

DRAW STEEL BEASTHEART

Character Name _____ Companion Name _____
 Ancestry _____ Companion _____
 Wild Nature _____ Career _____

VICTORIES:

LEVEL

WEALTH

REOWN

XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE

BEASTHEART

Size Speed Disengage Stability

MIGHT AGILITY REASON INTUITION PRESENCE

COMPANION

Size Speed Disengage Stability

STAMINA

Current ≤ _____ 0 to _____
 Winded Dying

Temporary Max

COMPANION STAMINA

Current ≤ _____ 0 to _____
 Winded Dying

Temporary Max

HEROIC RESOURCE

FEROCITY

RECOVERIES

Stamina Max

SURGES

1 Surge = Damage _____
 2 Surges = Potency + 1

COMPANION RESOURCE

RAMPAGE

- ◆ 8
- ◆ 12
- ◆ 16 (4th level)
- ◆ 20 (7th level)
- ◆ 24 (10th level)

POTENCY

WEAK
 AVERAGE
 STRONG

KIT

_____ Name _____

_____ Weapon _____ Armor _____

Speed Disengage Stamina Stability Melee Dist. Ranged Dist.

Tier 1 | Tier 2 | Tier 3 Tier 1 | Tier 2 | Tier 3
 Melee Damage Ranged Damage

Tier 1 | Tier 2 | Tier 3
 Companion Melee Damage

Effects

When choosing or changing a kit, your companion can choose between the melee damage bonus provided by the kit (if any) or a melee damage bonus of +0/+0/+4.

CONDITIONS

Condition	End of Turn	Save Ends*
Bleeding	◆ ◆	◆ ◆
Dazed	◆ ◆	◆ ◆
Frightened	◆ ◆	◆ ◆
Grabbed	◆ ◆	◆ ◆
Prone	◆ ◆	◆ ◆
Restrained	◆ ◆	◆ ◆
Slowed	◆ ◆	◆ ◆
Taunted	◆ ◆	◆ ◆
Weakened	◆ ◆	◆ ◆
	◆ ◆	◆ ◆
	◆ ◆	◆ ◆

* Save Ends = _____ or higher on 1d10 at the end of your turn removes the effect

SPENDING HERO TOKENS

1 Token: Gain 2 surges.

1 Token: Succeed on a saving throw instead of failing.

1 Token: Reroll a test and use the new result.

2 Tokens: On your turn/when you take damage, regain Stamina equal to your Recovery value without spending a Recovery.

YOUR TURN

You and your companion each take your own move action.

You can use one triggered action per round, which can be used by either you or your companion.

Your main action and maneuver are split between you and your companion; if you take a main action, you can't take a maneuver but your companion can, and vice versa.

FEATURE LISTS

BEASTHEART FEATURES

- Wild Nature
- Companion
- Ferocity
- Rampage
- Kit

TRAITS AND PERKS

MAIN ACTIONS

- Feral Strike (Companion)

MANEUVERS

- Heart of the Beast (Both)

TRIGGERED ACTIONS

CULTURE

ENVIRONMENT

ORGANIZATION

UPBRINGING

LANGUAGES

CAREER

BENEFITS

INCITING INCIDENT

COMPLICATION

DETAILS

SKILLS

Crafting

- ◇ Alchemy
- ◇ Architecture
- ◇ Blacksmithing
- ◇ Carpentry
- ◇ Cooking
- ◇ Fletching
- ◇ Forgery
- ◇ Jewelry
- ◇ Mechanics
- ◇ Tailoring

Exploration

- ◇ Climb
- ◇ Drive
- ◇ Endurance
- ◇ Gymnastics
- ◇ Heal
- ◇ Jump
- ◇ Lift
- ◇ Navigate
- ◇ Ride
- ◇ Swim

Interpersonal

- ◇ Brag
- ◇ Empathize
- ◇ Flirt
- ◇ Gamble
- ◇ Handle Animals
- ◇ Interrogate
- ◇ Intimidate
- ◇ Lead
- ◇ Lie
- ◇ Music
- ◇ Perform
- ◇ Persuade
- ◇ Read Person

Intrigue

- ◇ Alertness
- ◇ Conceal Object
- ◇ Disguise
- ◇ Eavesdrop
- ◇ Escape Artist
- ◇ Hide
- ◇ Pick Lock
- ◇ Pick Pocket
- ◇ Sabotage
- ◇ Search
- ◇ Sneak
- ◇ Track

Lore

- ◇ Culture
- ◇ Criminal Und.
- ◇ History
- ◇ Magic
- ◇ Monsters
- ◇ Nature
- ◇ Psionics
- ◇ Religion
- ◇ Rumors
- ◇ Society
- ◇ Strategy
- ◇ Timescape

ANCESTRY TRAITS AND PERKS

FEROCITY AND RAMPAGE RULES

RAMPAGE TABLE

Rampage Effects

8	At the end of each of your turns, your companion must use their Feral Strike ability as a free maneuver. You can't willingly decrease the power roll outcome to a lower tier. For each ally damaged this way, you gain 2 surges, which you can use on this strike.
12	Your companion has damage immunity equal to their Intuition score.
16 (4th level)	When your companion uses their Feral Strike ability, they deal extra damage equal to their Intuition score to each target. You gain 1 additional surge for each ally damaged this way.
20 (7th level)	As a free maneuver, your companion can increase their size up to size 2, or increase their size by 1 if their original size is already 2 or larger. This size increase lasts until your companion's rampage ends or they use a free maneuver to end it. While your companion's size is increased, they gain a +2 bonus to speed and stability, the potencies of their abilities increase by 1, and the size of their Feral Strike ability's burst increases by 1.
24 (10th level)	When your companion increases their size, they can increase it up to size 3, or increase their size by 1 if their original size is already 3 or larger. Whenever they make a power roll while their size is increased this way, they can roll 3d10 and discard the lowest roll.

Main Action

Action Type _____

0

Cost

Feral Strike

◆ Free Strike ◆ Signature ◆ Heroic ◆ Other

Each creature in the area

Target _____

1 burst

Distance _____

Effect: Your companion moves up to a number of squares equal to their Intuition score straight toward the closest enemy they are aware of, avoiding damaging terrain and ending the movement when they are adjacent to that enemy. Your companion then makes the following power roll:

Power Roll + Might:

Tier 1: 1 + M damage

Tier 2: 3 + M damage

Tier 3: 4 + M damage

This ability gains the following benefit based on your wild nature:

Area, Companion, Melee, Strike, Weapon

Keywords _____

Maneuver

Action Type _____

0+

Cost

Heart of the Beast

◆ Free Strike ◆ Signature ◆ Heroic ◆ Other

Self

Target _____

Self

Distance _____

Effect: You must spend a Recovery without regaining Stamina. Your partner gains temporary Stamina equal to your recovery value as they leap out of your chest. Your partner teleports to your space from any distance, even if they don't have line of effect to you.

1 Ferocity: Your partner can shift up to their speed.

1-5 Ferocity: Your partner gains additional temporary Stamina equal to their Might score for each ferocity spent this way.

5 Ferocity: You restore your dead partner to life with 1 Stamina, even if their body was destroyed. They gain no temporary Stamina if you use this ability this way.

Magic, Ranged

Keywords _____

Action Type _____

Cost

Cost

◆ Free Strike ◆ Signature ◆ Heroic ◆ Other

Target _____

Distance _____

Keywords _____

BEASTHEART FEATURES

COMPANION TRAITS AND FEATURES Melee Free Strike _____

TITLES

TRINKETS

LEVELED TREASURES

CARRY THREE SAFELY



CONSUMABLES

PROJECTS

Project Name	Assigned Hero / Follower	Characteristic	Goal Points
			/
			/
			/
			/
			/
			/

Action Type Cost

Free Strike Signature Heroic Other

Target

Distance

Keywords

Action Type Cost

Free Strike Signature Heroic Other

Target

Distance

Keywords

Action Type Cost

Free Strike Signature Heroic Other

Target

Distance

Keywords

Action Type Cost

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Action Type Cost

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Target

Distance

Keywords