

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!			
RAGE! PER DAY	RAGE! Today	Temporary Hit Points	Total Level
<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 =	_____ × _____
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		

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

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INITIATIVE				
INITIATIVE BONUS		Feats	Misc	
INIT	= DEX	+	+	

SPEED			
SPEED		Speed with Armour	Temp Speed
ft	sq	ft	sq
+ 10 to speed unless wearing heavy armour		Swim Speed	Fly Speed
		ft	sq

BASE ATTACK				
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"/>	<input type="text"/>	<input type="text"/>
Temp Damage Bonus	Bufs	Nerfs	RAGE!	Fatigued
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

GRAPPLE			
	Size Modifier		Misc
GRAPPLE BONUS	x4		
<input type="text"/>	= Base Attack + x 4 + STR +		

HEALTH			
HIT POINTS	Wounds	<input type="checkbox"/> Dying <input type="checkbox"/> Stable	Non-lethal <input type="checkbox"/> 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	/	/	/	-	+	+	

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