

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!		RAGE!		Temporary		Total		CON	
PER DAY		Today		Hit Points		Level		Increase	
<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<div style="border: 2px dashed black; padding: 5px; display: inline-block;"> + </div> <input type="text"/> hp		=		×	
RAGE! DURATION									
<input type="text"/>		rds		= CON + 3				(Use adjusted CON)	
<input type="checkbox"/> RAGE! <input type="checkbox"/> Greater RAGE! <input type="checkbox"/> Mighty RAGE!									
Fatigued									

SAVES

☐ Evasion ☐ Improved Evasion ☐ Trap Sense

☐ Endurance ☐ Indomitable Will ☐ Sense

EFFECTS











[illegible]

INITIATIVE

SPEED

	Swim Speed	Fly Speed
+ 10 to speed unless wearing heavy armour	ft sq	ft sq

BASE ATTACK

Temp Attack Bonus	Bufs	Nerfs	RAGE!	Fatigued
 =				
Temp Damage Bonus	Bufs	Nerfs	RAGE!	Fatigued
 =				

GRAPPLE

$$\text{GRAPPLE BONUS} = \text{Base Attack} + \text{Size Modifier} \times 4 + \text{STR} + \text{Misc}$$

HEALTH

ARMOUR CLASS

ARMOUR CLASS

$$\text{TOUCH ARMOUR CLASS} \quad \boxed{\text{AC}} = 10 + \text{DEX} \quad / \quad / \quad / \quad - \quad + \quad +$$

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!