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

STATUS

INITIATIVE

SPEED

LUCK

PASSIVE INSIGHT

PASSIVE INVESTIGATION

PASSIVE PERCEPTION

ATTACKS

	Atk Bonus	Damage/Type	Range/Properties

HIT POINTS

MAX	CURRENT	TEMP

HIT DICE

TYPE	USED	MAX

DEATH SAVES

◯ ◯ ◯ SUCCESSES

◯ ◯ ◯ FAILURES

EXHAUSTION

① ② ③ ④ ⑤ ⑥

CONDITIONS

ARMOR

ARMOR CLASS (With Shield)

Name	Base AC	Properties

ARMOR CLASS (No Shield)

PROFICIENCIES, LANGUAGES, & TALENTS

TREASURE & EQUIPMENT

PP

GP

SP

CP

FEATURES & TRAITS

TALES OF THE VALIANT

BACKSTORY

Homeland

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

ADDITIONAL TREASURE
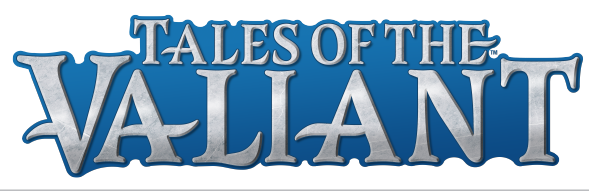
CHARACTER APPEARANCE

CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

Adventuring Motivation

ABILITY

SAVE DC

BONUS

Spellcaster Class & Circle

CHARACTER NAME

0 Cantrips

1 Total Slots | Expended Slots

2 Total Slots | Expended Slots

3 Total Slots | Expended Slots

4 Total Slots | Expended Slots

5 Total Slots | Expended Slots

6 Total Slots | Expended Slots

7 Total Slots | Expended Slots

8 Total Slots | Expended Slots

9 Total Slots | Expended Slots

Emberhearth

Weapon, mace, rare,   *2,000 gp*
Battle Mage

You gain a +1 bonus to attack and damage rolls made with this magic weapon. As a reaction, you can re-roll any dice that show 2 or less when dealing fire damage PB times/ per long rest. Unthar Shalehart crafted this mace from one of the objects found deep in the vaults of Korth'dal'Mar.

When used by a battle mage they gain proficiency in Emberhearth.

LEY CHAIN (backer GMToolbox)

2nd-Ring Arcane (Enchantment)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

You create tendrils of ley energy that burst from the ground.

You can use ley chains to restrain a creature of size large or smaller. Choose one creature within range that you can see. The target must make a Dexterity saving throw. On a failed save, the ley tendrils wrap around the target and it is restrained for the duration.

At the end of each of the target's turns, it can make a Strength saving throw. On a successful save, the spell ends on the target.

At Higher levels. When you cast this spell using a spell slot of 3rd level or higher, you can tareget one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

Lizard

Tiny Beast, Unaligned

Armor Class 10
Hit Points 2
Speed 15 ft.
Stealth 12   **Perception** 12
Senses nightvision 60 ft.
Languages -
Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
-4	+0	+0	-5	-1	-4

ACTIONS

Melee Attack. +0 to hit. reach 5 ft., one target(1 piercing damage.