

ATTACKS									
Range		Type		Attack Bonus		Damage		Critical	
ft sq						d		x	
Ammo		#		Special Ammo		#			

Range		Type	Attack Bonus	Damage	Critical
ft	sq			d	x

Range		Type	Attack Bonus	Damage	Critical
ft	sq			d	x

[illegible]

RAGE! PER DAY	RAGE! Today	Temporary Hit Points	Total Level	CON Increase
<div></div>	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div><div></div></div> + hp =	<div></div>	<div></div>
<b>RAGE! DURATION</b> <div><div></div></div> rds = <b>CON</b> + 3 (Use adjusted CON)				
<input checked="" type="checkbox"/> <b>RAGE!</b> +4 Strength +4 Constitution +2 Will -2 AC <input type="checkbox"/> <b>Greater RAGE!</b> +6 Strength +6 Constitution +3 Will -2 AC <input type="checkbox"/> <b>Mighty RAGE!</b> +8 Strength +8 Constitution +4 Will -2 AC Fatigued -2 Strength -2 Dexterity Can't charge or run				

FORTITUDE SAVE		Base	Misc	Temp	RAGE!
<b>FORT</b>	= <b>CON</b> +	_____	_____	<b>+</b>	<b>+</b>
<hr/>					
REFLEX SAVE					Fatigued
<b>REF</b>	= <b>DEX</b> +	_____	_____	<b>+</b>	<b>-</b>
<hr/>					
WILL SAVE					RAGE!
<b>WILL</b>	= <b>WIS</b> +	_____	_____	<b>+</b>	<b>+</b>
<hr/>					
<input type="checkbox"/> Evasion	<input type="checkbox"/> Improved Evasion			<input type="checkbox"/> Trap Sense	
<input type="checkbox"/> Endurance	<input type="checkbox"/> Indomitable Will				

[illegible]

INITIATIVE				
INITIATIVE BONUS	Feats		Misc	
INIT	=	DEX	+	

SPEED	Speed with Armor	Temp Speed
ft sq	ft sq	ft sq
+ 10 to speed unless wearing heavy armor	Swim Speed	Fly Speed
	ft sq	ft sq

BASE ATTACK BONUS	MELEE ATTACK	RANGED ATTACK
<input type="text"/>	<input type="text"/>	<input type="text"/>
Temp Attack Bonus	Bufs	Nerfs
<input type="text"/>		
Temp Damage Bonus	Bufs	Nerfs
<input type="text"/>		

**GRAPPLE BONUS** Size Modifier  
x4 Misc

$$\boxed{\phantom{0000}} = \text{Base Attack} + \mathbf{x4} + \mathbf{STR} + \phantom{0000}$$

HEALTH			
<b>HIT POINTS</b>	Wounds <input type="checkbox"/> Dying <input type="checkbox"/> Stable	Non-lethal <input type="checkbox"/> Unconscious	<b>RAGE!</b>
hp	hp	hp	+ hp

ARMOR CLASS		Armor AC	Shield AC	Natural Armor	Size Modifier	Deflection Modifier	Misc
AC	= 10 + DEX	+	+	-	+	+	
FLAT-FOOTED ARMOR CLASS							
AC	= 10	+	+	-	+	+	
TOUCH ARMOR CLASS							
AC	= 10 + DEX	/	/	/	-	+	+

Temp AC	Spell Resistance	<input type="checkbox"/> Uncanny Dodge	<input type="checkbox"/> Improved Uncanny Dodge	Conditional Modifiers
AC				
-2	RAGE! AC Penalty			
Damage Reduction				

[illegible]

**RAGE!**