

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**