TALES OF THE VALLANT  Player Character Record					
Player Character Record	CHARACTER NAME				
Player:	CLASS				
Campaign: Character Creation Date:	Subclass: Hit Dice: Size: PROFICIENCIES Speed: Armor: Special Traits:				
Ability Ability Saving Score Modifier Throws	Armor: Special Traits: Weapons:				
DEX	Tools: HERITAGE Languages:				
CON	Saves: Traits: Skills: BACKGROUND				
WIS Standing ft.  High Jump Running ft.	Talent: Skill Proficiencies:				
CHA Standing tt.					
	Advantages Aditional Proficiencies:  Disadvantges				
WEADON REACH DAMAGE	Languages Luck OOOO				
P. B. MAGIC MISC. ATTACK BONUS	Death Saves HIT DICE HIT POINTS  Pass				
DAMAGE DICE	Exhaustion ARMOR CLASS  Level Effect INITIATIVE				
WEAPON REACH DAMAGE	□ 1 DA on ability checks □ 2 Speed halved □ 3 DA on attacks and saves □ 4 HP maximum halved				
P. B. MAGIC MISC. ATTACK BONUS	5 Speed reduced to 0  PASSIVE PERCEPTION BASE OTHER				
DAMAGE DICE	FEATURES and TRAITS				
AMMO DODO DODO DODO DODO DODO DODO DODO	TALENTS				
Proficient or RANGE TYPE P. B. MAGIC MISC. ATTACK BONUS	SKILLS ONot Proficient ●Proficient ●Double ●Half				
DAMAGE DICE	DEX O Acrobatics WIS O Medicine WIS O Animal Handling INT O Nature				
AMMO 00000000000000000000000000000000000	INT OArcana WIS OPerception STR OAthletics CHAOPerformance				
WEAPON REACH DAMAGE OF RANGE TYPE	CHAO Deception				
P. B. MAGIC MISC. ATTACK BONUS	WIS O Insight DEX O Sleight of Hand CHAO Intimidation DEX O Stealth □ Disadvantage				
DAMAGE DICE	INT O Investigation WIS O Survival				
аммо <u>                                     </u>	Age Gender				
WEAPON REACH OF RANGE TYPE	Height   Weight				
P. B. MAGIC MISC. ATTACK BONUS	Skin Handedness				
DAMAGE DICE	Physical Description				
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