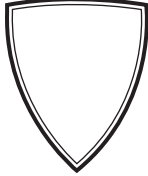



















Name _____		Level _____	Experience _____	Next Level _____
Race _____	Class _____			
Gender _____	Alignment _____			
Age _____	Religion _____			
Size _____	Ideals _____			
Height _____				
Weight _____				
Eyes / Hair _____	Flaws _____			
Senses _____				
Languages _____	Bonds _____			


### ABILITIES & PROFICIENCIES





















	Score	Modifier	Armor, Weapon & Tool Proficiencies		Other Modifiers
Strength	<input type="text"/>	<input type="text"/>			
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 <input type="text"/>	+ Dex Mod <input type="text"/>	+ Shield <input type="text"/>	+ Other <input type="text"/>	Armor	AC	Weight
No Shield <input type="text"/>									
No Armor <input type="text"/>									

Hit Points		Current Hit Points <input type="text"/>	Hit Dice <input type="text"/>	Death Rolls
				     
			        	Successes Failures

Initiative	<input type="text"/>	Weapon or Spell	Bonus	Damage and Effects	Weight
Speed	<input type="text"/>				
 -5 ft. from Armor					

Ammunition <input type="text"/>	Ammunition <input type="text"/>
         	         

## SPECIAL FEATURES

Race

Other Features

Class

Limited Use Features (Rage, Ki, etc)

Number of Uses



Background

Trait

## EQUIPMENT & TREASURE

Coinage

Copper	1 cp = 1/10 sp	<input type="text"/>
Silver	1 sp = 1 sp	<input type="text"/>
Electrum	1 ep = 5 sp	<input type="text"/>
Gold	1 gp = 10 sp	<input type="text"/>
Platinum	1 pp = 100 sp	<input type="text"/>

Treasure

Weight

Weight

Lifestyle

Price per Month



Equipment

Weight

Weight

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

## 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](mailto:trillinon@gmail.com)

*(slightly edited by GX.Sigma)*

SPELLS

Saving Throw DC		Spells requiring an attack roll	Bonus	Effect
8 + magic ability modifier				
(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



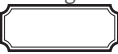






Level 8 Spells

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   Charges 	Attuned   Charges 	Attuned   Charges 

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   Charges 	Attuned   Charges 	Attuned   Charges 

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   Charges 	Attuned   Charges 	Attuned   Charges 

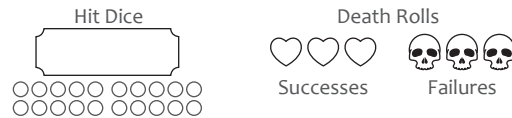
## ADVENTURE TRACKING

[illegible]

240  
160  
80  
Unconscious

200  
120  
40

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

[illegible]

Duration

Auto fail checks involving sight; Attacks have Disadv.; Enemy attacks have Adv.

Can't harm charmer; Charmer has Adv. to interact socially.

Auto fail checks involving sound.

Disadv. on checks & attacks when source of fear is in sight; May not willingly end turn closer to source.

Resistance vs nonmagic damage; Can move through objects & creatures, but can't stop inside.

Disadv. on attacks and checks; DC 10 Con check to cast a spell.

Can't be seen without magic or special sense; Can be heard; Attacks have Adv.; Enemy attacks have Disadv.

Can't move, speak, or take physical action; Drop objects and fall prone; Fails Str & Dex checks.

Only movment is to crawl or stand up; Attacks have Disadv.; Enemy attacks have Disadv. if not within 5'.

Speed is 0; Attacks & Dex saves have Disadv; Enemy attacks have Adv.;

Can't move or take actions; Auto fail Str & Dex saves; Enemy attacks have Adv.

Drop objects; Fall prone; Can't move, take actions, or percieve; Auto fail Str & Dex Saves; Enemy attacks have Adv.

## BOOKKEEPING

[illegible][illegible]