

ATTACKS

RangeType

ftsq

Attack Bonus

Damage

Critical

Attack Bonus

Damage

Critical

Ammo

#

Special Ammo

#

RangeType

ftsq

Attack Bonus

Damage

Critical

RangeType

ftsq

Attack Bonus

Damage

Critical

RangeType

ftsq

Attack Bonus

Damage

Critical

RangeType

ftsq

Attack Bonus

Damage

Critical

Ammo

#

Special Ammo

#

Ammo

#

Special Ammo

#

RAGE!

RAGE! PER DAY

RAGE! Today

Temporary Hit Points

Total Level

CON Increase

RAGE! DURATION

rds

CON + 3

(Use adjusted CON)

RAGE!

Greater RAGE!

Mighty RAGE!

Fatigued

+4 Strength

+4 Constitution

+2 Will

-2 AC

+6 Strength

+6 Constitution

+3 Will

-2 AC

+8 Strength

+8 Constitution

+4 Will

-2 AC

-2 Strength

-2 Dexterity

Can't charge or run

SAVES

FORTITUDE SAVE

Base

Misc

Temp

RAGE!

FORT

CON

+

+

+

+

REFLEX SAVE

Base

Misc

Temp

RAGE!

REF

DEX

+

+

+

+

WILL SAVE

Base

Misc

Temp

RAGE!

WILL

WIS

+

+

+

+

Evasion

Improved Evasion

Trap Sense

Endurance

Indomitable Will

EFFECTS

000000

000000

000000

000000

000000

000000

INITIATIVE

INITIATIVE BONUS

Feats

Misc

INIT = DEX + +

SPEED

SPEED

Speed with Armor

Temp Speed

ft sq

ft sq

ft sq

+ 10 to speed unless wearing heavy armour

Swim Speed

Fly Speed

ft sq

ft sq

BASE ATTACK

BASE ATTACK BONUS

MELEE ATTACK

RANGED ATTACK

Temp Attack Bonus

Bufs

Nerfs

RAGE!

Fatigued

+ = -

+ -

Temp Damage Bonus

Bufs

Nerfs

RAGE!

Fatigued

+ = -

+ -

GRAPPLE

GRAPPLE BONUS

Size Modifier x4

Misc

Base Attack

+ x 4 + STR +

HEALTH

HIT POINTS

Wounds

Dying

Stable

Non-lethal

Unconscious

RAGE!

hp

hp

hp

hp

ARMOR CLASS

ARMOR CLASS

Armor AC

Shield AC

Natural Armor

Size Modifier

Deflection Modifier

Misc

AC = 10 + DEX + + - + +

FLAT-FOOTED ARMOR CLASS

AC = 10 / + + - + +

TOUCH ARMOR CLASS

AC = 10 + DEX / / / - + +

Temp AC

Spell Resistance

Uncanny Dodge

Improved Uncanny Dodge

Conditional Modifiers

AC

-2 RAGE! AC Penalty

Damage Reduction

/

FEATS

SPECIAL ABILITIES

RAGE!