

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! PER DAY	RAGE! Today	Temporary Hit Points	Total Level	CON Increase
	<div style="display: flex; flex-wrap: wrap;"> <div style="width: 25px; height: 25px; border: 1px solid black; margin: 2px;"></div> <div style="width: 25px; height: 25px; border: 1px solid black; margin: 2px;"></div> <div style="width: 25px; height: 25px; border: 1px solid black; margin: 2px;"></div> <div style="width: 25px; height: 25px; border: 1px solid black; margin: 2px;"></div> </div>	<div style="border: 2px dashed black; padding: 5px; display: inline-block;"> + </div> <div style="display: inline-block; border: 1px solid black; padding: 5px; margin: 0 5px;">hp</div> =	<div style="border-bottom: 1px solid black; width: 100px;"></div>	× <div style="border-bottom: 1px solid black; width: 100px;"></div>

RAGE! DURATION

rds

=

CON
+
3

(Use adjusted CON)

☒ **RAGE!**
☐ **Greater RAGE!**
☐ **Mighty RAGE!**

+4 Strength
+4 Constitution
+2 Will
-2 AC

+6 Strength
+6 Constitution
+3 Will
-2 AC

+8 Strength
+8 Constitution
+4 Will
-2 AC

Fatigued
-2 Strength -2 Dexterity Can't charge or run

SAVES

WILL SAVE RAGE!

WILL = WIS + + + +

EFFECTS

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INITIATIVE

SPEED

BASE ATTACK

Temp Damage Bonus Buffs Nerfs **RAGE!** Fatigued

+ = - **+** -

GRAPPLE

HEALTH

HEALTH

ARMOUR CLASS

ARMOUR CLASS

TOUCH ARMOUR CLASS

AC	= 10 + DEX	/	/	/	-	+	+
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-2 RAGE!
AC Penalty
Damage Reduction

FEATS

SPECIAL ABILITIES
