

[illegible]

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! PER DAY	RAGE! Today	Temporary Hit Points	Total Level	CON Increase
<div style="border: 1px solid black; width: 60px; height: 60px; margin: 0 auto;"></div>	<div style="display: flex; flex-wrap: wrap; justify-content: center;"> <div style="border: 1px solid black; width: 25px; height: 25px; margin: 2px;"></div> <div style="border: 1px solid black; width: 25px; height: 25px; margin: 2px;"></div> <div style="border: 1px solid black; width: 25px; height: 25px; margin: 2px;"></div> <div style="border: 1px solid black; width: 25px; height: 25px; margin: 2px;"></div> <div style="border: 1px solid black; width: 25px; height: 25px; margin: 2px;"></div> </div>	<div style="border: 2px dashed black; padding: 5px; display: inline-block;"> <div style="font-size: 2em; font-weight: bold; margin-right: 5px;">+</div> <div style="border: 1px solid black; padding: 2px 5px;">hp</div> </div>	<div style="font-size: 2em; font-weight: bold; margin: 0 10px;">=</div> <div style="border-bottom: 1px solid black; width: 100px;"></div>	<div style="font-size: 2em; font-weight: bold; margin: 0 10px;">×</div> <div style="border-bottom: 1px solid black; width: 100px;"></div>

rds

=

CON

+ 3

(Use adjusted CON)

☒ **RAGE!**
☐ **Greater RAGE!**
☐ **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
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+ 10 to speed unless wearing heavy armour	Swim Speed	Fly Speed
	ft sq	ft sq

BASE	MELEE	RANGED
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Temp Attack Bonus Buffs Nerfs **RAGE!** Fatigued

+ = - **+** -

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

 =  -   

GRAPPLE

GRAPPLE BONUS Size Modifier
x4 Misc

$\text{Base Attack} + \mathbf{x4} + \mathbf{STR} + \text{_____}$

HEALTH

HIT POINTS				Wounds	<input type="checkbox"/> Dying	<input type="checkbox"/> Stable	Non-lethal	<input type="checkbox"/> Unconscious	RAGE!
hp	hp			hp	+ 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	/	+	+	+	-	+	+
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TOUCH ARMOUR CLASS

AC	= 10 + DEX	/	/	/	-	+	+
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- 2 RAGE!
AC Penalty
Damage Reduction

FEATS

SPECIAL ABILITIES

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