



Character Name:

Player Name:

Class: _____ Subclass: _____

Lineage: _____ Heritage: _____

Background: _____ Level: ____ XP: ____

ABILITIES

Save ○	Save ○	Save ○	Save ○	Save ○	Save ○
Str	Dex	Con	Int	Wis	Cha

Age: _____

Height: _____

Weight: _____

Eyes: _____

Skin: _____

Hair: _____

Language: _____

SKILLS

- | | |
|--|--|
| <input type="checkbox"/> _____ Acrobatics(DEX) | <input type="checkbox"/> _____ Nature(INT) |
| <input type="checkbox"/> _____ Animal Handling(WIS) | <input type="checkbox"/> _____ Perception(WIS) |
| <input type="checkbox"/> _____ Arcana(INT) | <input type="checkbox"/> _____ Persuasion(CHA) |
| <input type="checkbox"/> _____ Athletics(STR) | <input type="checkbox"/> _____ Religion(INT) |
| <input type="checkbox"/> _____ Deception(CHA) | <input type="checkbox"/> _____ Sleight of Hand(DEX) |
| <input type="checkbox"/> _____ History(INT) | <input type="checkbox"/> _____ Stealth(DEX) |
| <input type="checkbox"/> _____ Insight(WIS) | <input type="checkbox"/> _____ Survival(WIS) |
| <input type="checkbox"/> _____ Intimidation(CHA) | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ Investigation(INT) | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ Medicine(WIS) | <input type="checkbox"/> _____ |

PROF

SPEED

Land

FLY

Swim

Climb

Other

LUCK

HIT POINTS

Max: _____

Current: _____

Temp: _____

HIT DICE

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

_____	_____	_____
-------	-------	-------

CONDITIONS

DEATH SAVES

+ ○ ○ ○ ○

- ○ ○ ○ ○

COMBAT

Initiative: _____

AC: _____

Base _____ Shield _____

ATTACKS

Weapon: _____ Bonus: _____ Damage: _____

Range/Properties: _____ Options: _____

Weapon: _____ Bonus: _____ Damage: _____

Range/Properties: _____ Options: _____

Weapon: _____ Bonus: _____ Damage: _____

Range/Properties: _____ Options: _____

Weapon: _____ Bonus: _____ Damage: _____

Range/Properties: _____ Options: _____

TALES OF THE
VALIANT