

# TALES OF THE VALIANT

Player Character Record

CHARACTER NAME \_\_\_\_\_ # \_\_\_\_\_

Player: \_\_\_\_\_

Campaign: \_\_\_\_\_

Character Creation Date: \_\_\_\_\_

CLASS \_\_\_\_\_

LINEAGE \_\_\_\_\_

Subclass: \_\_\_\_\_

Natural Adaptation: \_\_\_\_\_

Hit Dice: \_\_\_\_\_

Size: \_\_\_\_\_

PROFICIENCIES

Speed: \_\_\_\_\_

Armor: \_\_\_\_\_

Special Traits: \_\_\_\_\_

Weapons: \_\_\_\_\_

STR  
DEX  
CON  
INT  
WIS  
CHA

Ability Score	
Ability Modifier	
Saving Throws	

Ability Score	
Ability Modifier	
Saving Throws	

Ability Score	
Ability Modifier	
Saving Throws	

Carry \_\_\_\_\_ lb.  
Lift, Push, or Drag \_\_\_\_\_ lb.  
Long Jump \_\_\_\_\_ ft.  
Running \_\_\_\_\_ ft.  
Standing \_\_\_\_\_ ft.  
High Jump \_\_\_\_\_ ft.  
Running \_\_\_\_\_ ft.  
Standing \_\_\_\_\_ ft.

Tools: \_\_\_\_\_

Saves: \_\_\_\_\_

Skills: \_\_\_\_\_

HERITAGE \_\_\_\_\_

Languages: \_\_\_\_\_

Traits: \_\_\_\_\_

BACKGROUND \_\_\_\_\_

Talent: \_\_\_\_\_

Skill Proficiencies: \_\_\_\_\_

Advantages \_\_\_\_\_

Additional Proficiencies: \_\_\_\_\_

Disadvantages \_\_\_\_\_

Languages \_\_\_\_\_

Luck ☐ ☐ ☐ ☐ ☐ ☐

Death Saves

HIT DICE

HIT POINTS

Pass ☐ ☐ ☐  
Fail ☐ ☐ ☐

Type MAX Used

MAX Current Temp

Level

Exhaustion

- Level Effect
- ☐ 1 DA on ability checks
  - ☐ 2 Speed halved
  - ☐ 3 DA on attacks and saves
  - ☐ 4 HP maximum halved
  - ☐ 5 Speed reduced to 0
  - ☐ 6 Death



ARMOR CLASS

BASE MOD OTHER  
AC

FEATURES and TRAITS

TALENTS

SKILLS

○ Not Proficient ● Proficient ● Double ● Half

DEX ○ Acrobatics

WIS ○ Medicine

WIS ○ Animal Handling

INT ○ Nature

INT ○ Arcana

WIS ○ Perception

STR ○ Athletics

CHA ○ Performance

CHA ○ Deception

CHA ○ Persuasion

INT ○ History

INT ○ Religion

WIS ○ Insight

DEX ○ Sleight of Hand

CHA ○ Intimidation

DEX ○ Stealth ☐ Disadvantage

INT ○ Investigation

WIS ○ Survival

Age \_\_\_\_\_

Gender \_\_\_\_\_

Height \_\_\_\_\_

Weight \_\_\_\_\_

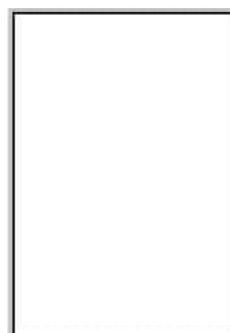
Eyes \_\_\_\_\_

Hair \_\_\_\_\_

Skin \_\_\_\_\_

Handedness \_\_\_\_\_

Physical Description



CHARACTER SKETCH



# Character Background <sup>and</sup> or Notes

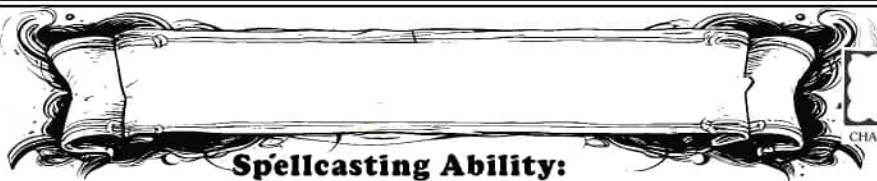
CHARACTER NAME

#

## Adventuring Motivation

## Backstory

## Allies & Organizations



CHARACTER NAME \_\_\_\_\_ # \_\_\_\_\_

**Spellcasting Ability:**

**Subclass:**

**Save  
DC**

**Attack  
Bonus**

**Spells Known or  
Prepared:  
Rituals Known:**

**Spell Slots and Castings**

1st <input type="checkbox"/>	2nd <input type="checkbox"/>	3rd <input type="checkbox"/>	4th <input type="checkbox"/>	5th <input type="checkbox"/>	6th <input type="checkbox"/>	7th <input type="checkbox"/>	8th <input type="checkbox"/>	9th <input type="checkbox"/>
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<b>0</b>	<b>Cantrips</b> Known

<b>3</b>	

<b>6</b>	

<b>1</b>	

<b>4</b>	

<b>7</b>	

<b>2</b>	

<b>5</b>	

<b>8</b>	

<b>9</b>	