

ATTACKS

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>

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> + hp =		<div></div>		<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

BASE ATTACK

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

 =  -   

GRAPPLE

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

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

AC = 10 / + + + - + +

TOUCH ARMOUR CLASS

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

- 2 RAGE!
AC Penalty
Damage Reduction

FEATS

SPECIAL ABILITIES
