

CLASS & LEVEL

CHARACTER NAME

LINEAGE

SUBCLASS

HERITAGE

EXPERIENCE POINTS

PLAYER NAME

BACKGROUND

PROFICIENCY BONUS**INTELLIGENCE****PASSIVE INSIGHT****PASSIVE INVESTIGATION****PASSIVE PERCEPTION****INITIATIVE****SPEED(S)****STRENGTH****SAVE** Athletics**DEXTERITY****SAVE** Acrobatics
 Sleight of Hand
 Stealth**CONSTITUTION****SAVE****LUCK****WISDOM****SAVE****SAVE** Animal Handling
 Insight
 Medicine
 Perception
 Survival**CHARISMA****SAVE** Deception
 Intimidation
 Performance
 Persuasion

Name

Bonus

Damage/Type

Range/Properties

Weapon Options

ATTACKS**ARMOR CLASS**

(With Shield)

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****TALENTS****DEATH SAVES****EXHAUSTION**

1 2 3 4 5 6

CONDITIONS**ACTIONS QUICK REFERENCE****ACTIONS****BONUS ACTIONS****REACTIONS**

**TALES OF THE
VALIANT**

FEATURE

LEVEL

WEAPONS & ARMOR

WEAPON

PROPERTIES

OPTIONS

WEAPON

PROPERTIES

OPTIONS

WEAPON

PROPERTIES

OPTIONS

WEAPON

PROPERTIES

OPTIONS

ARMOR

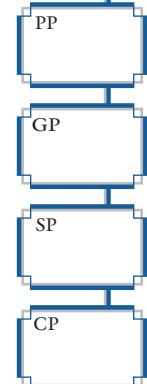
PROPERTIES

ARMOR

PROPERTIES

ARMOR

PROPERTIES

OTHER EQUIPMENT**TREASURE & ADDITIONAL ITEMS**

CHARACTER APPEARANCE

PORTRAIT

CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

APPEARANCE NOTES

PERSONALITY

BACKSTORY

HOMELAND

ADVENTURING MOTIVATION

ALLIES & ORGANIZATIONS

OTHER NOTES

SPELLCASTER CLASS & SOURCE

SAVE DC

ATTACK BONUS

SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended		
1ST CIRCLE	_____			4th CIRCLE	_____			7th CIRCLE	_____	
2nd CIRCLE	_____			5th CIRCLE	_____			8th CIRCLE	_____	
3rd CIRCLE	_____			6th CIRCLE	_____			9th CIRCLE	_____	

CANTRIPS & SPELLS

Components

RITUALS

Circle Ritual Name

Cast Time

Materials & Cost

Duration