

Character Name

Race

Height & Weight

Savage

Class & Level

Age & Sex

STR

CON

DEX

INITIATIVE

Level + Dex

INT

WIS

CHA



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

- | | |
|-------------------------------------|---|
| <input type="checkbox"/> Hit Points | <input type="checkbox"/> Skills +1 |
| <input type="checkbox"/> Feat | <input type="checkbox"/> Extra Magic Item |
| <input type="checkbox"/> Power | <input type="checkbox"/> Ability Scores |

ICON RELATIONSHIPS

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

BASIC ATTACKS

Melee	<input type="text"/>	<input type="text"/>	<input type="text"/>
	Attack	Hit	Miss
Ranged	<input type="text"/>	<input type="text"/>	<input type="text"/>
	Attack	Hit	Miss

POWERS (ONCE PER BATTLE)

Cost:

Cost:

Cost:

Cost:

Cost:

Cost:

Cost:

Cost:

ONE UNIQUE THING

RACIAL POWER

BACKGROUNDS

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

TALENTS

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

Frenzy on Hit

d

Maximum Frenzy

d

Current Frenzy

FEATS

ADVENTURER

CHAMPION

EPIC

GEAR, EQUIPMENT & MONEY

gp

MAGIC ITEMS

ITEM

CHAKRA



Notes