

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>	Special Ammo	#	<div></div>
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RAGE!				
<b>RAGE!</b> <b>PER DAY</b>	<b>RAGE!</b> <b>Today</b>	Temporary Hit Points	Total Level	CON Increase
<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>
<b>RAGE! DURATION</b>				
<div></div> rds	<div><div>---</div><div>CON + 3</div></div>		(Use adjusted CON)	
<input checked="" type="checkbox"/> <b>RAGE!</b>	+4 Strength +4 Constitution +2 Will -2 AC			
<input type="checkbox"/> <b>Greater RAGE!</b>	+6 Strength +6 Constitution +3 Will -2 AC			
<input type="checkbox"/> <b>Mighty RAGE!</b>	+8 Strength +8 Constitution +4 Will -2 AC			
Fatigued	-2 Strength -2 Dexterity Can't charge or run			

## SAVES

☐ Evasion      ☐ Improved Evasion      ☐ Trap Sense  
☐ Endurance      ☐ Indomitable Will      ☐ Sense

## EFFECTS

[illegible]

## INITIATIVE

## SPEED

### BASE ATTACK

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

## GRAPPLE

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

## HEALTH

## ARMOUR CLASS

## ARMOUR CLASS

**TOUCH ARMOUR CLASS**

AC	= 10 + DEX	/	/	/	-	+	+
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Temp AC	Spell Resistance	<input type="checkbox"/> Uncanny Dodge	<input type="checkbox"/> Improved Uncanny Dodge	Conditional Modifiers
AC				
-2	RAGE! AC Penalty			
Damage Reduction				

## FEATS

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## SPECIAL ABILITIES

**RAGE!**