Name | Level | Experience | Next Level

Race
Gender
Age

Size
Height
Weight
Eyes / Hair

Senses
Languages

Class
Alignment
Religion

Ideals

Flaws

Bonds

Abilities & Proficiencies

	Score	Modifier
Strength		
Dexterity		
Constitution		
Intelligence		
Wisdom		
Charisma		

Proficiency Bonus

Armor, Weapon & Tool Proficiencies

Saving Throw & Skill Proficiencies

Other Modifiers

Combat

Armor Class = Armor + Dex Mod + Shield + Other

No Shield

No Armor

Armor	AC	Weight

Hit Points

Current Hit Points

Hit Dice

Death Rolls: Successes ○○○ Failures ○○○

Initiative

Speed

⬡ –5 ft. from Armor

Weapon or Spell	Bonus	Damage and Effects	Weight

Ammunition ○○○○○ ○○○○○ ○○○○○ ○○○○○

Ammunition ○○○○○ ○○○○○ ○○○○○ ○○○○○

Special Features

Race

Class

Limited Use Features (Rage, Ki, etc)

Number of Uses

Background

Trait

Other Features

Equipment & Treasure

Coinage

Copper	1 cp = 1/10 sp	
Silver	1 sp = 1 sp	
Electrum	1 ep = 5 sp	
Gold	1 gp = 10 sp	
Platinum	1 pp = 100 sp	

Lifestyle

Price per Month

Carrying Capacity

10 × Strength Score

Max Weight

2 × Carrying Capacity

Push, Drag, or Lift

5 × Carrying Capacity

Weight Carried

Weapons

Armor

Treasure

50 coins weigh 1 lb.

Equipment

Treasure	Weight	Treasure	Weight

Equipment	Weight	Equipment	Weight

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 intened 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

(with spellcasting bonus, if any):

Maximum Number of
Prepared Spells

Spells requiring an attack roll | Bonus | Effect

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 _____

Description

Properties, Quirks & Effects

Attuned ○○○○○ ○○○○○ Charges

Magic Item _____
Creator _____
Nature _____

Description

Properties, Quirks & Effects

Attuned ○○○○○ ○○○○○ Charges

Magic Item _____
Creator _____
Nature _____

Description

Properties, Quirks & Effects

Attuned ○○○○○ ○○○○○ Charges

Magic Item _____
Creator _____
Nature _____

Description

Properties, Quirks & Effects

Attuned ○○○○○ ○○○○○ Charges

Magic Item _____
Creator _____
Nature _____

Description

Properties, Quirks & Effects

Attuned ○○○○○ ○○○○○ Charges

Magic Item _____
Creator _____
Nature _____

Description

Properties, Quirks & Effects

Attuned ○○○○○ ○○○○○ Charges

Magic Item _____
Creator _____
Nature _____

Description

Properties, Quirks & Effects

Attuned ○○○○○ ○○○○○ Charges

Magic Item _____
Creator _____
Nature _____

Description

Properties, Quirks & Effects

Attuned ○○○○○ ○○○○○ Charges

Magic Item _____
Creator _____
Nature _____

Description

Properties, Quirks & Effects

Attuned ○○○○○ ○○○○○ Charges

Adventure Tracking

Adventure Notes

Remaining Hit Points

240 — 200 — 160 — 120 — 80 — 40 — Unconcious

Fill in your maximum hit points. Mark circles as you take damage.

Hit Dice

Death Rolls

Successes Failures

Conditions & Spell Effects

	Duration	
Blinded		Auto fail checks involving sight; Attacks have Disadv.; Enemy attacks have Adv.
Charmed		Can't harm charmer; Charmer has Adv. to interact socially.
Deafened		Auto fail checks involving sound.
Frightened		Disadv. on checks & attacks when source of fear is in sight; May not willingly end turn closer to source.
Incorporeal		Resistance vs nonmagic damage; Can move through objects & creatures, but can't stop inside.
Intoxicated		Disadv. on attacks and checks; DC 10 Con check to cast a spell.
Invisible		Can't be seen without magic or special sense; Can be heard; Attacks have Adv.; Enemy attacks have Disadv.
Paralyzed		Can't move, speak, or take physical action; Drop objects and fall prone; Fails Str & Dex checks.
Prone		Only movment is to crawl or stand up; Attacks have Disadv.; Enemy attacks have Disadv. if not within 5'.
Restrained		Speed is 0; Attacks & Dex saves have Disadv; Enemy attacks have Adv.;
Stunned		Can't move or take actions; Auto fail Str & Dex saves; Enemy attacks have Adv.
Unconscious		Drop objects; Fall prone; Can't move, take actions, or percieve; Auto fail Str & Dex Saves; Enemy attacks have Adv.

Bookkeeping

Experience

Date	XP Gained	Total

Treasure

Date	Reason	Recieved	Spent	Total