



PLAYER NAME

LEVEL & BOND

ALIGNMENT

BACKGROUND

EXPERIENCE POINTS

ANCESTRY

Beastheart

CHARACTER NAME

STRENGTH

INSPIRATION

DEXTERITY

PROFICIENCY BONUS

CONSTITUTION

PASSIVE WISDOM (PERCEPTION)

INTELLIGENCE

SAVING THROWS

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

WISDOM

ARMOR CLASS INITIATIVE SPEED

HP Maximum

CURRENT HP TEMP HP

Total Successes Failures

HIT DICE DEATH SAVES

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)
- Slight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

NAME	ATK BONUS	DAMAGE / TYPE

ATTACKS

OTHER PROCIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

EXPLOIT SAVE DC FEROCITY

PRIMAL EXPLOITS



PERSONALITY TRAITS

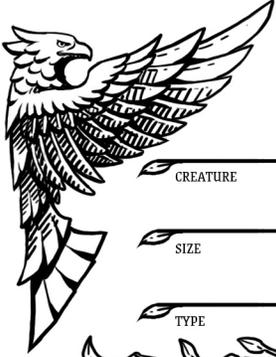
IDEALS

BONDS

FLAWS

FEATURES & TRAITS





CREATURE _____

SIZE _____

TYPE _____

DAMAGE IMMUNITIES _____

CONDITION IMMUNITIES _____

SPECIAL SENSES _____

Beastheart Companion

COMPANION NAME _____

STRENGTH
[]

DEXTERITY
[]

CONSTITUTION
[]

INTELLIGENCE
[]

WISDOM
[]

CHARISMA
[]

PROFICIENCY BONUS
[]

PASSIVE WISDOM (PERCEPTION)
[]



ARMOR CLASS _____ SPEED 1 _____ SPEED 2 _____

Strength _____

Dexterity _____

Constitution _____

Intelligence _____

Wisdom _____

Charisma _____

SAVING THROWS

HP Maximum _____

CURRENT HP _____ TEMP HP _____

Total _____ Successes ○○○○

Failures ○○○○

HIT DICE _____ DEATH SAVED _____

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) _____

Slight of Hand (Dex) _____

Stealth (Dex) _____

Survival (Wis) _____

SKILLS

PORTRAIT

NAME	ATK BONUS	DAMAGE / TYPE
SIGNATURE ATTACK		
ACTION: COSTS 2 FEROCITY		
ACTION: COSTS 5 FEROCITY (LEVEL 3)		
ACTION: COSTS 8 FEROCITY (LEVEL 5)		
TRAITS		
BONUS ACTIONS / REACTIONS		



NOTES

