

ATTACKS

RangeType

ftsq

Attack Bonus

Damage

Critical

Ammo

#

Special Ammo

#

RangeType

ftsq

Attack Bonus

Damage

Critical

RangeType

ftsq

Attack Bonus

Damage

Critical

RangeType

ftsq

Attack Bonus

Damage

Critical

RangeType

ftsq

Attack Bonus

Damage

Critical

Ammo

#

Special Ammo

#

Ammo

#

Special Ammo

#

RAGE!

RAGE!

PER DAY

Temporary Hit Points

Total Level

CON Increase

RAGE!

DURATION

rds

= CON + 3

(Use adjusted CON)

RAGE!

Greater RAGE!

Mighty RAGE!

Fatigued

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

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

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

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

SAVES

FORTITUDE SAVE

Base

Misc

Temp

RAGE!

FORT

= CON +

+

+

+

REFLEX SAVE

Base

Misc

Temp

RAGE!

REF

= DEX +

+

+

+

WILL SAVE

Base

Misc

Temp

RAGE!

WILL

= WIS +

+

+

+

Evasion

Improved Evasion

Trap Sense

Endurance

Indomitable Will

EFFECTS

000000

000000

000000

000000

000000

000000

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

Dying

Stable

Non-lethal

Unconscious

RAGE!

hp

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

Uncanny Dodge

Improved Uncanny Dodge

Conditional Modifiers

AC

RAGE!

AC Penalty

Damage Reduction

- 2

/

FEATS

SPECIAL ABILITIES

RAGE!