

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			
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RAGE! DURATION				<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>	
<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		+3 Will -2 AC +4 Will -2 AC +5 Will -2 AC		+4 Will -2 AC +5 Will -2 AC +6 Will -2 AC		+5 Will -2 AC +6 Will -2 AC +7 Will -2 AC		+6 Will -2 AC +7 Will -2 AC +8 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**

Figure 1 consists of three schematic diagrams labeled (a), (b), and (c). Each diagram shows a fish swimming in a rectangular tank. In (a), labeled 'Normal swimming', the fish is in a tank with a solid bottom. In (b), labeled 'Swim Speed', the fish is in a tank with a dashed bottom. In (c), labeled 'Fly Speed', the fish is in a tank with a solid bottom and a shaded area above it.

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Taxon Attack

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## GRAPPLE

Basic Attack + x4 + STR +

## HEALTH

## ARMOUR CLASS

## FLAT-FOOTED ARMOUR CLASS

## TOUCH ARMOUR CLASS

Temp AC    Spell Resistance    ☐ Uncanny Dodge    ☐ Improved Uncanny Dodge    Conditional Modifiers

 RAGE!

RAGE!

## RAGE!

	PROSTATE

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