

CLASS & LEVEL

SUBCLASS

EXPERIENCE POINTS

CHARACTER NAME

PLAYER NAME

LINEAGE

HERITAGE

BACKGROUND

SAVE

STRENGTH

SAVE

DEXTERITY

SAVE

CONSTITUTION

SAVE

INTELLIGENCE

SAVE

WISDOM

SAVE

CHARISMA

SKILLS

☐ Acrobatics (Dex)
☐ Animal Handling (Wis)
☐ Arcana (Int)
☐ Athletics (Str)
☐ Deception (Cha)
☐ History (Int)
☐ Insight (Wis)
☐ Intimidation (Cha)
☐ Investigation (Int)
☐ Medicine (Wis)
☐ Nature (Int)
☐ Perception (Wis)
☐ Performance (Cha)
☐ Persuasion (Cha)
☐ Religion (Int)
☐ Sleight of Hand (Dex)
☐ Stealth (Dex)
☐ Survival (Wis)

PROFICIENCY BONUS

INITIATIVE

SPEED

SPEED

SPEED

PASSIVE INSIGHT

PASSIVE INVESTIGATION

PASSIVE PERCEPTION

LUCK

ATTACKS

| Name | Bonus | Damage/Type | Range/Properties | Weapon Options |
|------|-------|-------------|------------------|----------------|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

ARMOR CLASS (With Shield)

ARMOR

| Name | Base AC | Properties |
|------|---------|------------|
| | | |
| | | |
| | | |

ARMOR CLASS (No Shield)

HIT POINTS

| MAX | CURRENT | TEMP |
|-----|---------|------|
| | | |

HIT DICE

| TYPE | USED | MAX |
|------|------|-----|
| | | |

DEATH SAVES

SUCCESSSES

FAILURES

EXHAUSTION CONDITIONS

I

2

3

4

5

6

PROFICIENCIES, LANGUAGES, & TALENTS

TREASURE & EQUIPMENT

PP

GP

SP

CP

FEATURES & TRAITS

TALES OF THE VALIANT

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BACKSTORY

Homeland

CHARACTER APPEARANCE

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

ADVENTURING MOTIVATION

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

ADDITIONAL TREASURE

ABILITY

SAVE DC

BONUS

CHARACTER NAME

0Cantrips

3

Total Slots

Expended Slots

6

Total Slots

Expended Slots

1

Total Slots

Expended Slots

4

Total Slots

Expended Slots

7

Total Slots

Expended Slots

2

Total Slots

Expended Slots

5

Total Slots

Expended Slots

8

Total Slots

Expended Slots

9

Total Slots

Expended Slots