



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"/>	<input type="checkbox"/>
<input type="checkbox"/> ACROBATICS	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> SLEIGHT OF HAND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> STEALTH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> ARCANA	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> HISTORY	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> INVESTIGATION	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> NATURE	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> RELIGION	<input type="checkbox"/>	<input type="checkbox"/>
	WISDOM	
<input type="checkbox"/> ANIMAL HANDLING	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> INSIGHT	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> MEDICINE	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> PERCEPTION	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> SURVIVAL	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> DECEPTION	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> INTIMIDATION	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> PERFORMANCE	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> PERSUASION	<input type="checkbox"/>	<input type="checkbox"/>
	CHARISMA	

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

ARMOR PROFICIENCY	OWNED ARMORS	PROPERTIES	AC
<input type="checkbox"/> LIGHT <input type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/> SHIELDS	<input type="checkbox"/> DONNED		
	<input type="checkbox"/>		
	<input type="checkbox"/>		
	<input type="checkbox"/>		
	<input type="checkbox"/>		
	<input type="checkbox"/>		

INJURIES

IMMUNITIES, RESISTANCES & VULNERABILITIES					
<input type="checkbox"/> I <input type="checkbox"/> R <input type="checkbox"/> V ACID	<input type="checkbox"/> I <input type="checkbox"/> R <input type="checkbox"/> V LIGHTNING	<input type="checkbox"/> I <input type="checkbox"/> R <input type="checkbox"/> V RADIANT			
<input type="checkbox"/> I <input type="checkbox"/> R <input type="checkbox"/> V BLUDGEONING	<input type="checkbox"/> I <input type="checkbox"/> R <input type="checkbox"/> V NECROTIC	<input type="checkbox"/> I <input type="checkbox"/> R <input type="checkbox"/> V SLASHING			
<input type="checkbox"/> I <input type="checkbox"/> R <input type="checkbox"/> V COLD	<input type="checkbox"/> I <input type="checkbox"/> R <input type="checkbox"/> V PIERCING	<input type="checkbox"/> I <input type="checkbox"/> R <input type="checkbox"/> V THUNDER			
<input type="checkbox"/> I <input type="checkbox"/> R <input type="checkbox"/> V FIRE	<input type="checkbox"/> I <input type="checkbox"/> R <input type="checkbox"/> V POISON				
<input type="checkbox"/> I <input type="checkbox"/> R <input type="checkbox"/> V FORCE	<input type="checkbox"/> I <input type="checkbox"/> R <input type="checkbox"/> V PSYCHIC				
I : Immunity R : Resistance : Halved damage V : Vulnerabilities : Doubled damage					
LIFESTYLE	<input type="checkbox"/> PLATINUM (PP)	<input type="checkbox"/> GOLD (GP)	<input type="checkbox"/> ELECTRUM (EP)	<input type="checkbox"/> SILVER (SP)	<input type="checkbox"/> COPPER (CP)