

Character Name _____

STR

INITIATIVE

INT

Race _____

CON

WIS

**Savage**

Class & Level _____

DEX

Level + Dex

CHA

Height & Weight _____

Age & Sex _____

HIT POINTS

Maximum	Current
---------	---------

(8 + CON)
x Lvl mod**RECOVERIES**

/
d6 +

DEATH SAVES**AC**12 + Level +
Con/Dex/Wis**PD**11 + Level +
Str/Con/Dex**MD**10 + Level +
Int/Wis/Cha**INCREMENTAL ADVANCES**

- Hit Points Skills +1
- Feat Extra Magic Item
- Power Ability Scores

**ICON RELATIONSHIPS**

<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____

BASIC ATTACKS**Melee**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Attack	Hit	Miss

Ranged

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Attack	Hit	Miss

POWERS (ONCE PER BATTLE)

Cost: _____

ONE UNIQUE THING

<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____

CLASS FEATURES**FRENZY**

Add your frenzy dice to damage with melee and thrown weapon attacks.
(You keep these dice)

At the end of your turn:

- * Gain frenzy dice if you have hit with at least one attack this turn.
- * Spend frenzy dice to heal (optional)
- * Discard frenzy dice above maximum

BACKGROUNDS

<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____

Frenzy on Hit**d****Maximum Frenzy****d****TALENTS**

Current Frenzy

FEATS

ADVENTURER

CHAMPION

EPIC

GEAR, EQUIPMENT & MONEY

gp

gp

MAGIC ITEMS

ITEM

CHAKRA



Notes