

ATTACKS									
Range		Type	Attack Bonus			Damage		Critical	
ft sq						d		x	
Ammo	#	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	Special Ammo			#	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>		

Range		Type	Attack Bonus	Damage	Critical
ft	sq			d	x

Range		Type	Attack Bonus	Damage	Critical
ft	sq			d	x

Range	Type	Attack Bonus	Damage	Critical
10 ft	sq		d	x

Ammo	#	<div></div>	Special Ammo	#	<div></div>
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Ammo	#	<div></div>	Special Ammo	#	<div></div>
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RAGE!					
RAGE! PER DAY	RAGE! Today	Temporary Hit Points	Total Level	CON Increase	
<div style="border: 1px solid black; width: 60px; height: 40px; margin: 0 auto;"></div>	<div style="display: flex; justify-content: space-around;"> <div><div style="width: 15px; height: 15px; border: 1px solid black;"></div></div> <div><div style="width: 15px; height: 15px; border: 1px solid black;"></div></div> <div><div style="width: 15px; height: 15px; border: 1px solid black;"></div></div> <div><div style="width: 15px; height: 15px; border: 1px solid black;"></div></div> </div>	<div style="border: 2px dashed black; display: inline-block; padding: 5px;"> <div style="background-color: #eee; padding: 5px; border: 1px solid black;">+</div> <div style="padding: 0 5px;">hp</div> </div>	=	×	_ _ _ _
RAGE! DURATION					
<div style="border: 1px solid black; width: 60px; height: 40px; margin: 0 auto;"></div>	rds	=	<div style="background-color: #eee; padding: 5px; border: 1px solid black;">CON</div> <div style="font-size: 2em; padding: 0 5px;">+</div> <div style="font-size: 2em; padding: 0 5px;">3</div>	(Use adjusted CON)	
<div style="display: flex; justify-content: space-between;"> <div> <input checked="" type="checkbox"/> RAGE! <input type="checkbox"/> Greater RAGE! <input type="checkbox"/> Mighty RAGE! </div> <div> <div style="background-color: #eee; padding: 5px; border: 1px solid black; width: 40px; height: 20px; margin: 0 auto;"></div> <div style="text-align: center; padding: 5px;"> +4 Strength +4 Constitution +2 Will -2 AC +6 Strength +6 Constitution +3 Will -2 AC +8 Strength +8 Constitution +4 Will -2 AC </div> </div> </div>					
<div style="display: flex; justify-content: space-between;"> <div> Fatigued <input type="checkbox"/> </div> <div> -2 Strength -2 Dexterity Can't charge or run </div> </div>					

SAVES					
FORTITUDE SAVE		Base	Misc	Temp	RAGE!
FORT	= CON +	_____	_____	+	+
REFLEX SAVE					Fatigued
REF	= DEX +	_____	_____	+	-
WILL SAVE					RAGE!
WILL	= WIS +	_____	_____	+	+
<input type="checkbox"/> Evasion <input type="checkbox"/> Endurance		<input type="checkbox"/> Improved Evasion <input type="checkbox"/> Indomitable Will		<input type="checkbox"/> Trap Sense _____	
EFFECTS					

[illegible]

INITIATIVE			
INITIATIVE BONUS		Feats	Misc
INIT	= DEX	+	+
	-----	_____	_____
SPEED			
SPEED		Speed with Armour	Temp Speed
ft	sq	ft	sq

SPEED

ft sq

+ 10 to speed unless wearing heavy armour

Speed with Armour

ft sq

Temp Speed

ft sq

Swim Speed

ft sq

Fly Speed

ft sq

BASE ATTACK BONUS	MELEE ATTACK		RANGED ATTACK	
<input type="text"/>	<input type="text"/>	<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"/>
Temp Damage Bonus	Bufs	Nerfs	RAGE!	Fatigued
<input type="text"/>	=	-	<input type="text"/>	<input type="text"/>

GRAPPLE

Size Modifier
x4

Misc

GRAPPLE BONUS

= Base Attack + x 4 + STR +

HEALTH			
HIT POINTS	Wounds	<input type="checkbox"/> Dying <input type="checkbox"/> Stable	Non-lethal <input type="checkbox"/> Unconscious
hp	hp	hp	RAGE! + hp

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	/	/	/	-	+	+

[illegible]

SPECIAL ABILITIES

RAGE!
