



Character sheet

by DHFTN

	Name		Sex		Background
	Race		Level		Experience points
	Class		PROFICIENCY		INITIATIVE
	Archetype		SPEED		INSPIRATION

STRENGTH mod. score proficiency saving throw	DEXTERITY mod. score proficiency saving throw	CONSTITUTION mod. score proficiency saving throw	INTELLIGENCE mod. score proficiency spellcasting saving throw	WISDOM mod. score proficiency spellcasting saving throw	CHARISMA mod. score proficiency spellcasting saving throw	ARMOR CLASS without shield current without armor	HIT POINTS temp. current max.
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SKILLS	
PROF. EXP.	
<input type="checkbox"/> ATHLETICS	<input type="checkbox"/> ANIMAL HANDLING
<input type="checkbox"/> ACROBATICS	<input type="checkbox"/> INSIGHT
<input type="checkbox"/> SLEIGHT OF HAND	<input type="checkbox"/> MEDICINE
<input type="checkbox"/> STEALTH	<input type="checkbox"/> PERCEPTION
<input type="checkbox"/> ARCANA	<input type="checkbox"/> SURVIVAL
<input type="checkbox"/> HISTORY	<input type="checkbox"/> DECEPTION
<input type="checkbox"/> INVESTIGATION	<input type="checkbox"/> INTIMIDATION
<input type="checkbox"/> NATURE	<input type="checkbox"/> PERFORMANCE
<input type="checkbox"/> RELIGION	<input type="checkbox"/> PERSUASION

	PASS. INSIGHT		PASS. INVEST.		PASS. PERC.		#
DEATH SAVES successes failures		EXHAUSTION LEVELS 1 2 3 4 5 6				DESTINY POINTS	
HIT DICES #1 avail. max. dices		HIT DICES #2 avail. max. dices		SPELL ATT. BONUS INT WIS CHA			
SPELL SAVE DC		SPELL SAVE DC					

WEAPON PROFICIENCY ☐ SIMPLE WEAPONS ☐ MARTIAL WEAPONS

OWNED WEAPONS	CAT.	AMM.	ATTACK BONUS	DAMAGE	PROPERTIES
	melee ranged	<input type="checkbox"/>			
	<input type="checkbox"/>	<input type="checkbox"/>			
	<input type="checkbox"/>	<input type="checkbox"/>			
	<input type="checkbox"/>	<input type="checkbox"/>			
	<input type="checkbox"/>	<input type="checkbox"/>			

ATTACKS

INJURIES

ARMOR PROFICIENCY <input type="checkbox"/> LIGHT <input type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/> SHIELDS		
OWNED ARMORS	PROPERTIES	AC
DONNED		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/> DISADVANTAGE ON STEALTH CHECKS		
IMMUNITIES, RESISTANCES & VULNERABILITIES		
<input type="checkbox"/> ACID	<input type="checkbox"/> LIGHTNING	<input type="checkbox"/> RADIANT
<input type="checkbox"/> BLUDGEONING	<input type="checkbox"/> NECROTIC	<input type="checkbox"/> SLASHING
<input type="checkbox"/> COLD	<input type="checkbox"/> PIERCING	<input type="checkbox"/> THUNDER
<input type="checkbox"/> FIRE	<input type="checkbox"/> POISON	
<input type="checkbox"/> FORCE	<input type="checkbox"/> PSYCHIC	
I : Immunity R : Resistance : Halved damage V : Vulnerabilities : Doubled damage		
LIFESTYLE		