dungeonsheets Documentation

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Contents:

Character Files

> **Warning:** Character files are python modules that are imported when parsed. **NEVER parse a character file without inspecting it** to verify that there are no unexpected consequences, especially a file from someone you do not trust.

Dungeonsheets expects one file per character, with a `.py` extension. This file is a python module, most likely with a series of variables set describing the character. Any attribute beginning with an underscore ('_') will be ignored. They are roughly grouped into sections, which are documented below. Additionally, some *examples* may be useful.

Each character file must contain a line like:

```
dungeonsheets_version = "0.4.2"
```

Without this line, the makesheets command-line utility will ignore the file. This is necessary to avoid importing non-D&D python files.

> **Note:** Some proficiencies, character traits, abilities, etc.are the result of the character's race and/or background. These **must still be included** in the character file and will not be automatically added if omitted.

1.1 Basic Info

The character file will contain several basic information values that are fairly self-evident. The values for `character_class`, `background`, `race` and `alignment` must match entries in the standard 5e rules, and are case-insensitive. Refer to the D&D player's handbook for more information.

```
name = 'Inara Serradon'
character_class = 'wizard'
player_name = 'Mark'
background = "Acolyte"
```

```
race = "High-Elf"
level = 3
alignment = "Chaotic good"
xp = 2190
hp_max = 16
```

1.2 Character Portrait

```
portrait = True
```

If this is set to True and a corresponding portrait file exists, the portrait will be added to the character personality sheet. For now, the file must have a .jpeg extension and be named exactly the same as the character file. This might not work with every Image size. ca 550 * 700px seems to be the right format. Anything smaller should work, too. See the Bard1 example for a demonstration of this feature.

1.3 Ability Scores

Ability scores are numeric scores for each ability, as described in the player's handbook.

```
# Ability Scores
strength = 10
dexterity = 15
constitution = 14
intelligence = 16
wisdom = 12
charisma = 8
```

1.4 Proficiencies and Languages

This section may contain entries, one for `skill_proficiencies` and one for `languages`. `skill_proficiencies` must be an iterable of case-insensitive strings matching skills described in the player's handbook. Languages is a standard string, since language proficiency does not affect other areas of the character.

```
# Proficiencies and languages
skill_proficiencies = [
    'arcana',
    'insight',
    'investigation',
    'perception',
    'religion',
]
languages = "Common, Elvish, Draconic, Dwarvish, Goblin."
```

1.5 Inventory

There are five entries for currencies, which must be integers. `weapons` (iterable of strings), `armor` (string) and `shield` (string) must correspond to items available in the player's handbook. The `equipment` is a string that is rendered as-is on the character sheet.

> **Warning:** Not all weapons and armor have been entered into the `dungeonsheets` library. If you receive an `AttributeError` stating the item you entered is not defined despite being listed in the player's handbook, please submit an issue.

```
cp = 950
sp = 75
ep = 50
gp = 120
pp = 0
weapons = ('shortsword', 'shortbow')
armor = 'light leather armor'
shield = 'shield'
equipment = (
    """Shortsword, shortbow, 20 arrows, leather armor, thieves' tools,
    backpack, bell, 5 candles, crowbar, hammer, 10 pitons, 50 feet of
    hempen rope, hooded lantern, 2 flasks of oil, 5 days rations,
    tinderbox, waterskin, crowbar, set of dark common clothes
    including a hood, pouch.""")
```

1.6 Spells

Two entries are available for spell-casting, and only if the class supports spells. Both are lists of case-insensitive strings that must correspond to spells described in the player's handbook.

> **Warning:** Not all spells have been entered into the `dungeonsheets` library. If you receive a `UserWarning` stating the spell you entered is not defined despite being listed in the player's handbook, please submit an issue.

```
# List of known spells
spells = ('blindness deafness', 'burning hands', 'detect magic',
          'false life', 'mage armor', 'mage hand', 'magic missile',
          'prestidigitation', 'ray of frost', 'ray of sickness', 'shield',
          'shocking grasp', 'sleep',)
# Which spells have been prepared (not including cantrips)
spells_prepared = ('blindness deafness', 'false life', 'mage armor',
                   'ray of sickness', 'shield', 'sleep',)
```

Note: Some character classes have modified spellcasting mechanics that affects how these entries are intepreted.

- *Druid*

1.7 Personality and Backstory

This section contains string that describe the nature and backstory of the character. They will be printed as-is on the character sheet. Triple-quoted string and parenthesis may make the character's source file more readable, but are not required.

```
# Backstory
personality_traits = """I use polysyllabic words that convey the impression of
                        erudition. Also, I've spent so long in the temple that I have␣
→little
                        experience dealing with people on a casual basis."""

ideals = """Knowledge. The path to power and self-improvement is through
            knowledge."""

bonds = """The tome I carry with me is the record of my life's work so far,
           and no vault is secure enough to keep it safe."""

flaws = """I'll do just about anything to uncover historical secrets that
           would add to my research."""

features_and_traits = (
    """Spellcasting Ability: Intelligence is your spellcasting ability for
    your spells. The saving throw DC to resist a spell you cast is
    13. Your attack bonus when you make an attack with a spell is
    +5. See the rulebook for rules on casting your spells.

    Arcane Recovery: You can regain some of your magical energy by
    studying your spellbook. Once per day during a short rest, you can
    choose to recover expended spell slots with a combined level equal
    to or less than half your wizard level (rounded up).

    Darkvision: You see in dim light within a 60-foot radius of you as
    if it were bright light, and in darkness in that radius as if it
    were dim light. You can't discern color in darkness, only shades
    of gray.

    Fey Ancestry: You have advantage on saving throws against being
    charmed, and magic can't put you to sleep.

    Trance: Elves don't need to sleep. They meditate deeply, remaining
    semiconscious, for 4 hours a day and gain the same benefit a human
    does from 8 hours of sleep.

    Shelter of the Faithful: As a servant of Oghma, you command the
    respect of those who share your faith, and you can perform the
    rites of Oghma. You and your companions can expect to receive free
    healing and care at a temple, shrine, or other established
    presence of Oghma's faith. Those who share your religion will
    support you (and only you) at a modest lifestyle. You also have
    ties to the temple of Oghma in Neverwinter, where you have a
    residence. When you are in Neverwinter, you can call upon the
    priests there for assistance that won't endanger them.""")
```

1.8 Class-Specific Features

1.8.1 Druid

At level 2, druids choose a **circle**. This choice can affect available wild_forms, and spellcasting abilities. The `circle` entry should be set appropriately.

Druid's can transform into **wild shapes**, allowing them to adopt some of the abilities of their new form. To aid in keeping track on the possible shapes, Druids can have a listing for `wild_shapes`. This list should contain names of beasts listed in `dungeonsheets.monsters`, or instances of a subclass of `dungeonsheets.monsters.Monster`. If given, an extra *monster sheet* will be produced as part of the PDF. Beasts familiar to the druid but not yet accessible should still be listed to aid in record keeping; they will be greyed-out on the sheet.

Additionally, druids don't learn spells, instead **druids can prepare any spell available** provided it meets their level requirements. As such, the listing for `spells` is not needed and **all prepared spells and known cantrips** should be listed in the `spells_prepared` entry.

```python
# We're a moon druid, why not
circle = 'Moon'

# Spells are empty because we don't learn any spells
spells = []
# This one has all prepared spells and cantrips
spells_prepared = ['druidcraft', 'cure wounds']

# List of all the known wild shapes
wild_shapes = ["wolf", "crocodile", 'ape', 'ankylosaurus']
```

1.8.2 Aftificer

Artificers can specify known infusions. These will be rendered in a similar manner to spells. They can be given in the `infusions` attribute of the character file:

```python
infusions = ["enhanced_arcane_focus", "repulsion_shield"]
```

GM Notes

> **Warning:** GM notes files are python modules that are imported when parsed. **NEVER parse a gm notes file without inspecting it** to verify that there are no unexpected consequences, especially a file from someone you do not trust.

Dungeonsheets has the ability to parse a python file with entities needed for game manager (GM) session notes.

Each file must contain a line like:

```
dungeonsheets_version = "0.4.2"
sheet_type = "gm"
```

Without the version line, the `makesheets` command-line utility will ignore the file. This is necessary to avoid importing non-D&D python files. Without the `sheet_type` line, the file will be interpreted as a character sheet.

2.1 Basic Info

Currently, these attributes are supported: `monsters` and `session_title`. More attributes will be added in the future, but if there's something specific you have a need for, please consider contributing an issue or pull-request.

```
session_title = "Objects in Space"
monsters = ["ogre", "giant eagle"]
party = ["rogue1.py", "paladin2.py"]
```

`monsters` should be a list of either strings or subclasses of `Monster`. These entries will then by listed on the resulting PDF with their stat block and features.

`party` contains a list of filenames for the characters in the party. These will produce a summary table of the attributes of your party.

2.2 Random Tables

Random tables can be used in-game to make decisions on-the-fly. These tables can be included in the PDF using `random_tables`. Currently the following random tables are available.

- **"conjure animals"** - A list of options to choose from when a player casts the *Conjure Animals* spell.

- **"treasure"** - Tables for rolling treasure dropped by individuals or hoards.

Listing 1: Example:

```
random_tables = ["conjure animals"]
```

2.3 Adding Arbitrary Content

Additional content can be included in arbitrary sections that get added after the summary of the GM notes output. The `extra_content` attribute can accept a list of content that will be rendered as sections in the output document. Any subclass of *mechanics.Content* can be used. The section heading will be the *name* attribute of each piece of content, and the body will be the docstring.

For example, the following entry will be rendered as a new section with the heading "The Bar Fight":

```python
from dungeonsheets import mechanics


class BarFight(mechanics.Content):
    """If the characters decide to go to the *Alliance Friendly Bar*,
    they will probably have to fight their way out against 5 enemies
    (3 Veteran, 2 Soldier).

    """
    name = "The Bar Fight"

extra_content = [BarFight, ]
```

Advanced Features

> **Warning:** Character and GM files are python modules that are imported when parsed. **NEVER parse a character file without inspecting it** to verify that there are no unexpected consequences, especially a file from someone you do not trust.

3.1 Homebrew

Dungeonsheets provides mechanisms for including items and abilities outside of the standard rules ("homebrew"). This can be done in one of two ways.

1. As subclasses (recommended)
2. As strings

3.1.1 Subclasses (Recommended)

The best option is to define your homebrew item directly in the character file as a subclass of one of the basic mechanics:

- `dungeonsheets.spells.Spell`
- `dungeonsheets.features.Feature`
- `dungeonsheets.infusions.Infusion`
- `dungeonsheets.weapons.Weapon`
- `dungeonsheets.armor.Armor`
- `dungeonsheets.armor.Shield`
- `dungeonsheets.magic_items.MagicItem`

For convenience, these are all available in the `dungeonsheets.mechanics` module. With this approach, a homebrew weapon can be specified in the character file. See the relevant super class for relevant attributes.

```python
from dungeonsheets import mechanics


class DullSword(mechanics.Weapon):
    """Bonk things with it."""
    name = "Dullsword"
    base_damage = "10d6"


weapons = ['shortsword', DullSword]
```

These homebrew definitions can also be stored in a separate file (e.g. *my_homebrew.py*), then imported and used in multiple character files:

```python
from dungeonsheets import import_homebrew


my_homebrew = import_homebrew("my_campaign.py")

weapons = ["shortsword", my_homebrew.DullSword]
```

The `import_homebrew()` function also registers the module with the global content manager, so in the above example `weapons = [my_homebrew.DullSword]` and `weapons = ["dull sword"]` are equivalent. See the *Homebrew* example for more examples.

3.1.2 Magic Weapons and Armor

A common situation is the creation of homebrew weapons, armor and shields. With multiple inheritance, it is possible to include such a magic weapon as both a weapon and magic item:

```python
from dungeonsheets import mechanics


class DullSword(mechanics.Weapon, mechanics.MagicItem):
    """This magical sword does remarkably little damage."""
    name = "dull sword"
    # Weapon attributes, e.g.
    damage_bonus = -1
    attack_bonus = -1
    # Magical item attributes, e.g.
    item_type = "weapon"
    st_bonus_all = -1


weapons = [DullSword]
magic_items = [DullSword]
```

The same can be done by subclassing either `mechanics.Armor` or `mechanics.Shield` together with `mechanics.MagicItem`.

3.1.3 Strings

If a mechanic is listed in a character file, but not built into dungeonsheets, it will still be listed on the character sheet with generic attributes. This should be viewed as a fallback to the recommended subclass method above, so that attributes and descriptions can be given.

3.2 Roll20 (VTTES) and Foundry JSON Files

Dungeonsheets has partial support for reading JSON files exported either from roll20.net using the VTTES browser extension, or directly from Foundry VTT by choosing *export data* from the actor's right-click menu. This allows character sheets to be exported from roll20.net and foundry, and then rendered into full character sheets.

3.3 Cascading Sheets

Character and GM sheet files can **inherit from other character and GM files**. This has two primary use cases:

1. A parent GM sheet can be made for a campaign, and then child sheets can provide only the specific details needed for each session.

2. When importing JSON files from roll20 or Foundry VTT, missing features (e.g. Druid wild shapes) can be added manually.

Sheet cascading is activated by using the `parent_sheets` attribute in a python sheet file, which should be a list of paths to other sheets (either `.py` or `.json`):

Listing 1: gm_session1_notes.py

```
dungeonsheets_version = "0.15.0"
monsters = ['giant eagle', 'wolf', 'goblin']
parent_sheets = ['gm_generic_notes.py']
```

Listing 2: gm_generic_notes.py

```
dungeonsheets_version = "0.15.0"
party = ["rogue1.py", "paladin2.py", ...]
```

CHAPTER 4

Examples

This page lists example character files. These files are found in the `examples/` directory, and can be compiled with
`$ makesheets examples/`.

- *Artificer*
- *Barbarian*
- *Bard*
- *Cleric*
- *Druid*
- *Fighter*
- *Homebrew*
- *Monk*
- *Multi-Classing*
- *Paladin*
- *Ranger*
- *Rogue*
- *Sorceror*
- *Warlock*
- *Wizard*

4.1 Artificer

```python
"""This file describes the heroic adventurer Cemzack.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.10.1"


name = "Cemzack"
player_name = ""

# Be sure to list Primary class first
classes = ['Artificer']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [20]   # ex: [10] or [3, 2]
subclasses = ["Artillerist"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Sailor"
race = "Rock Gnome"
alignment = "Neutral good"


xp = 0
hp_max = 149
inspiration = 0  # integer inspiration value


# Ability Scores
strength = 13
dexterity = 16
constitution = 18
intelligence = 20
wisdom = 12
charisma = 10


# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('investigation', 'sleight of hand', 'athletics', 'perception')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ('sharpshooter')

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()
```

```python
# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)

# Proficiencies and languages
languages = """Common, Gnomish"""

# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0

# TODO: Put your equipped weapons and armor here
weapons = []  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = "Breastplate"  # Eg "leather armor"
shield = "None"  # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ()  # Todo: Learn some spells

# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')

# Infusions for Artificer
infusions = ('boots of the winding path', 'enhanced arcane focus',
             'enhanced defense', 'enhanced weapon', 'repeating shot',
             'homunculus servant', 'radiant weapon', 'replicate magic item',
             'repulsion shield', 'resistant armor', 'returning weapon')
# Ex: ('repeating shot', 'replicate magic item')

# Backstory
# Describe your backstory here
personality_traits = """TODO: Describe how your character behaves, interacts with
→others"""

ideals = """TODO: Describe what values your character believes in."""

bonds = """TODO: Describe your character's commitments or ongoing quests."""

flaws = """TODO: Describe your character's interesting flaws."""
```

```python
features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

4.2 Barbarian

```python
"""This file describes the heroic adventurer Barbarian1.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"


name = "Barbarian1"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Barbarian']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [20]  # ex: [10] or [3, 2]
subclasses = ["Path of the Berserker"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Acolyte"
race = "Hill Dwarf"
alignment = "Lawful good"

xp = 0
hp_max = 168
inspiration = 0  # integer inspiration value

# Ability Scores
strength = 15
dexterity = 14
constitution = 15
intelligence = 12
wisdom = 11
charisma = 8

# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('animal handling', 'athletics', 'insight', 'religion')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()
```

```python
# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)

# Proficiencies and languages
languages = """Draconic, Elvish, Common, Dwarvish"""

# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0

# TODO: Put your equipped weapons and armor here
weapons = ('greataxe', 'warhammer',)  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = ""   # Eg "light leather armor"
shield = "shield"  # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ()  # Todo: Learn some spells

# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

```python
"""This file describes the heroic adventurer Barbarian2.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"


name = "Barbarian2"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Barbarian']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [20]   # ex: [10] or [3, 2]
subclasses = ["Path of the Totem Warrior"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Charlatan"
race = "Mountain Dwarf"
alignment = "Lawful evil"

xp = 0
hp_max = 168
inspiration = 0  # integer inspiration value

# Ability Scores
strength = 17
dexterity = 14
constitution = 15
intelligence = 12
wisdom = 10
charisma = 8

# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('survival', 'perception', 'deception', 'sleight of hand')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ('bear aspect', 'tiger spirit', 'elk attunement')

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()   # ex: ('shortsword', 'quarterstaff')
```

(continues on next page)

```python
proficiencies_text = ()  # ex: ("thieves' tools",)


# Proficiencies and languages
languages = """Common, Dwarvish"""


# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0


# TODO: Put your equipped weapons and armor here
weapons = ('handaxe', 'greatsword') # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = ""  # Eg "light leather armor"
shield = ""  # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ()  # Todo: Learn some spells

# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

4.3 Bard

```python
"""This file describes the heroic adventurer Bard1.
```

```python
It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"

name = "Bard1"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Bard']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [20]  # ex: [10] or [3, 2]
subclasses = ["College of Valor"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Criminal"
race = "High Elf"
alignment = "Chaotic good"

xp = 0
hp_max = 105
inspiration = 0  # integer inspiration value

# Ability Scores
strength = 8
dexterity = 12
constitution = 12
intelligence = 14
wisdom = 14
charisma = 15

# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('animal handling', 'athletics', 'history', 'deception',
→'stealth', 'perception')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ('history', 'deception')

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)
```

```python
# Proficiencies and languages
languages = """Common, Elvish, [choose one]"""


# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0


# TODO: Put your equipped weapons and armor here
weapons = ('shortsword',)  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = "studded leather armor"  # Eg "leather armor"
shield = ""  # Eg "shield"


equipment = """TODO: list the equipment and magic items your character carries"""


attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""


# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('blade ward', 'light', 'minor illusion',
                   'bane', 'charm person', 'identify', 'sleep',
                   'invisibility', 'fear', 'confusion', 'dream', 'eyebite',
                   'teleport')  # Todo: Learn some spells

# Which spells have not been prepared
__spells_unprepared = ('silent image', 'bestow curse')

# all spells known
spells = spells_prepared + __spells_unprepared


# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""


ideals = """TODO: What does your character believe in?"""


bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""


flaws = """TODO: Describe your characters interesting flaws.
"""


features_and_traits = """TODO: Describe other features and abilities your
character has."""


portrait = True
```

```python
"""This file describes the heroic adventurer Bard2.
```

```
It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"

name = "Bard2"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Bard']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [20]   # ex: [10] or [3, 2]
subclasses = ["College of Whispers"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Spy"
race = "Wood Elf"
alignment = "Neutral good"

xp = 0
hp_max = 105
inspiration = 0  # integer inspiration value

# Ability Scores
strength = 8
dexterity = 12
constitution = 12
intelligence = 13
wisdom = 15
charisma = 15

# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('performance', 'persuasion', 'religion', 'deception', 'stealth
→', 'perception')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ('deception', 'performance')

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)
```

```python
# Proficiencies and languages
languages = """Common, Elvish"""


# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0


# TODO: Put your equipped weapons and armor here
weapons = ('rapier',)  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = "leather armor"  # Eg "leather armor"
shield = ""  # Eg "shield"


equipment = """TODO: list the equipment and magic items your character carries"""


attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""


# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('blade ward', 'light', 'minor illusion',
                   'bane', 'charm person', 'identify', 'sleep',
                   'invisibility', 'fear', 'confusion', 'dream', 'eyebite',
                   'teleport')  # Todo: Learn some spells


# Which spells have not been prepared
__spells_unprepared = ('silent image', 'bestow curse')


# all spells known
spells = spells_prepared + __spells_unprepared


# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""


ideals = """TODO: What does your character believe in?"""


bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""


flaws = """TODO: Describe your characters interesting flaws.
"""


features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

4.4 Cleric

```python
"""This file describes the heroic adventurer Cleric1.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"


name = "Cleric1"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Cleric']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [20]  # ex: [10] or [3, 2]
subclasses = ["Life Domain"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Entertainer"
race = "Dark Elf"
alignment = "Lawful good"


xp = 0
hp_max = 105
inspiration = 0  # integer inspiration value


# Ability Scores
strength = 13
dexterity = 16
constitution = 12
intelligence = 10
wisdom = 15
charisma = 9


# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('insight', 'medicine', 'acrobatics', 'performance', 'perception
↪')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()
```

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```python
# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)

# Proficiencies and languages
languages = """Common, Elvish"""

# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0

# TODO: Put your equipped weapons and armor here
weapons = ('warhammer',)  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = "plate mail"  # Eg "light leather armor"
shield = "shield"  # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('light', 'sacred flame', 'bless', 'cure wounds', 'aid', 'hold␣
↪person',
                   'daylight', 'banishment', 'geas', 'heal')  # Todo: Learn some␣
↪spells

# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

```python
"""This file describes the heroic adventurer Cleric2.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"


name = "Cleric2"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Cleric']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [20]   # ex: [10] or [3, 2]
subclasses = ["Death Domain"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Gladiator"
race = "Lightfoot Halfling"
alignment = "Chaotic good"


xp = 0
hp_max = 105
inspiration = 0  # integer inspiration value


# Ability Scores
strength = 14
dexterity = 15
constitution = 12
intelligence = 10
wisdom = 15
charisma = 9


# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('insight', 'religion', 'acrobatics', 'performance')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
```

```python
proficiencies_text = ()  # ex: ("thieves' tools",)


# Proficiencies and languages
languages = """Common, Halfling"""


# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0


# TODO: Put your equipped weapons and armor here
weapons = ('mace',)  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = "scale mail"  # Eg "leather armor"
shield = ""  # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""


# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('light', 'sacred flame', 'bless', 'cure wounds', 'aid', 'hold␣
↪person',
                   'daylight', 'banishment', 'geas', 'heal')  # Todo: Learn some␣
↪spells


# Which spells have not been prepared
__spells_unprepared = ()


# all spells known
spells = spells_prepared + __spells_unprepared


# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""


ideals = """TODO: What does your character believe in?"""


bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""


flaws = """TODO: Describe your characters interesting flaws.
"""


features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

4.5 Druid

```
"""This file describes the heroic adventurer Druid1.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"

name = "Druid1"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Druid']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [18]  # ex: [10] or [3, 2]
subclasses = ["Circle of the Moon"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Folk Hero"
race = "Stout Halfling"
alignment = "True neutral"

xp = 0
hp_max = 63
inspiration = 0  # integer inspiration value

# Ability Scores
strength = 10
dexterity = 15
constitution = 9
intelligence = 14
wisdom = 15
charisma = 12

# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('arcana', 'insight', 'animal handling', 'survival')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()
```

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```python
# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)

# Proficiencies and languages
languages = """Common, Halfling"""

# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0

# TODO: Put your equipped weapons and armor here
weapons = ('club', 'sickle')  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = "hide armor"  # Eg "leather armor"
shield = ""  # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('shillelagh', 'poison spray', 'druidcraft',
                   'speak with animals', 'entangle', 'cure wounds',
                   'create or destroy water')

# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

wild_shapes = ["wolf", "crocodile", "giant eagle", 'ape', 'ankylosaurus']

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

```python
"""This file describes the heroic adventurer Druid2.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"


name = "Druid2"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Druid']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [10]  # ex: [10] or [3, 2]
subclasses = ["Circle of Dreams"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Guild Artisan"
race = "Human"
alignment = "Chaotic good"

xp = 0
hp_max = 105
inspiration = 0  # integer inspiration value

# Ability Scores
strength = 11
dexterity = 9
constitution = 13
intelligence = 14
wisdom = 15
charisma = 16

# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('arcana', 'medicine', 'insight', 'persuasion')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
```

```python
proficiencies_text = ()  # ex: ("thieves' tools",)


# Proficiencies and languages
languages = """[choose one], [choose one], Common, [choose one]"""


# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0


# TODO: Put your equipped weapons and armor here
weapons = ('spear', 'sling')  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = "leather armor"  # Eg "leather armor"
shield = ""  # Eg "shield"


equipment = """TODO: list the equipment and magic items your character carries"""


attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""


# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('shillelagh', 'poison spray', 'druidcraft',
                   'speak with animals', 'entangle', 'cure wounds',
                   'create or destroy water')


# Which spells have not been prepared
__spells_unprepared = ()


# all spells known
spells = spells_prepared + __spells_unprepared


wild_shapes = ["wolf", "crocodile", "giant eagle", 'ape', 'ankylosaurus']


# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""


ideals = """TODO: What does your character believe in?"""


bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""


flaws = """TODO: Describe your characters interesting flaws.
"""


features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

```python
"""This file describes the heroic adventurer Druid3.
```

```python
It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"

name = "Druid3"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Druid']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [11]  # ex: [10] or [3, 2]
subclasses = ["Circle of the Land"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Urchin"
race = "Wood Elf"
alignment = "Chaotic good"

xp = 0
hp_max = 60
inspiration = 0  # integer inspiration value

# Ability Scores
strength = 8
dexterity = 12
constitution = 12
intelligence = 13
wisdom = 15
charisma = 15

# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('insight', 'medicine', 'sleight of hand', 'stealth',
→'perception')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ('underdark',)

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)
```

Chapter 4. Examples

```python
# Proficiencies and languages
languages = """Common, Elvish"""

# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0

# TODO: Put your equipped weapons and armor here
weapons = ('club', 'sickle')  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = ""  # Eg "leather armor"
shield = ""  # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('shillelagh', 'poison spray', 'druidcraft',
                   'speak with animals', 'entangle', 'cure wounds',
                   'create or destroy water')

# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Wild shapes for Druid
wild_shapes = ["wolf", "crocodile", "giant eagle", 'ape', 'ankylosaurus']

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

4.6 Fighter

```python
"""This file describes the heroic adventurer Fighter1.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"


name = "Fighter1"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Fighter']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [15]  # ex: [10] or [3, 2]
subclasses = ["Battle Master"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Noble"
race = "Dragonborn"
alignment = "Neutral good"


xp = 0
hp_max = 96
inspiration = 0  # integer inspiration value


# Ability Scores
strength = 17
dexterity = 14
constitution = 13
intelligence = 12
wisdom = 10
charisma = 9


# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('athletics', 'intimidation', 'history', 'persuasion')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ('commanders strike', 'disarming attack', 'distracting strike',
            'evasive footwork', 'rally', 'parry', 'sweeping attack',
            'lunging attack')

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
```

```python
feature_choices = ()

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)

# Proficiencies and languages
languages = """Elvish, Common, Draconic"""

# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0

# TODO: Put your equipped weapons and armor here
weapons = ('greatsword', 'longbow', 'battleaxe')  # Example: ('shortsword', 'longsword
↪')
magic_items = ()  # Example: ('ring of protection',)
armor = "chain mail"  # Eg "leather armor"
shield = ""  # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ()  # Todo: Learn some spells

# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

```python
"""This file describes the heroic adventurer Fighter2.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"


name = "Fighter2"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Fighter']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [8]  # ex: [10] or [3, 2]
subclasses = ["Eldritch Knight"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Knight"
race = "Forest Gnome"
alignment = "Lawful evil"


xp = 0
hp_max = 54
inspiration = True  # integer inspiration value

# Ability Scores
strength = 15
dexterity = 14
constitution = 12
intelligence = 16
wisdom = 10
charisma = 8

# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('athletics', 'insight', 'history', 'persuasion')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
```

```python
proficiencies_text = ()  # ex: ("thieves' tools",)


# Proficiencies and languages
languages = """[choose one], Common, Gnomish"""


# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0


# TODO: Put your equipped weapons and armor here
weapons = ('longsword', 'spear')  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = "half plate"  # Eg "leather armor"
shield = "shield"  # Eg "shield"


equipment = """TODO: list the equipment and magic items your character carries"""


attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""


# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('light', 'mage armor', 'fire bolt', 'magic missile',
                   'invisibility')  # Todo: Learn some spells


# Which spells have not been prepared
__spells_unprepared = ()


# all spells known
spells = spells_prepared + __spells_unprepared


# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')


# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""


ideals = """TODO: What does your character believe in?"""


bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""


flaws = """TODO: Describe your characters interesting flaws.
"""


features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

4.7 Homebrew

```python
"""This file describes the heroic adventurer Homebrewelda.

This example demonstrates how to add homebrew spells into the game.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""
from dungeonsheets import mechanics, import_homebrew

# Load the module containing the homebrew content.
_campaign = import_homebrew("homebrew_campaign.py")

dungeonsheets_version = "0.9.4"

name = "Homebrewelda"
player_name = "Clara"

# Be sure to list Primary class first
classes = ['Wizard']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [20]  # ex: [10] or [3, 2]
subclasses = ["School of Transmutation"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Hermit"
race = "Air Genasi"
alignment = "Chaotic neutral"

xp = 0
hp_max = 105
inspiration = 0  # integer inspiration value

# Ability Scores
strength = 8
dexterity = 11
constitution = 14
intelligence = 15
wisdom = 13
charisma = 14

# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('arcana', 'history', 'medicine', 'religion')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
class Juggler(mechanics.Feature):
    """You can juggle like a pro!"""
    name = "Juggler"
features = (Juggler, "master_of_ceremonies")
```

(continues on next page)

```python
# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()


class DullSword(mechanics.Weapon, mechanics.MagicItem):
    """Bonk things with it."""
    name = "Dullsword"
    damage_bonus = -1


# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = (DullSword,)  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ("dull sword",)  # ex: ("thieves' tools",)

# Proficiencies and languages
languages = """[choose one], Common, Primoridal"""

# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0

# Put your equipped weapons and armor here

class RobeOfBreadSummoning(mechanics.MagicItem):
    """Shamefully stolen from the "D&D minus" podcast."""
    name = "Robe of Bread Summoning"


class PlotArmor(mechanics.Armor, mechanics.MagicItem):
    """Ensures you never take too much damage that the story suffers."""
    name = "Plot armor"
    base_armor_class = 23


class MeatShield(mechanics.Shield, mechanics.MagicItem):
    """An NPC that can block everything."""
    name = "Meat shield"
    base_armor_class = 114
    st_bonus_all = 15


weapons = (DullSword, "rusty_shiv", _campaign.BrightSword)  # Example: ('shortsword',
↪'longsword')
magic_items = (RobeOfBreadSummoning, "staff_of_the_arbor_abode", DullSword,␣
↪MeatShield, PlotArmor)
armor = PlotArmor # Eg "leather armor"
shield = MeatShield # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""
```

```python
attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

class MagicFlask(mechanics.Spell):
    """A spectral, floating hand appears at a point you choose within
    range holding a flask of finely distilled spirits.

    The flask lasts for the duration or until you dismiss it as an
    action. The flask vanishes if it is ever more than 30 feet away
    from you or if you cast this spell again.

    You can use your action to take a sip of the flask or provide a
    sip to a willing target. You can move the hand up to 30 feet each
    time you use it.

    """
    name = "Magic Flask"
    level = 0
    casting_time = "1 action"
    casting_range = "30 feet"
    components = ('V', 'S')
    materials = """"""
    duration = "1 minute"
    ritual = False
    magic_school = "Conjuration"
    classes = ('Bard', 'Warlock', 'Wizard')


# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('acid splash', 'animate_objects', 'ray of frost', 'light', 'friends
↪',
                   'disguise self', 'identify', 'jump',
                   'blur', 'knock', 'shatter',
                   'blink', 'fly', 'slow',
                   'blight', 'ice storm',
                   'cone of cold', 'magic jar',
                   'teleport', 'maze', 'wish',
                   # Home brew stuff:
                   MagicFlask, 'summon_corgis')

# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""
```

```python
bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

4.8 Monk

```python
"""This file describes the heroic adventurer Monk1.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"

name = "Monk1"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Monk']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [20]  # ex: [10] or [3, 2]
subclasses = ["Way of the Open Hand"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Charlatan"
race = "Forest Gnome"
alignment = "Lawful good"

xp = 0
hp_max = 105
hp_current = 92
hp_temp = 0
inspiration = 0  # integer inspiration value

# Ability Scores
strength = 8
dexterity = 16
constitution = 13
intelligence = 14
wisdom = 14
charisma = 10

# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('athletics', 'religion', 'deception', 'sleight of hand')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()
```

```python
# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)

# Proficiencies and languages
languages = """Common, Gnomish"""

# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0

# TODO: Put your equipped weapons and armor here
weapons = ()  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = ""  # Eg "leather armor"
shield = ""  # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ()  # Todo: Learn some spells

# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""
```

```python
ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""

age = 22
height = "3'11\""
weight = "47lb"
eyes = "Brown"
skin = "White tan"
hair = "Short and brown"
# Background
allies = """TODO: List what allies your character has."""
faction_name = "TODO: Name of your faction"
# faction_symbol = placeholder not sure how to implement
backstory = """TODO: Describe your character's backstory"""
other_feats_traits = """TODO: Describe your character's other feats and traits"""
treasure = """TODO: Describe what treasures you character owns."""
```

```python
"""This file describes the heroic adventurer Monk1.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"

name = "Monk1"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Monk']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [20]  # ex: [10] or [3, 2]
subclasses = ["Way of the Open Hand"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Pirate"
race = "Half-Elf"
alignment = "Lawful good"

xp = 0
hp_max = 105
inspiration = 0  # integer inspiration value

# Ability Scores
strength = 14
dexterity = 15
```

```
constitution = 13
intelligence = 12
wisdom = 10
charisma = 10

# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('acrobatics', 'history', 'insight', 'religion', 'athletics',
↪'perception')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)

# Proficiencies and languages
languages = """Common, Elvish, [choose one]"""

# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0

# TODO: Put your equipped weapons and armor here
weapons = ()  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = ""  # Eg "leather armor"
shield = ""  # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ()  # Todo: Learn some spells

# Which spells have not been prepared
```

```
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

4.9 Multi-Classing

```
"""This file describes the heroic adventurer Multiclass1.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"

name = "Multiclass1"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Sorceror', 'Fighter']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [8, 4]  # ex: [10] or [3, 2]
subclasses = ["Divine Soul", "Champion"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Charlatan"
race = "Wood Elf"
alignment = "Chaotic good"

xp = 0
hp_max = 34
inspiration = 0  # integer inspiration value

# Ability Scores
```

```python
strength = 12
dexterity = 12
constitution = 8
intelligence = 14
wisdom = 14
charisma = 15


# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('arcana', 'intimidation', 'deception', 'sleight of hand',
↪'perception')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ('dueling',)

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)

# Proficiencies and languages
languages = """Common, Elvish"""

# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0

# TODO: Put your equipped weapons and armor here
weapons = ('shortsword', 'dagger',)  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = "studded leather armor"  # Eg "leather armor"
shield = ""  # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('light', 'friends', 'magic missile', 'fireball', 'invisibility')
↪# Todo: Learn some spells
```

```python
# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

```python
"""This file describes the heroic adventurer Multiclass2.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"


name = "Multiclass2"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Barbarian', 'Monk']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [8, 2]  # ex: [10] or [3, 2]
subclasses = ["Path of the Ancestral Guardian", '']  # ex: ['Necromacy'] or ['Thief',␣
↪None]
background = "Spy"
race = "Half-Orc"
alignment = "Neutral good"

xp = 0
hp_max = 84
inspiration = 0  # integer inspiration value

# Ability Scores
strength = 17
```

```
dexterity = 14
constitution = 14
intelligence = 12
wisdom = 10
charisma = 8


# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('animal handling', 'athletics', 'deception', 'stealth',
↪'intimidation')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()


# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()


# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()


# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)


# Proficiencies and languages
languages = """Common, Orc"""


# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0


# TODO: Put your equipped weapons and armor here
weapons = ('spear', 'greataxe',)  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = ""  # Eg "leather armor"
shield = ""  # Eg "shield"


equipment = """TODO: list the equipment and magic items your character carries"""


attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""


# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ()  # Todo: Learn some spells
```

```python
# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

4.10 Paladin

```python
"""This file describes the heroic adventurer Paladin1.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"

name = "Paladin1"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Paladin']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [20]  # ex: [10] or [3, 2]
subclasses = ["Oath of Conquest"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Clan Crafter"
race = "Tiefling"
alignment = "Neutral evil"

xp = 0
hp_max = 126
inspiration = 0  # integer inspiration value
```

```python
# Ability Scores
strength = 15
dexterity = 13
constitution = 12
intelligence = 11
wisdom = 8
charisma = 16


# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('intimidation', 'persuasion', 'history', 'insight')


# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()


# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()


# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ('great-weapon master', )


# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)


# Proficiencies and languages
languages = """Dwarvish, Common, Infernal"""


# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0


# TODO: Put your equipped weapons and armor here
weapons = ('greatsword', 'spear',)  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = "chain mail"  # Eg "leather armor"
shield = ""  # Eg "shield"


equipment = """TODO: list the equipment and magic items your character carries"""


attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""


# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('bless', 'cure wounds', 'magic weapon', 'daylight',
```

```
                    'geas')  # Todo: Learn some spells

# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

```
"""This file describes the heroic adventurer Paladin1.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"


name = "Paladin1"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Paladin']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [20]  # ex: [10] or [3, 2]
subclasses = ["Oath of Conquest"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Clan Crafter"
race = "Tiefling"
alignment = "Neutral evil"


xp = 0
hp_max = 126
inspiration = 0  # integer inspiration value

# Ability Scores
strength = 15
```

```python
dexterity = 13
constitution = 12
intelligence = 11
wisdom = 8
charisma = 16


# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('intimidation', 'persuasion', 'history', 'insight')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ('defense',)

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)

# Proficiencies and languages
languages = """Dwarvish, Common, Infernal"""

# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0

# TODO: Put your equipped weapons and armor here
weapons = ('longsword', 'warhammer', 'spear')  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = "plate mail"  # Eg "leather armor"
shield = "shield"  # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('bless', 'cure wounds', 'magic weapon', 'daylight',
                   'geas')  # Todo: Learn some spells
```

```python
# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

4.11 Ranger

```python
"""This file describes the heroic adventurer Ranger1.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"

name = "Ranger1"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Ranger']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [20]  # ex: [10] or [3, 2]
subclasses = ["Hunter"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Mercenary Veteran"
race = "Tabaxi"
alignment = "Neutral good"

xp = 0
hp_max = 147
inspiration = 0  # integer inspiration value
```

```
# Ability Scores
strength = 10
dexterity = 17
constitution = 14
intelligence = 13
wisdom = 12
charisma = 11


# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('animal handling', 'nature', 'survival', 'athletics',
↪'persuasion', 'perception', 'stealth')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()


# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()


# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ('escape the horde', 'archery', 'giant killer', 'volley',
                   'uncanny dodge')

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)

# Proficiencies and languages
languages = """Common, Elvish"""

# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0

# TODO: Put your equipped weapons and armor here
weapons = ('longbow',)  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = "studded leather armor"  # Eg "leather armor"
shield = ""  # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

# List of known spells
```

```python
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('animal friendship', 'fog cloud', 'barkskin',
                   'daylight', 'stoneskin', 'tree stride')  # Todo: Learn some spells

# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

```python
"""This file describes the heroic adventurer Ranger2.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"


name = "Ranger2"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Ranger']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [3]  # ex: [10] or [3, 2]
subclasses = ["Horizon Walker"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Uthgardt Tribe Member"
race = "Lizardfolk"
alignment = "Neutral good"


xp = 0
hp_max = 24
inspiration = 0  # integer inspiration value
```

```python
# Ability Scores
strength = 13
dexterity = 15
constitution = 12
intelligence = 8
wisdom = 15
charisma = 12


# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('athletics', 'insight', 'investigation')


# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()


# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()


# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ('dueling',)


# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)


# Proficiencies and languages
languages = """Dwarvish, Common, Draconic"""


# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0


# TODO: Put your equipped weapons and armor here
weapons = ('rapier', 'hand crossbow')  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = "chain shirt"  # Eg "leather armor"
shield = ""  # Eg "shield"


equipment = """TODO: list the equipment and magic items your character carries"""


attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""


# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ()  # Todo: Learn some spells
```

```python
# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

```python
"""This file describes the heroic adventurer Ranger3.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"


name = "Ranger3"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Revised Ranger']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [8]  # ex: [10] or [3, 2]
subclasses = ["Beast Conclave"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Courtier"
race = "Fire Genasi"
alignment = "Lawful good"


xp = 0
hp_max = 72
inspiration = 0  # integer inspiration value

# Ability Scores
strength = 13
dexterity = 15
```

```python
constitution = 16
intelligence = 13
wisdom = 10
charisma = 8

# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('animal handling', 'athletics', 'investigation', 'insight',
↪'persuasion')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ('two-weapon fighting',)

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)

# Proficiencies and languages
languages = """celestial, elvish, Common, Primoridal"""

# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0

# TODO: Put your equipped weapons and armor here
weapons = ('longbow', 'shortsword', 'dagger')  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = ""  # Eg "leather armor"
shield = ""  # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('animal friendship', 'fog cloud', 'barkskin',
                   'daylight', 'stoneskin', 'tree stride')  # Todo: Learn some spells
```

```python
# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

4.12 Rogue

```python
"""This file describes the heroic adventurer Rogue1.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"


name = "Rogue1"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Rogue']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [20]   # ex: [10] or [3, 2]
subclasses = ["Thief"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Inheritor"
race = "Aarakocra"
alignment = "Chaotic evil"


xp = 0
hp_max = 105
inspiration = 0  # integer inspiration value
```

```python
# Ability Scores
strength = 10
dexterity = 17
constitution = 13
intelligence = 14
wisdom = 13
charisma = 8

# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('acrobatics', 'athletics', 'deception', 'insight',
↪'intimidation', 'survival')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ('acrobatics', 'athletics', 'deception', 'insight')

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)

# Proficiencies and languages
languages = """[choose one], Common, Aarakocra, Auran"""

# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0

# TODO: Put your equipped weapons and armor here
weapons = ('rapier', 'dagger', 'shortbow')  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = ""  # Eg "leather armor"
shield = ""  # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
```

```python
spells_prepared = ()  # Todo: Learn some spells

# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""


ideals = """TODO: What does your character believe in?"""


bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""


flaws = """TODO: Describe your characters interesting flaws.
"""


features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

```python
"""This file describes the heroic adventurer Rogue1.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"


name = "Rogue2"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Rogue']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [10]  # ex: [10] or [3, 2]
subclasses = ["Swashbuckler"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Outlander"
race = "Deep Gnome"
alignment = "Chaotic good"


xp = 0
hp_max = 55
inspiration = 0  # integer inspiration value

# Ability Scores
strength = 15
```

```
dexterity = 15
constitution = 13
intelligence = 14
wisdom = 10
charisma = 8

# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('deception', 'insight', 'intimidation', 'investigation',
↪'athletics', 'survival')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ('investigation', 'survival', 'athletics', 'insight')

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)

# Proficiencies and languages
languages = """[choose one], Common, Gnomish, Undercommon"""

# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0

# TODO: Put your equipped weapons and armor here
weapons = ('shortsword', 'dart')  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = ""  # Eg "leather armor"
shield = ""   # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ()  # Todo: Learn some spells
```

```python
# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

4.13 Sorceror

```python
"""This file describes the heroic adventurer Sorceror1.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"

name = "Sorceror1"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Sorceror']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [20]  # ex: [10] or [3, 2]
subclasses = ["Wild Magic"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Waterdhavian Noble"
race = "Triton"
alignment = "Neutral evil"

xp = 0
hp_max = 105
inspiration = 0  # integer inspiration value
```

```python
# Ability Scores
strength = 11
dexterity = 8
constitution = 14
intelligence = 14
wisdom = 12
charisma = 16


# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('deception', 'insight', 'history', 'persuasion')


# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()


# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()


# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()


# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)


# Proficiencies and languages
languages = """[choose one], Common, Primordial"""


# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0


# TODO: Put your equipped weapons and armor here
weapons = ('spear',)  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = ""  # Eg "leather armor"
shield = ""  # Eg "shield"


equipment = """TODO: list the equipment and magic items your character carries"""


attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""


# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('acid_splash', 'blade ward', 'friends', 'light',
```

```
                    'burning hands', 'disguise self', 'jump',
                    'blur', 'invisibility', 'knock',
                    'fly', 'fireball',
                    'banishment', 'cloudkill', 'teleport', 'wish')  # Todo: Learn some␣
↪spells


# Which spells have not been prepared
__spells_unprepared = ()


# all spells known
spells = spells_prepared + __spells_unprepared


# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')


# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""


ideals = """TODO: What does your character believe in?"""


bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""


flaws = """TODO: Describe your characters interesting flaws.
"""


features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

```
"""This file describes the heroic adventurer Sorceror2.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"


name = "Sorceror2"
player_name = "Ben"


# Be sure to list Primary class first
classes = ['Sorceror']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [16]  # ex: [10] or [3, 2]
subclasses = ["Shadow Magic"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Cloistered Scholar"
race = "Fallen Aasimar"
alignment = "Lawful good"


xp = 0
hp_max = 68
```

```
inspiration = 0  # integer inspiration value


# Ability Scores
strength = 9
dexterity = 10
constitution = 12
intelligence = 13
wisdom = 14
charisma = 17


# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('arcana', 'deception', 'insight', 'history')


# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()


# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()


# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()


# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)


# Proficiencies and languages
languages = """[choose one], [choose one], Common, Celestial"""


# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0


# TODO: Put your equipped weapons and armor here
weapons = ('dagger',)  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = ""  # Eg "leather armor"
shield = ""  # Eg "shield"


equipment = """TODO: list the equipment and magic items your character carries"""


attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""


# List of known spells
```

```
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('acid_splash', 'blade ward', 'friends', 'light',
                   'burning hands', 'disguise self', 'jump',
                   'blur', 'invisibility', 'knock',
                   'fly', 'fireball',)  # Todo: Learn some


# Which spells have not been prepared
__spells_unprepared = ()


# all spells known
spells = spells_prepared + __spells_unprepared


# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')


# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""


ideals = """TODO: What does your character believe in?"""


bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""


flaws = """TODO: Describe your characters interesting flaws.
"""


features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

4.14 Warlock

```
"""This file describes the heroic adventurer Warlock1.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"


name = "Warlock1"
player_name = "Ben"


# Be sure to list Primary class first
classes = ['Warlock']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [20]  # ex: [10] or [3, 2]
subclasses = ["The Fiend Patron"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Uthgardt Tribe Member"
race = "Kenku"
```

```
alignment = "Neutral good"


xp = 0
hp_max = 105
inspiration = 0  # integer inspiration value


# Ability Scores
strength = 8
dexterity = 12
constitution = 12
intelligence = 13
wisdom = 15
charisma = 15


# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('arcana', 'deception', 'history', 'intimidation')


# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()


# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ('ascendant step', 'beast speech', 'devils sight', 'eyes of the rune keeper
→',
            'sign of ill omen', 'thirsting blade', 'whispers of the grave',
            'sculptor of flesh')


# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ('pact of the blade',)


# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)


# Proficiencies and languages
languages = """Elvish, Common, Auran"""


# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0


# TODO: Put your equipped weapons and armor here
weapons = ('dagger',)  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = "leather armor"  # Eg "leather armor"
shield = ""  # Eg "shield"
```

```python
equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('blade ward', 'minor illusion',
                   'hex', 'witch bolt',
                   'darkness',
                   'fly',
                   'scrying')  # Todo: Learn some spells

# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

```python
"""This file describes the heroic adventurer Warlock2.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"

name = "Warlock2"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Warlock']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
```

```python
levels = [8]   # ex: [10] or [3, 2]
subclasses = ["Hexblade Patron"]  # ex: ['Necromacy'] or ['Thief', None]
background = "City Watch"
race = "Firbolg"
alignment = "Neutral evil"


xp = 0
hp_max = 27
inspiration = 0  # integer inspiration value

# Ability Scores
strength = 13
dexterity = 10
constitution = 8
intelligence = 13
wisdom = 16
charisma = 15


# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('deception', 'history', 'athletics', 'insight')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ('mask of many faces', 'minions of chaos', 'one with shadows',
            'repelling blast')

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ('pact of the tome',)

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)

# Proficiencies and languages
languages = """Celestial, Dwarvish, Common, Elvish, Giant"""

# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0

# TODO: Put your equipped weapons and armor here
weapons = ('greatsword',)  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
```

```python
armor = "chain mail"  # Eg "leather armor"
shield = ""  # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('blade ward', 'minor illusion',
                   'hex', 'witch bolt',
                   'darkness',
                   'fly')  # Todo: Learn some spells

# Which spells have not been prepared
__spells_unprepared = ()

# all spells known
spells = spells_prepared + __spells_unprepared

# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

4.15 Wizard

```python
"""This file describes the heroic adventurer Wizard1.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.

"""

dungeonsheets_version = "0.9.4"
```

```python
name = "Wizard1"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Wizard']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [20]  # ex: [10] or [3, 2]
subclasses = ["School of Transmutation"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Hermit"
race = "Air Genasi"
alignment = "Chaotic neutral"

xp = 0
hp_max = 105
inspiration = 0  # integer inspiration value

# Ability Scores
strength = 8
dexterity = 11
constitution = 14
intelligence = 15
wisdom = 13
charisma = 14

# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('arcana', 'history', 'medicine', 'religion')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)

# Proficiencies and languages
languages = """[choose one], Common, Primoridal"""

# Inventory
# TODO: Get yourself some money
cp = 0
sp = 0
ep = 0
gp = 0
pp = 0
```

```python
# TODO: Put your equipped weapons and armor here
weapons = ('spear',)  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = ""  # Eg "leather armor"
shield = ""  # Eg "shield"

equipment = """TODO: list the equipment and magic items your character carries"""

attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""

# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('acid splash', 'animate_objects', 'ray of frost', 'light', 'friends
→',
                   'disguise self', 'identify', 'jump',
                   'blur', 'knock', 'shatter',
                   'blink', 'fly', 'slow',
                   'blight', 'ice storm',
                   'cone of cold', 'magic jar',
                   'teleport', 'maze', 'wish')  # Todo: Learn some spells

# Which spells have not been prepared
__spells_unprepared = ("fireball",)

# all spells known
spells = spells_prepared + __spells_unprepared

# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')

# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""

ideals = """TODO: What does your character believe in?"""

bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""

flaws = """TODO: Describe your characters interesting flaws.
"""

features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

```python
"""This file describes the heroic adventurer Wizard2.

It's used primarily for saving characters from create-character,
where there will be many missing sections.

Modify this file as you level up and then re-generate the character
sheet by running ``makesheets`` from the command line.
```

```python
"""

dungeonsheets_version = "0.9.4"

name = "Wizard2"
player_name = "Ben"

# Be sure to list Primary class first
classes = ['Wizard']  # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [3]  # ex: [10] or [3, 2]
subclasses = ["School of Conjuration"]  # ex: ['Necromacy'] or ['Thief', None]
background = "Urban Bounty Hunter"
race = "Half-Orc"
alignment = "Neutral good"

xp = 0
hp_max = 16
inspiration = 0  # integer inspiration value

# Ability Scores
strength = 10
dexterity = 10
constitution = 13
intelligence = 13
wisdom = 14
charisma = 15

# Select what skills you're proficient with
# ex: skill_proficiencies = ('athletics', 'acrobatics', 'arcana')
skill_proficiencies = ('deception', 'history', 'insight', 'religion', 'intimidation')

# Any skills you have "expertise" (Bard/Rogue) in
skill_expertise = ()

# Named features / feats that aren't part of your classes, race, or background.
# Also include Eldritch Invocations and features you make multiple selection of
# (like Maneuvers for Fighter, Metamagic for Sorcerors, Trick Shots for
# Gunslinger, etc.)
# Example:
# features = ('Tavern Brawler',) # take the optional Feat from PHB
features = ()

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
# feature_choices = ('Archery',)
feature_choices = ()

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = ()  # ex: ('shortsword', 'quarterstaff')
proficiencies_text = ()  # ex: ("thieves' tools",)

# Proficiencies and languages
languages = """Common, Orc"""

# Inventory
# TODO: Get yourself some money
cp = 0
```

```
sp = 0
ep = 0
gp = 0
pp = 0

# TODO: Put your equipped weapons and armor here
weapons = ('quarterstaff',)  # Example: ('shortsword', 'longsword')
magic_items = ()  # Example: ('ring of protection',)
armor = ""  # Eg "leather armor"
shield = ""  # Eg "shield"


equipment = """TODO: list the equipment and magic items your character carries"""


attacks_and_spellcasting = """TODO: Describe how your character usually attacks
or uses spells."""


# List of known spells
# Example: spells_prepared = ('magic missile', 'mage armor')
spells_prepared = ('acid splash', 'ray of frost', 'light', 'friends',
                   'disguise self', 'identify', 'jump',
                   'blur', 'knock',)  # Todo: Learn some spells


# Which spells have not been prepared
__spells_unprepared = ()


# all spells known
spells = spells_prepared + __spells_unprepared


# Wild shapes for Druid
wild_shapes = ()  # Ex: ('ape', 'wolf', 'ankylosaurus')


# Backstory
# Describe your backstory here
personality_traits = """TODO: How does your character behave? See the PHB for
examples of all the sections below"""


ideals = """TODO: What does your character believe in?"""


bonds = """TODO: Describe what debts your character has to pay,
and other commitments or ongoing quests they have."""


flaws = """TODO: Describe your characters interesting flaws.
"""


features_and_traits = """TODO: Describe other features and abilities your
character has."""
```

Contributing to Dungeonsheets

Thanks for taking the time to contribute to dungeonsheets!

Dungeonsheets is a small project and relies on volunteers like to you to continue pushing new features and improvements. Issues and pull-requests are welcomed and encouraged. This document is meant to provide guidelines that clarify how you can best help; nothing is written in stone.

5.1 Scope

Dungeonsheets is intended as a tool for creating character sheets and game-maker (GM/DM) sheets. A secondary goal is to provide high-level classes that are suitable for incorporation to other projects.

Please ensure that all contributions are within the scope of dungeonsheets, or if not, are accompanied by a compelling argument for why the scope should be expanded. If your project requires changes to a core class (e.g. `Character`), these will be considered, especially if the change will be broadly applicable to the usability of that class.

5.2 What to Contribute

Before submitting pull requests, please check the following:

- All tests in `tests/` pass.
- All example character sheets in the `examples/` directory build properly, both with and without the `--fancy` option.
- The submission passes linting by flake8 (optional).
- The submission is formatted by black (optional).

5.2.1 Adding Features

Submissions for new features are welcome, provided they are within the scope of dungeonsheets. **If the submission adds parameters to the character.py schema**, please ensure the following:

- At least one example sheet (in `examples/`) should include the new parameters, either by adding a new example or modifying an existing example.

- Older `character.py` sheets should still build properly without the parameter.

- Documentation in `docs/` is consistent with the new parameter.

5.2.2 Adding Content

Submissions with new game content (e.g. monsters, spells, features) are welcome. The mechanics of the content should be included as a **subclass of the relevant mechanic** (e.g. `Monster`, `Spell`, `Feature`). The values themselves will be **attributes of this subclass**. The description of the content should form the docstring of the subclass. This docstring will be **rendered into the final character sheet**, spellbook, etc. Therefore, is should be properly formed reStructuredText. Also, the docstring should be free of extra content.

Please **respect intellectual property rights** before submitting new content. If you did not write the content that is being submitted, check the relevant licensing to ensure there are no copyright or other IP violations.

5.3 How to Contribute

5.3.1 Running Tests

Dungeonsheets uses tests to verify the package works as intended. Tests are found in the `tests/` folder. To run the tests using *pytest*, run the following from a console:

```
pip install -r requirements.txt -r requirements-tests.txt
pytest
```

You can also run a sub-set of the tests, which can be convenient for development. For example, to run just the tests related to dice mechanics, use `pytest tests/test_dice.py`. Dungeonsheets defines tests using the *unittest* package in the standard library. **For example**, to test a new function in the `dungeonsheets/dice.py` module, modify `tests/test_dice.py`:

Listing 1: dice.py

```python
def roll(a, b=None):
    """roll(20) means roll 1d20, roll(2, 6) means roll 2d6"""
    if b is None:
        return random.randint(1, a)
    else:
        return sum([random.randint(1, b) for _ in range(a)])
```

Listing 2: test_dice.py

```python
from unittest import TestCase
from dungeonsheets.dice import roll


class TestDice(TestCase):
    def test_simple_rolling(self):
```

(continues on next page)

```python
        num_tests = 100
        # Do a bunch of rolls and make sure the numbers are within the requsted range
        for _ in range(num_tests):
            result = roll(6)
            self.assertGreaterEqual(result, 1)
            self.assertLessEqual(result, 6)

    def test_multi_rolling(self):
        num_tests = 100
        for _ in range(num_tests):
            result = roll(2, 4)  # Roll 2d4
            self.assertGreaterEqual(result, 2)
            self.assertLessEqual(result, 8)
```

5.3.2 Building Documentation

Dungeonsheets uses sphinx to build documentations. All files are in reStructuredText and are kept in the `docs/` folder. To build the HTML files, run:

```
pip install -r requirements.txt -r requirements-tests.txt
cd docs/
make html
```

The results can be found in the `_build/html/` foler.

5.3.3 Submitting Bugs

First, please check the list of open issues to make sure your bug has no already been reported. If your bug has not been previously reported, consider submitting a new issue.

5.3.4 Submitting Pull Requests

Pull requests are welcome, both for bug fixes and new features. At a minimum, pull requests should not break existing tests.

Indices and tables

- genindex
- modindex
- search

6.1 Dungeon Sheets

A tool to create character sheets and session notes for Dungeons and Dragons 5th edition (D&D 5e).

Documentation

Documentation can be found on readthedocs.

CHAPTER 8

Installation

```
$ pip install dungeonsheets
```

Note: Dungeon sheets requires **at least python 3.6**. This is mostly due to the liberal use of f-strings. If you want to use it with previous versions of python 3, you'll probably have to replace all the f-strings with the older `.format()` method or string interpolation.

Optional External dependencies

- You may use **pdftk** to generate the sheets in PDF format.

- You will need **pdflatex**, and a few latex packages, installed to generate the PDF spell pages (optional).

If **pdftk** is available, it will be used for pdf generation. If not, a fallback python library (pdfrw) will be used. This has some limitations:

- Produces v1.3 PDF files

- Not able to flatten PDF forms

- Will produce separate character-sheets, spell-lists and spell-books.

Different linux distributions have different names for packages. While pdftk is available in Debian and derivatives as **pdftk**, the package is not available in some RPM distributions, such as Fedora and CentOS. One alternative would be to build your PC sheets using docker.

If the `pdflatex` command is available on your system, spellcasters will include a spellbook with descriptions of each spell known. If not, then this feature will be skipped.

In order to properly format descriptions for spells/features/etc., some additional latex packages are needed. On Ubuntu these can be install with:

```
$ sudo apt-get -y install pdftk texlive-latex-base texlive-latex-extra texlive-fonts-
↪recommended
```

Usage

Each character or set of GM notes is described by a python (or a VTTES JSON) file, which gives many attributes associated with the character. See examples for more information about the character descriptions.

The PDF's can then be generated using the `makesheets` command. If no filename is given, the current directory will be parsed and any valid files found will be processed. If the `--recursive` option is used, sub-folders will also be parsed.

```
$ cd examples
$ makesheets
```

dungeon-sheets contains definitions for standard weapons and spells, so attack bonuses and damage can be calculated automatically.

Consider using the `-F` option to include the excellent D&D 5e template for rendering spellbooks, druid wild forms and features pages (https://github.com/rpgtex/DND-5e-LaTeX-Template).

If you'd like a **step-by-step walkthrough** for creating a new character, just run `create-character` from a command line and a helpful menu system will take care of the basics for you.

Content Descriptions

The descriptions of content elements (e.g. classes, spells, etc.) are included in docstrings. The descriptions should ideally conform to reStructured text. This allows certain formatting elements to be properly parsed and rendered into LaTeX or HTML:

```python
class Scrying(Spell):
    """You can see and hear a particular creature you choose that is on
    the same plane of existence as you. The target must make a W isdom
    saving throw, which is modified by how well you know the target
    and the sort of physical connection you have to it. If a target
    knows you're casting this spell, it can fail the saving throw
    voluntarily if it wants to be observed.

    Knowledge - Save Modifier
    -------------------------
    - Secondhand (you have heard of the target) - +5
    - Firsthand (you have met the target) - +0
    - Familiar (you know the target well) - -5

    Connection - Save Modifier
    --------------------------
    - Likeness or picture - -2
    - Possession or garment - -4
    - Body part, lock of hair, bit of nail, or the like - -10

    """
    name = "Scrying"
    level = 5
    ...
```

For content that is not part of the SRD, consider using other sources. As an example, parse5e can be used to retrieve spells.