

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	#	<div> <div>□ □ □ □ □ □ □ □</div> <div>□ □ □ □ □ □ □ □</div> <div>□ □ □ □ □ □ □ □</div> </div>	Special Ammo	#	<div> <div>□ □ □ □</div> <div>□ □ □ □</div> <div>□ □ □ □</div> </div>
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RAGE!	RAGE!	Temporary	Total	CON		
PER DAY	Today	Hit Points	Level	Increase		
<div style="border: 1px solid black; width: 60px; height: 40px; margin: 5px;"></div>	<div style="display: flex; flex-wrap: wrap;"> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 2px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 2px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 2px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 2px;"></div> </div>	<div style="border: 2px dashed black; padding: 5px; display: inline-block;"> <div style="background-color: #e0e0e0; padding: 5px; border-radius: 5px;"> + </div> <div style="padding: 0 5px;">hp</div> </div>	=	<div style="border-bottom: 1px solid black; width: 60px;"></div>	×	<div style="border-bottom: 1px dashed black; width: 60px;"></div>

RAGE! DURATION

rds

=

CON

+

3

(Use adjusted CON)

☒ **RAGE!**
☐ **Greater RAGE!**
☐ **Mighty RAGE!**

+4 Strength
+6 Strength
+8 Strength

+4 Constitution
+6 Constitution
+8 Constitution

+2 Will
+3 Will
+4 Will

-2 AC
-2 AC
-2 AC

Fatigued

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

FORTITUDE SAVE	Base	Misc	Temp	RAGE!
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WILL SAVE **RAGE!**

WILL = **WIS** + + +

EFFECTS

Page 10 of 10

INITIATIVE

SPEED

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

BASE ATTACK

BASE	MELEE	RANGED
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Temp Attack Bonus Buffs Nerfs **RAGE!** Fatigued

+ = - **+** -

Temp Damage Bonus	Bufs	Nerfs	RAGE!	Fatigued
<div><div>+</div></div>	=	-	<div><div>+</div></div>	<div><div>-</div></div>

Size Modifier

GRAPPLE BONUS x4 Misc

= $\text{Base Attack} + \underline{x4} + \text{STR} + \underline{\hspace{1cm}}$

HIT POINTS Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious **RAGE!**

$$\boxed{\text{hp}} + \boxed{\phantom{\text{hp}}} + \boxed{\phantom{\text{hp}}} + \boxed{+ \phantom{\text{hp}}}$$

	Natural	Size	Deflection
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ARMOUR CLASS		Armour AC	Shield AC	Armour	Modifier	Modifier	Misc
AC	= 10 + DEX	+	+	+	-	+	+

$$\boxed{\text{AC}} = 10 \quad / \quad + \quad + \quad + \quad - \quad + \quad +$$

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

Damage Reduction

RAGE!

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