Intelligence	<input type="text"/>	<input type="text"/>	_____	_____	_____
Wisdom	<input type="text"/>	<input type="text"/>	Saving Throw & Skill Proficiencies		
Charisma	<input type="text"/>	<input type="text"/>	_____	_____	_____
			_____	_____	_____
			_____	_____	_____
Proficiency Bonus	<input type="text"/>				

COMBAT

Armor Class		=	Armor	+	Dex Mod	+	Shield	+	Other	Armor	AC	Weight		
No Shield	<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>	_____	_____	_____		
No Armor	<input type="text"/>									_____	_____	_____		
Hit Points			Current Hit Points							Hit Dice	Death Rolls			
									<input type="text"/>					
										Successes	Failures			
Initiative	<input type="text"/>		Weapon or Spell		Bonus		Damage and Effects					Weight		
Speed	<input type="text"/>		_____	_____	_____	_____	_____	_____	_____	_____	_____	_____		
 -5 ft. from Armor			_____	_____	_____	_____	_____	_____	_____	_____	_____	_____		
			Ammunition	_____							Ammunition	_____		
														

OPTIONAL SHEETS

The following sheets are optional, each intended to enhance a particular section of the previous two pages.

- Most spellcasters will probably want the Spell sheet.
- Characters with lots of magic items may want one or more of the Magic Item sheet.
- The Adventure Tracking sheet is intended for those who want an easier way to keep track of Hit Points and conditions, adventure notes, and when they gain experience points or treasure.

ABOUT THESE SHEETS

These character sheets were created by Jeff Carlsen for the Wizards of the Coast Character Sheet Contest for the D&D Next playtest.

They were made using Adobe InDesign, and are provided in JPEG format as per the contest instructions. The original format, or alternative image formats are available upon request.

I can be reached at trillinon@gmail.com

(slightly edited by GX.Sigma)

SPELLS

Saving Throw DC

8 + magic ability modifier

Spells requiring an attack roll

Bonus Effect

(with spellcasting bonus, if any):

Maximum Number of Prepared Spells

SPELLS KNOWN & PREPARED

Cantrips

Level 1 Spells



Spells Per Day



Level 2 Spells



Spells Per Day



Level 3 Spells



Spells Per Day



Level 4 Spells



Spells Per Day



Level 5 Spells



Spells Per Day



Level 6 Spells



Spells Per Day



Level 7 Spells



Spells Per Day



Level 8 Spells



Spells Per Day



Level 9 Spells



Spells Per Day



MAGIC ITEMS

Magic Item _____
Creator _____
Nature _____

Magic Item _____
Creator _____
Nature _____

Magic Item _____
Creator _____
Nature _____

Description

Description

Description

Properties, Quirks & Effects

Properties, Quirks & Effects

Properties, Quirks & Effects

Attuned  

Attuned  

Attuned  

Magic Item _____
Creator _____
Nature _____

Magic Item _____
Creator _____
Nature _____

Magic Item _____
Creator _____
Nature _____

Description

Description

Description

Properties, Quirks & Effects

Properties, Quirks & Effects

Properties, Quirks & Effects

Attuned  

Attuned  

Attuned  

Magic Item _____
Creator _____
Nature _____

Magic Item _____
Creator _____
Nature _____

Magic Item _____
Creator _____
Nature _____

Description

Description

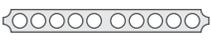
Description

Properties, Quirks & Effects

Properties, Quirks & Effects

Properties, Quirks & Effects

Attuned  

Attuned  

Attuned  

