



STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

PASSIVE WISDOM (PERCEPTION)

SAVING THROWS

—	Strength
—	Dexterity
—	Constitution
—	Intelligence
—	Wisdom
—	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)

ARMOR CLASS

INITIATIVE

SPEED

HP Maximum

CURRENT HP

TEMP HP

Total

Successes

Failures

HIT DICE

DEATH SAVED

NAME	ATK BONUS	DAMAGE / TYPE

ATTACKS

OTHER PROFICIENCIES & LANGUAGES

EXPLOIT SAVE DC

FEROCITY

PRIMAL EXPLOITS

FEATURES & TRAITS



PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

EQUIPMENT





CREATURE

SIZE

TYPE



# Beastheart Companion



DAMAGE IMMUNITIES

CONDITION IMMUNITIES

SPECIAL SENSES

COMPANION NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA



PROFICIENCY BONUS



PASSIVE WISDOM (PERCEPTION)



ARMOR  
CLASS

SPEED 1

SPEED 2

SAVING THROWS

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

HP Maximum

CURRENT HP	TEMP HP
Total	Successes <input type="radio"/> <input type="radio"/> <input type="radio"/>
	Failures <input type="radio"/> <input type="radio"/> <input type="radio"/>
HIT DICE	DEATH SAVED

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)

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

