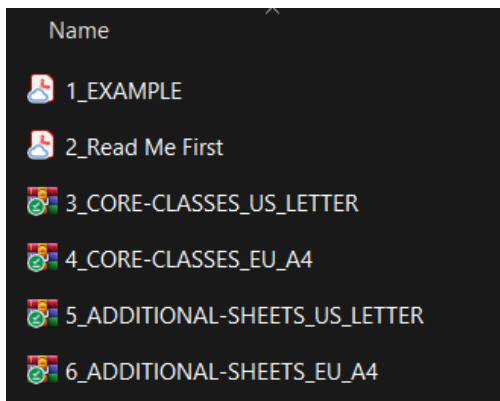


Class Character Sheets

Thank you for downloading my Class Character Sheets! Since I first created these in 2018, the sheets have grown and expanded to take in a dizzying amount of options. So I made this “How To” to help you get started and get gaming as quickly as possible.

Downloading

When you purchase the Class Character Sheets, you’ll see six files available to download



1. **EXAMPLE.pdf** (my character from our home campaign!)
2. **Read Me First.pdf** (this document!)
3. **CORE-CLASSES_US_LETTER.zip**
4. **CORE-CLASSES_EU_A4.zip**
5. **ADDITIONAL-SHEETS_US_LETTER.zip**
6. **ADDITIONAL-SHEETS_EU_A4.zip**

Select the paper size for your printer (usually A4 in the EU and Letter in the US) and download the sheets you want. You’ll need to unpack the files using a program such as [WinRAR](#), which is free to download.

Core Classes

This package includes the 12 core classes from the *Player’s Handbook*, plus the updated Artificer from *Tasha’s Cauldron of Everything*. For ease of printing, each PDF includes:

- **Two Front Sheets:** One with the skills listed next to their ability score, one with the skills separate. Some classes include alternative sheets for their subclasses, such as the Eldritch Knight for the Fighter and the Arcane Trickster for the Rogue. A guide to filling out the character sheet can be found [here](#).
- **Two Back Sheets:** A standard sheet, and a sheet for a Sidekick/Companion. The Ranger and Wizard also have an alternative third back sheet for their Beast or Familiar. A guide to filling out the companion sheet can be found [here](#).
- **Additional Features:** A sheet for tracking additional features that may not fit on the character sheet. A guide to filling in this sheet can be found [here](#).
- **Magic Items:** A sheet for tracking magic items. A guide to filling in this sheet can be found [here](#).
- **Spell Sheets:** If the class can cast spells, the PDF also includes two sheets for tracking spells. A guide to filling in this sheet can be found [here](#).

Additional Sheets

This package includes 25 additional sheets. These are:

- **Separated Sheets:** Standalone versions of the sheets that appear in the core classes PDFs, including the various back sheets, additional features, spell sheets, and so on

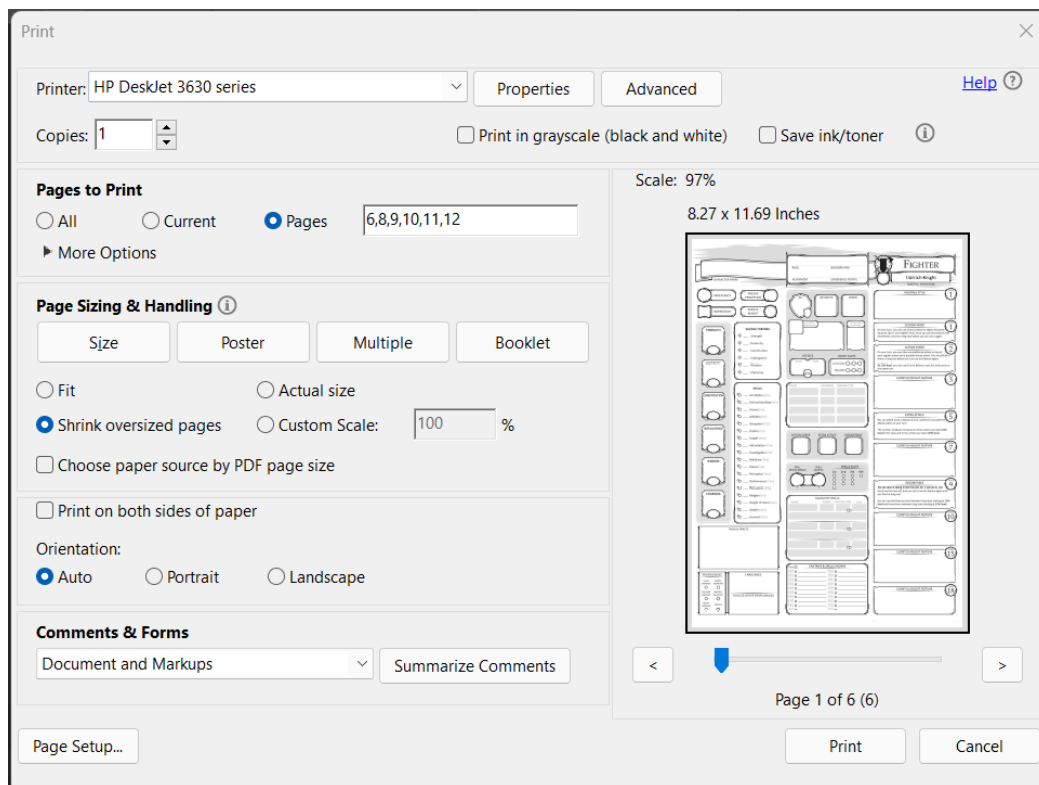
- **Blank Classes:** A collection of blank or “generic” sheets. These can be used for custom classes, homebrew, or classes that use the alternate class features from *Tasha’s*. There are three spellcaster sheets (Caster A, B, and C), a half-caster sheet (such as a Paladin), and a martial sheet.
- **Multiclass Sheets:** Similar to the above, but with spaces to track two types of hit die and levels. These can be used for multiclassing.
- **Popular Unofficial Classes:** A number of popular unofficial classes are included. Like the Core Classes above, each includes alternate front and back sheets, additional feature and magic item sheets, and spell sheets where appropriate. If you pick up any of these from the DMs Guild, please support the creators!
 - [Blood Hunter](#), by Matt Mercer. This is based on the latest version from DnD Beyond.
 - [Cook](#), by Sam Grierson. Lots of fun, highly recommended!
 - [Gunslinger](#), by Matt Mercer. A sheet for the Gunslinger Subclass for the Fighter, as seen in Critical Role Season 1.
 - [Mystic](#), from Unearthed Arcana. A Psionic Class that WotC toyed with a few years back. Not “broken” per se, but it steps on the toes of a lot of other classes so never came to fruition.
 - [Pugilist](#), by Benjamin Huffman. A fun, non-mystic, brawler class.
 - [Revised Ranger](#), from Unearthed Arcana. WotC’s attempt to make the Ranger more appealing and give it more identity. Definitely more fun than the base Ranger, but the new options from *Tasha’s* probably supersede this.

Printing

To print the sheets, first make sure you have the right paper size! If you’re in the US, this is likely Letter; if you’re in the EU, this is likely A4.

To avoid having to combine various PDFs or print pages separately, all files are now included in a single PDF. When you are printing your chosen class, simply choose the pages you want to print. For example, if I was playing an Eldritch Knight I would open the Fighter PDF and select to print the following:

- Page 6, because it has the front sheet with the skills the way I like.
- Page 8, cause I plan on having a Sidekick.
- Page 9, for any additional features .
- Page 10, for any magic items I might pick up.
- Page 11 and 12, to track my spells.



Using the Sheets

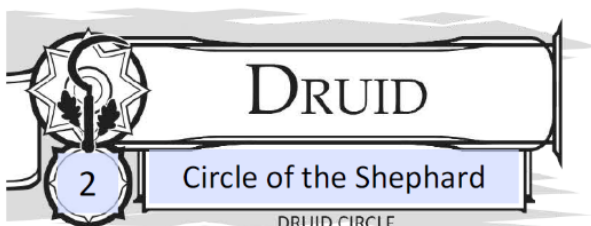
These sheets are laid out a little differently than the standard DnD sheets and have a few new elements, so this section will show you how to fill in the sheets. If you are going old school and filling these out in pen or pencil, all you need to do is print them — don't worry about the form fields, they'll print fine. If you are filling these out and then printing them, I recommend using Adobe Acrobat if possible, as some PDF readers don't display or resize text correctly.

Character Sheet

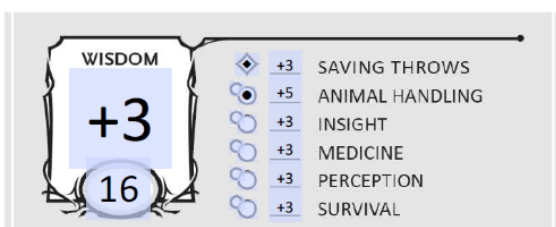
Each Class Character Sheet has sections for tracking key elements of that class, such as a Rogue's Sneak Attack or a Wizard's favourite spells. Generally, the right side of the sheet lists the class features as the class reaches each level, with spaces left blank for subclass features.

NOTE: Some class features may not be listed, as they are tracked elsewhere on the sheet and listing them would take up much needed space. This includes things like a Rogue's Expertise, or the Monk's increase in Speed.

Below is an explanation for the most frequently asked questions I have received.



The circle beneath the class symbol is used to track your level.



The smaller circle next to Skills is to mark Expertise/double Proficiency in a Skill

AC: 13 (with a small shield icon containing 15)
 INITIATIVE: -1
 SPEED: 25
 Hit Point Maximum: 12
 Temporary Hit Points: (empty box)

The second small shield is to note situational bonuses to AC, such as from a Shield or the Dual Wielder Feat

FAVOURITE SPELLS			
NAME	RANGE	CASTING TIME	SAVE
Entangle	90ft	Action <small>C</small>	Str
Creature is restrained until the spell ends.			
Cure Wounds	Touch	Action <small>C</small>	-
Creature heals 1d8 + Wis modifier (+3).			

The small "C" below casting time is to mark whether the spell requires Concentration.

SPELLS SLOTS								
1st	2nd	3rd	4th	5th	6th	7th	8th	9th
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Cantrips Known: 2

This is how I mark spell slots. I fill in the slots I don't have, then cross out slots as I use them. Feel free to use your own method!

Level	(P)	(R)	CANTRIPS & SPELLS PREPARED	
1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
3	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
4	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
5	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
6	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
7	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
8	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
9	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
10	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
11	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
12	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
13	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
14	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
15	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

The "P" notes whether you have the spell prepared, the "R" notes whether the spell is a Ritual.

Companion/Sidekick/Wild Shape

Some sheets include a section to track your companion or familiar. These can also be used to track a Sidekick, which were introduced in *Tasha's*. Alternatively, you could use one of the blank sheets in the Additional Sheets package (Caster A, B, or C for the Spellcaster, and Martial for the Expert and Warrior).

The image shows a character sheet for a companion named TILDA. The sheet is divided into several sections. At the top, the name 'TILDA' is centered. Below it are four large boxes for Hit Points (19), AC (12), Initiative (+2), and Speed (30 ft). Below these are six smaller boxes for ability scores: STR (+3), DEX (+2), CON (+2), INT (-2), WIS (+1), and CHA (-2). Each of these boxes has a small radial button next to it. Below the ability scores are two lines for Skills (Athletics +5, Perception +3) and Senses (Passive Perception 13). Below these are two rows of attack information. The first row has 'Fist' as the name, '+5' as the attack bonus, and '1d6+3, bludgeoning' as the damage/type. The second row has 'Rock' as the name, '+5' as the attack bonus, and '1d6+3, range 25/50, bludgeoning' as the damage/type. At the bottom is a section titled 'ADDITIONAL FEATURES & TRAITS' with a large empty box for notes.

NAME	ATK BONUS	DAMAGE/TYPE
Fist	+5	1d6+3, bludgeoning
Rock	+5	1d6+3, range 25/50, bludgeoning

Here is an example for how to fill in the Companion, Familiar, Sidekick, or Wild Shape section of the sheets.

The radials buttons next to the Ability Scores can be used to track Proficiency in a Saving Throw.

Additional Features

The Additional Features sheet can be used to track abilities that may not fit on the sheet, such as Racial Features, or to just give more detail on existing features.

BARDIC INSPIRATION			LEVEL 1
RANGE	Class <i>Bard</i> ACTION	SAVE	
60ft	Bonus	-	
DURATION	USES	VALUE	
10 minutes	Used Total 3	d6	
RECOVERS	EFFECT		
Long Rest	<p>You can inspire others through stirring words or music. As a bonus action on your turn choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. You regain any expended uses of Bardic Inspiration when you finish a long rest.</p> <p>At 5th level you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.</p>		


Here is an example of how to fill in the Additional Features sheet.

The “Recovers” section notes when an ability recharges, i.e. after a short or long rest.

Magic Items

The Magic Items sheet can be used to track various magic items you collect on your adventures. Below are two examples of how to fill in a magic item.

Holy Avenger			
TYPE	RARITY	REQUIREMENTS	
Weapon (any Sword)	Legendary	Paladin	
ATTUNEMENT	USES	DURATION	
Yes	<div> <div>Used</div> <div>Total</div> </div>	-	
EFFECT		RECOVERS -	
<p>You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a fiend or an undead with it, that creature takes an extra 2d10 radiant damage.</p> <p>While you hold the drawn sword, it creates an aura in a 10-foot radius around you. You and all creatures friendly to you in the aura have advantage on saving throws against spells and other magical effects. If you have 17 or more levels in the paladin class, the radius of the aura increases to 30 feet.</p>			

Chime of Opening			
TYPE	RARITY	REQUIREMENTS	
Wondrous Item	Rare	-	
ATTUNEMENT	USES	DURATION	
No		-	
	EFFECT	RECOVERS -	
<p>This hollow metal tube measures about 1 foot long and weighs 1 pound. You can strike it as an action, pointing it at an object within 120 feet of you that can be opened, such as a door, lid, or lock. The chime issues a clear tone, and one lock or latch on the object opens unless the sound can't reach the object. If no locks or latches remain, the object itself opens.</p> <p>The chime can be used ten times. After the tenth time, it cracks and becomes useless.</p>			

Spell Sheets

The Spell Sheets can be used to track your spells, components, spell saves, and so on.

COMPONENT POUCH
A pearl worth at least 100 gp

The component pouch can be used for tracking costly spell components

Identify		
School <i>Divination</i>		
RANGE	CASTING TIME	SAVE
Touch	1 minute	-
DURATION	COMPONENTS	
Instantaneous	A pearl worth at least 100 gp and an owl feather	
SPELL EFFECT		
<p>PREPARED</p> <p>You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.</p> <p>If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.</p>		

Here is an example of how to fill in the spells.

The "R" under Casting Time is to mark as a Ritual

The "V", "S", and "M" are to mark if it requires Verbal, Somatic, or Material components

The "C" under duration is to mark if it needs Concentration

The "Prepared" radial is to mark if you have prepared the spell today.