

ATTACKS

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

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d	x

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RAGE!

RAGE! PER DAY	RAGE! Today	Temporary Hit Points	Total Level	CON Increase
		+ hp =	x	
RAGE! DURATION				
rds = CON + 3 (Use adjusted CON)				
<input 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	

EFFECTS

INITIATIVE

INITIATIVE BONUS	Feats	Misc
INIT = DEX +		

SPEED

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

BASE ATTACK BONUS	MELEE ATTACK	RANGED ATTACK

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

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

GRAPPLE

GRAPPLE BONUS	Size Modifier x4	Misc
= 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	+

ARMOR CLASS

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			
/			

FEATS

SPECIAL ABILITIES

RAGE!

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