

# BEOWULF

AGE OF HEROES

HERO NAME \_\_\_\_\_

TALE \_\_\_\_\_ LEVEL \_\_\_\_\_ XP TOTAL \_\_\_\_\_

BACKGROUND \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

PROFICIENCY BONUS \_\_\_\_\_

INSPIRATION \_\_\_\_\_

PASSIVE PERCEPTION \_\_\_\_\_

PASSIVE INSIGHT \_\_\_\_\_

**STRENGTH**

Athletics  
 Saving Throw

**DEXTERITY**

Acrobatics  
 Sleight of Hand  
 Stealth  
 Saving Throw

**CONSTITUTION**

Saving Throw

**INTELLIGENCE**

Investigation  
 Legends  
 Nature  
 Religion  
 Saving Throw

**WISDOM**

Animal Hand.  
 Insight  
 Medicine  
 Perception  
 Survival  
 Saving Throw

**CHARISMA**

Deception  
 Intimidation  
 Performance  
 Persuasion  
 Saving Throw

TOTAL ARMOUR CLASS \_\_\_\_\_

BODY \_\_\_\_\_

HELM \_\_\_\_\_

SHIELD \_\_\_\_\_

INITIATIVE \_\_\_\_\_

SPEED \_\_\_\_\_

TEMPORARY HIT POINTS \_\_\_\_\_

FEATURES AND TRAITS

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

MAX. FOLLOWERS \_\_\_\_\_

PERSONALITY TRAITS

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

IDEALS

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

BONDS

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

FLAWS

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

**HIT POINTS** \_\_\_\_\_

**HIT DICE** \_\_\_\_\_

MAXIMUM HIT POINTS \_\_\_\_\_  
 MAXIMUM HIT DICE \_\_\_\_\_

Successes       
 Failures

DEATH SAVING THROWS \_\_\_\_\_

| WEAPON | ATK BONUS | DAMAGE (TYPE) |
|--------|-----------|---------------|
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |
|        |           |               |

TREASURES

\_\_\_\_\_ (\_\_\_\_)  
 \_\_\_\_\_ (\_\_\_\_)  
 \_\_\_\_\_ (\_\_\_\_)  
 \_\_\_\_\_ (\_\_\_\_)  
 \_\_\_\_\_ (\_\_\_\_)  
 \_\_\_\_\_ (\_\_\_\_)  
 \_\_\_\_\_ (\_\_\_\_)  
 \_\_\_\_\_ (\_\_\_\_)  
 \_\_\_\_\_ (\_\_\_\_)  
 \_\_\_\_\_ (\_\_\_\_)  
 \_\_\_\_\_ (\_\_\_\_)

EQUIPMENT

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

OTHER PROFICIENCIES

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

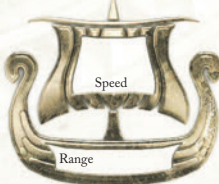
---

---

---

---

---



Speed \_\_\_\_\_

Range \_\_\_\_\_

SHIP NAME \_\_\_\_\_

BURDENS \_\_\_\_\_

GIFTS \_\_\_\_\_