

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></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 =	<div></div> × <div></div>
RAGE! DURATION			
<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

WILL SAVE RAGE!

WILL = WIS + + +

EFFECTS

INITIATIVE

SPEED

HEALTH