

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

Ammo    | Special Ammo   

RAGE!			
<b>RAGE! PER DAY</b>	<b>RAGE! Today</b>	<b>Temporary Hit Points</b>	<b>Total Level</b>
<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></div><div></div><div></div><div></div><div></div></div> + hp =	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></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		

SAVES					
<b>FORTITUDE SAVE</b>		Base	Misc	Temp	<b>RAGE!</b>
<b>FORT</b>	= <b>CON</b> +			<b>+</b>	<b>+</b>
<b>REFLEX SAVE</b>					Fatigued
<b>REF</b>	= <b>DEX</b> +			<b>+</b>	<b>-</b>
<b>WILL SAVE</b>					<b>RAGE!</b>
<b>WILL</b>	= <b>WIS</b> +			<b>+</b>	<b>+</b>

☐ Evasion
 ☐ Improved Evasion
 ☐ Trap Sense

☐ Endurance
 ☐ Indomitable Will

EFFECTS	
	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>
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INITIATIVE			
INITIATIVE BONUS		Feats	Misc
INIT	= DEX	+	+
SPEED			
SPEED		Speed with Armour	Temp Speed
ft	sq	ft	sq

The diagram illustrates the relationship between different speed types in the game. It consists of five boxes arranged in a grid-like fashion:

- SPEED**: A solid black box containing "ft" and "sq". Below it, text reads: "+ 10 to speed unless wearing heavy armour".
- Speed with Armour**: A dashed black box containing "ft" and "sq".
- Temp Speed**: A grey-outlined box containing "ft" and "sq".
- Swim Speed**: A solid black box containing "ft" and "sq".
- Fly Speed**: A solid black box containing "ft" and "sq".

Arrows indicate the following relationships:

- A solid arrow points from **SPEED** to **Speed with Armour**.
- A solid arrow points from **Speed with Armour** to **Temp Speed**.
- A solid arrow points from **Temp Speed** to **Swim Speed**.
- A solid arrow points from **Temp Speed** to **Fly Speed**.

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

GRAPPLE

GRAPPLE BONUS

=

Base Attack

+

x 4

+

STR

+

Size Modifier

x4

Misc

HEALTH

HIT POINTS

Wounds

☐ Dying
 ☐ Stable

Non-lethal
 ☐ Unconscious

RAGE!

hp

hp

hp

+

hp

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

## FEATS

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**SPECIAL ABILITIES**

RAGE!

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