

CLASS & LEVEL

SUBCLASS

EXPERIENCE POINTS

CHARACTER NAME

PLAYER NAME

LINEAGE

HERITAGE

BACKGROUND

PROFICIENCY BONUS

INTELLIGENCE

PASSIVE
INSIGHTPASSIVE
INVESTIGATIONPASSIVE
PERCEPTION

INITIATIVE

SPEED(S)

STRENGTH

☐ ____ SAVE

- ☐ ____ Arcana
- ☐ ____ History
- ☐ ____ Investigation
- ☐ ____ Nature
- ☐ ____ Religion

☐ ____ SAVE☐ ____ Athletics

DEXTERITY

WISDOM

☐ ____ SAVE

- ☐ ____ Animal Handling
- ☐ ____ Insight
- ☐ ____ Medicine
- ☐ ____ Perception
- ☐ ____ Survival

☐ ____ SAVE

- ☐ ____ Acrobatics
- ☐ ____ Sleight of Hand
- ☐ ____ Stealth

CONSTITUTION

CHARISMA

☐ ____ SAVE

- ☐ ____ Deception
- ☐ ____ Intimidation
- ☐ ____ Performance
- ☐ ____ Persuasion

☐ ____ SAVE

LUCK

ATTACKS

Name	Bonus	Damage/Type	Range/Properties	Weapon Options

ARMOR
CLASS
(With Shield)

Name

ARMOR

Base AC Properties

ARMOR
CLASS
(No Shield)

HIT POINTS

MAX	CURRENT	TEMP

HIT DICE

TYPE	USED	MAX

PROFICIENCIES

- ☐ Light Armor
- ☐ Medium Armor
- ☐ Heavy Armor
- ☐ Shields
- ☐ Simple Weapons
- ☐ Martial Weapons

LANGUAGES

OTHER PROFICIENCIES

DEATH SAVES

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	SUCCESSSES
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	FAILURES

EXHAUSTION

I	2	3	4	5	6
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CONDITIONS

TALENTS

ACTIONS QUICK REFERENCE

ACTIONS

BONUS ACTIONS

REACTIONS

TALES OF THE VALIANT

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL

WEAPONS & ARMOR

WEAPON

PROPERTIES

OPTIONS

WEAPON

PROPERTIES

OPTIONS

WEAPON

PROPERTIES

OPTIONS

WEAPON

PROPERTIES

OPTIONS

ARMOR

PROPERTIES

ARMOR

PROPERTIES

ARMOR

PROPERTIES

TREASURE & ADDITIONAL ITEMS

PP

GP

SP

CP

OTHER EQUIPMENT

MAGIC ITEMS

ATTUNEMENT SLOTS

ITEM

Attuned

ITEM

Attuned

ITEM

Attuned

ITEM

Attuned

ITEM

Attuned

ITEM

Attuned

MOUNTS & CREATURES

NAME

TYPE

SPEED

CARRYING CAPACITY

NOTES

NAME

TYPE

SPEED

CARRYING CAPACITY

NOTES

NAME

TYPE

SPEED

CARRYING CAPACITY

NOTES

NAME

TYPE

SPEED

CARRYING CAPACITY

NOTES

VEHICLES

NAME

TYPE

Prof.

AC

MAX HP

CURRENT HP

SPEED (ROUND)

SPEED (TRAVEL)

CREW

PASSENGERS

CARGO CAPACITY

NOTES

NAME

TYPE

Prof.

AC

MAX HP

CURRENT HP

SPEED (ROUND)

SPEED (TRAVEL)

CREW

PASSENGERS

CARGO CAPACITY

NOTES

NAME

TYPE

Prof.

AC

MAX HP

CURRENT HP

SPEED (ROUND)

SPEED (TRAVEL)

CREW

PASSENGERS

CARGO CAPACITY

NOTES

NAME

TYPE

Prof.

AC

MAX HP

CURRENT HP

SPEED (ROUND)

SPEED (TRAVEL)

CREW

PASSENGERS

CARGO CAPACITY

NOTES

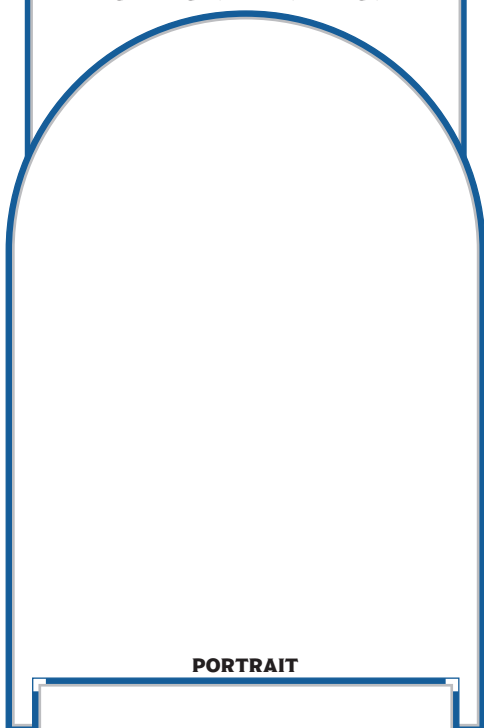
BASE

FACILITIES

PERSONNEL

NOTES

CHARACTER APPEARANCE



PORTRAIT

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

APPEARANCE NOTES

PERSONALITY

BACKSTORY

HOMELAND

ADVENTURING MOTIVATION

ALLIES & ORGANIZATIONS

OTHER NOTES

SAVE DC

ATTACK BONUS

Total		Expended		Total		Expended		Total		Expended	
1st CIRCLE	<input type="text"/>	<input type="text"/>	<input type="text"/>	4th CIRCLE	<input type="text"/>	<input type="text"/>	<input type="text"/>	7th CIRCLE	<input type="text"/>	<input type="text"/>	<input type="text"/>
2nd CIRCLE	<input type="text"/>	<input type="text"/>	<input type="text"/>	5th CIRCLE	<input type="text"/>	<input type="text"/>	<input type="text"/>	8th CIRCLE	<input type="text"/>	<input type="text"/>	<input type="text"/>
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