

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)

Name	Base AC	Properties

ARMOR CLASS (No Shield)

HIT POINTS

MAX	CURRENT	TEMP

HIT DICE

TYPE	USED	MAX

DEATH SAVES

SUCCESSSES

FAILURES

EXHAUSTION CONDITIONS

1

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