

| 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! | | Temporary | | Total | | CON | | | |
|---|--|---|--|---|--|---|--|---|--|---|--|
| PER DAY | | Today | | Hit Points | | Level | | 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></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></div><div></div><div></div></div> | |
| | | | | + hp | | = | | x | | --- | |
| RAGE! DURATION | | | | = CON + 3 | | | | (Use adjusted CON) | | | |
| | | rds | | | | | | | | | |
| <input type="checkbox"/> RAGE! <input type="checkbox"/> Greater RAGE! <input type="checkbox"/> 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

WILL SAVE RAGE!

WILL = WIS + + + +

EFFECTS

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INITIATIVE

SPEED

| SPEED | Speed with Armour | Temp Speed |
|-------|-------------------|------------|
|-------|-------------------|------------|

| | Swim Speed | Fly Speed |
|---|------------|-----------|
| + 10 to speed unless wearing heavy armour | ft sq | ft sq |

| BASE | MELEE | RANGED |
|------|-------|--------|
|------|-------|--------|

Temp Attack Bonus Buffs Nerfs **RAGE!** Fatigued

+ = - **+** -

| Temp Damage Bonus | Bufs | Nerfs | RAGE! | Fatigued |
|-------------------|------|-------|----------|----------|
| + | = | - | + | - |

GRAPPLE

GRAPPLE BONUS = $\frac{\text{Base Attack}}{\text{Size Modifier}} \times 4 + \text{STR} + \text{Misc}$

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

FLAT-FOOTED ARMOUR CLASS

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

TOUCH ARMOUR CLASS

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

-2 **RAGE!**
AC Penalty
Damage Reduction

FEATS

SPECIAL ABILITIES

RAGE!

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