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# **dungeonsheets Documentation**

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# CHAPTER 1

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## Character Files

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**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. 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"
```

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

## 1.2 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
```

## 1.3 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."
```

## 1.4 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.""")

```

## 1.5 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',
          'prestidigitiation', '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 interpreted.

- *Druid*

## 1.6 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."""

```

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```
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.""")
```

## 1.7 Class-Specific Features

### 1.7.1 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.

```
# 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']
```

## 1.7.2 Artificer

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:

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

## 1.8 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

### 1.8.1 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.

```
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:

```
import my_homebrew

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

See the *Homebrew* example for more examples.

## 1.8.2 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.

## 1.9 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.

## CHAPTER 2

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### Examples

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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*
- *Sorcerer*
- *Warlock*
- *Wizard*

## 2.1 Artificer

```
"""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: ['Necromancy'] 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 = ()
```

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```

# 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.""

```

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

## 2.2 Barbarian

```
"""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: ['Necromancy'] 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 = ()
```

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```

# 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.""

```

```
"""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: ['Necromancy'] 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')
```

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```

_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.""

```

## 2.3 Bard

```

""This file describes the heroic adventurer Bard1.

```

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```

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: ['Necromancy'] 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",)

```

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```

# 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."""

```

"""This file describes the heroic adventurer Bard2.

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

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```

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: ['Necromancy'] 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",)

# Proficiencies and languages

```

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```

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."""

```

## 2.4 Cleric

```

"""This file describes the heroic adventurer Cleric1.

```

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*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: ['Necromancy'] 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 = ()
```

```
# Weapons/other proficiencies not given by class/race/background
```

```
weapon_proficiencies = () # ex: ('shortsword', 'quarterstaff')
```

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

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```

# 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.""

```

""This file describes the heroic adventurer Cleric2.

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

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```

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: ['Necromancy'] 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')
_proficiencies_text = () # ex: ("thieves' tools",)

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

```

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```

# 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."""

```

## 2.5 Druid

```

"""This file describes the heroic adventurer Druid1.

It's used primarily for saving characters from create-character,

```

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```

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: ['Necromancy'] 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 = ()

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

# Proficiencies and languages

```

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```

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."""

```

"""This file describes the heroic adventurer Druid2.

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

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```

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: ['Necromancy'] 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')
_proficiencies_text = () # ex: ("thieves' tools",)

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

```

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```

# 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."""

```

"""This file describes the heroic adventurer Druid3.

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.

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```

"""

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: ['Necromancy'] 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 Sorcerers, 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",)

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

# Inventory

```

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```

# 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."""

```

## 2.6 Fighter

```

"""This file describes the heroic adventurer Fighter1.

It's used primarily for saving characters from create-character,

```

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```

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: ['Necromancy'] 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',)
feature_choices = ()

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

```

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```

# 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.""

```

```

""This file describes the heroic adventurer Fighter2.

It's used primarily for saving characters from create-character,

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```

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: ['Necromancy'] or ['Thief', None]
background = "Knight"
race = "Forest Gnome"
alignment = "Lawful evil"

xp = 0
hp_max = 54
inspiration = 0 # 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')
_proficiencies_text = () # ex: ("thieves' tools",)

# Proficiencies and languages

```

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```

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."""

```

## 2.7 Homebrew

```
"""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

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: ['Necromancy'] 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")

# If selecting among multiple feature options: ex Fighting Style
# Example (Fighting Style):
```

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```

# feature_choices = ('Archery',)
feature_choices = ()

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

# Weapons/other proficiencies not given by class/race/background
weapon_proficiencies = (DullSword,) # 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

# 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 PlasticArmor(mechanics.Armor):
    name = "Plastic armor"
    base_armor_class = 23

class LegoShield(mechanics.Shield):
    name = "Lego shield"
    base_armor_class = 114

weapons = (DullSword, "rusty_shiv") # Example: ('shortsword', 'longsword')
magic_items = (RobeOfBreadSummoning, "staff_of_the_arbor_abode")
armor = PlasticArmor # Eg "leather armor"
shield = LegoShield # 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."""

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.
```

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```

    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?"""

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."""

```

## 2.8 Monk

```

"""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: ['Necromancy'] or ['Thief', None]
background = "Charlatan"
race = "Forest Gnome"
alignment = "Lawful good"

xp = 0
hp_max = 105
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 = ()

# 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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```

# 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""

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 Monk1.

```

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```

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: ['Necromancy'] 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')

```

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```

_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.""

```

## 2.9 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 = ['Sorcerer', 'Fighter'] # ex: ['Wizard'] or ['Rogue', 'Fighter']
levels = [8, 4] # ex: [10] or [3, 2]
subclasses = ["Divine Soul", "Champion"] # ex: ['Necromancy'] or ['Thief', None]
background = "Charlatan"
race = "Wood Elf"
alignment = "Chaotic good"

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

# Ability Scores
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 Sorcerers, 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',)

```

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```

# 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

# 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 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: ['Necromancy'] 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 Sorcerers, 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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```

# 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

# 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.""

```

## 2.10 Paladin

```

"""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: ['Necromancy'] 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
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', )

```

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```

# 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: ['Necromancy'] 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
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')

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```

_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

# 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.""

```

## 2.11 Ranger

```

"""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: ['Necromancy'] 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',

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        '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
# 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.""

```

```

"""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: ['Necromancy'] or ['Thief', None]
background = "Uthgardt Tribe Member"
race = "Lizardfolk"
alignment = "Neutral good"

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

# 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')

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_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

# 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 Ranger3.

It's used primarily for saving characters from create-character,

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```

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: ['Necromancy'] 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
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",)

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# 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

# 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.""

```



## 2.12 Rogue

```

"""This file describes the heroic adventurer Roguel.

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 = "Roguel"
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: ['Necromancy'] or ['Thief', None]
background = "Inheritor"
race = "Aarakocra"
alignment = "Chaotic evil"

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

# 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 = ()

```

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```

# 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')
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.""

```

```

"""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: ['Necromancy'] 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

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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

# 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.""

```

## 2.13 Sorcerer

```

"""This file describes the heroic adventurer Sorcerer1.

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 = "Sorcerer1"
player_name = "Ben"

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

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

# 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 = ()

```

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```

# 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.
""

```

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```
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',)
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```

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.
""

```

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

## 2.14 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: ['Necromancy'] 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
```



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```

        '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"

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?""

```

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```

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 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']
levels = [8] # ex: [10] or [3, 2]
subclasses = ["Hexblade Patron"] # ex: ['Necromancy'] 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.)

```

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```

# 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',)
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""

```

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```

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."""

```

## 2.15 Wizard

```

"""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"

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: ['Necromancy'] 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 = ()

```

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```

# 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', '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 = ()

# all spells known
spells = spells_prepared + __spells_unprepared

```

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```

# 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 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.

"""

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: ['Necromancy'] 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')

```

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```

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

```

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```
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."""
```



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- [modindex](#)
- [search](#)

### 3.1 Dungeon Sheets

A tool to create character sheets for Dungeons and Dragons.



## CHAPTER 4

---

### Documentation

---

Documentation can be found on [readthedocs](#).



## CHAPTER 5

---

### 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
```



## CHAPTER 7

---

### Usage

---

Each character is described by a python (or a VTES 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 character 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.

If you have the excellent *dndbook* LaTeX template, consider using the `-F` option to include this 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:

```
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 Wisdom
    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
    ...
```