

# THE DELVER'S GUIDE TO BEAST WORLD

PLAYER NAME \_\_\_\_\_

DELVING CREW \_\_\_\_\_

CHARACTER NAME

SPECIES \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

HOMELAND \_\_\_\_\_ BACKGROUND \_\_\_\_\_

CLASS & LEVEL

PROFICIENCY BONUS

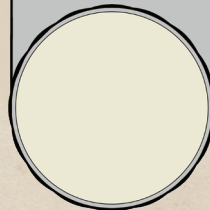
INSPIRATION



DEATH SAVES

SUCCESSES ☐ ☐ ☐  
FAILURES ☐ ☐ ☐

PICTOGRAM



STRENGTH

- ☐ SAVING THROW
- ☐ ATHLETICS

DEXTERITY

- ☐ SAVING THROW
- ☐ ACROBATICS
- ☐ SLEIGHT OF HAND
- ☐ STEALTH

CONSTITUTION

- ☐ SAVING THROW

INTELLIGENCE

- ☐ SAVING THROW
- ☐ ARCANA
- ☐ HISTORY
- ☐ INVESTIGATION
- ☐ NATURE
- ☐ RELIGION

WISDOM

- ☐ SAVING THROW
- ☐ ANIMAL HANDLING
- ☐ INSIGHT
- ☐ MEDICINE
- ☐ PERCEPTION
- ☐ SURVIVAL

CHARISMA

- ☐ SAVING THROW
- ☐ DECEPTION
- ☐ INTIMIDATION
- ☐ PERFORMANCE
- ☐ PERSUASION

PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

EQUIPMENT

CHARACTER APPEARANCE

AC

INITIATIVE

SPEED

HIT DICE

ATTACKS & SPELLCASTING

NAME ATK BONUS DMG/TYPE

CP

SP

GP

PP

CLASS FEATURES

TRAITS

BACKGROUND

SPECIES

HOMELAND

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PLAYER NAME \_\_\_\_\_

DELVING CREW \_\_\_\_\_

CHARACTER NAME

AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_

EYES \_\_\_\_\_ FUR/SKIN \_\_\_\_\_ HAIR \_\_\_\_\_

## ALLIES & ORGANIZATIONS

SYMBOL

## BACKSTORY

## ADDITIONAL FEATURES & TRAITS

## TREASURE



# THE DELVER'S GUIDE TO BEAST WORLD

PLAYER NAME \_\_\_\_\_

DELVING CREW \_\_\_\_\_

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

3

6

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

7

PREPARED

SPELL NAME

4

8

2

5

9