

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	CON Increase
<div style="border: 1px solid black; width: 60px; height: 60px; margin: 0 auto;"></div>	<div style="display: flex; flex-wrap: wrap; justify-content: center;"> <div style="border: 1px solid black; width: 25px; height: 25px; margin: 2px;"></div> <div style="border: 1px solid black; width: 25px; height: 25px; margin: 2px;"></div> <div style="border: 1px solid black; width: 25px; height: 25px; margin: 2px;"></div> <div style="border: 1px solid black; width: 25px; height: 25px; margin: 2px;"></div> </div>	<div style="border: 2px dashed black; padding: 5px; display: inline-block;"> <div style="border: 1px solid black; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center; margin: 0 auto;"> <div style="font-size: 1.5em; margin-right: 5px;">+</div> <div style="border: 1px solid black; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center;"> <div style="font-size: 0.8em; margin-right: 2px;">hp</div> </div> </div> </div>	<div style="border-bottom: 1px solid black; width: 100px; margin: 0 auto;"></div>	<div style="border-bottom: 1px solid black; width: 100px; margin: 0 auto;"></div>
<div style="display: flex; justify-content: space-between;"> <div style="width: 20%;"> <b>RAGE! DURATION</b>  <div style="border: 1px solid black; width: 60px; height: 40px; margin: 5px auto;"></div> </div> <div style="width: 40%; text-align: center;"> <b>rds</b> = <b>CON</b> + <b>3</b>  <div style="border-bottom: 1px dashed black; width: 100px; margin: 0 auto;"></div> </div> <div style="width: 40%; text-align: right;">             (Use adjusted CON)           </div> </div>				

☒ **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					
<b>FORTITUDE SAVE</b>		Base	Misc	Temp	<b>RAGE!</b>
<b>FORT</b>	= <b>CON</b> +			<b>+</b>	<b>+</b>
<b>REFLEX SAVE</b>					Fatigued
<b>REF</b>	= <b>DEX</b> +			<b>+</b>	<b>-</b>
<b>WILL SAVE</b>					<b>RAGE!</b>
<b>WILL</b>	= <b>WIS</b> +			<b>+</b>	<b>+</b>

☐ Evasion
 ☐ Improved Evasion
 ☐ Trap Sense

☐ Endurance
 ☐ Indomitable Will

EFFECTS	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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INITIATIVE				
INITIATIVE BONUS	Feats		Misc	
INIT = DEX +		+		

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

BASE ATTACK				
BASE ATTACK BONUS	MELEE ATTACK		RANGED ATTACK	
<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 x4	Misc
<b>GRAPPLE BONUS</b>	= Base Attack +	x 4 + STR +	
<input type="text"/>		<input type="text"/> <input type="text"/>	<input type="text"/>

HEALTH

HIT POINTS

Wounds

☐ Dying
☐ Stable

Non-lethal
☐ 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	/	/	/	-	+	+		

Temp AC	Spell Resistance	<input type="checkbox"/> Uncanny Dodge	<input type="checkbox"/> Improved Uncanny Dodge	Conditional Modifiers
AC				
- 2	RAGE! AC Penalty			
Damage Reduction				

[illegible]

**SPECIAL ABILITIES**

RAGE!

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