

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>
RAGE! DURATION <div><div></div></div> rds = CON + 3 (Use adjusted CON)				
<input checked="" type="checkbox"/> RAGE! +4 Strength +4 Constitution +2 Will -2 AC <input type="checkbox"/> Greater RAGE! +6 Strength +6 Constitution +3 Will -2 AC <input type="checkbox"/> Mighty RAGE! +8 Strength +8 Constitution +4 Will -2 AC Fatigued -2 Strength -2 Dexterity Can't charge or run				

FORTITUDE SAVE		Base	Misc	Temp	RAGE!
FORT	= CON +	_____	_____	+	+
<hr/>					
REFLEX SAVE					Fatigued
REF	= DEX +	_____	_____	+	-
<hr/>					
WILL SAVE					RAGE!
WILL	= WIS +	_____	_____	+	+
<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		
<div style="border: 1px solid black; display: inline-block; padding: 2px 10px; margin-right: 5px;">INIT</div> = <div style="border-bottom: 1px dashed black; display: inline-block; width: 100px;"></div> DEX + <div style="border-bottom: 1px solid black; display: inline-block; width: 100px;"></div> + <div style="border-bottom: 1px solid black; display: inline-block; width: 100px;"></div>				

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
RAGE!		Fatigued
+ =	-	
Temp Damage Bonus	Bufs	Nerfs
RAGE!		Fatigued
+ =	-	

GRAPPLE BONUS Size Modifier
x4 Misc

$$\boxed{\text{Base Attack}} = \text{Base Attack} + \mathbf{x\ 4} + \mathbf{STR} + \underline{\hspace{1cm}}$$

HEALTH

HIT POINTS

Wounds

☐ Dying
☐ Stable

Non-lethal

☐ Unconscious

RAGE!

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 / +	+	+	-	+	+	

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							

RAGE!