

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

[illegible]

RAGE!

RAGE! PER DAY	RAGE! Today	Temporary Hit Points	Total Level	CON Increase
<div style="border: 1px solid black; width: 100px; height: 50px; margin-bottom: 5px;"></div>	<div style="display: flex; align-items: center;"> <div style="display: grid; grid-template-columns: 1fr 1fr 1fr; gap: 5px;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div> <div style="margin: 0 10px;">=</div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>	<div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 2px dashed black; padding: 5px; margin: 0 10px;">+</div> <div style="border: 1px solid black; padding: 5px; margin: 0 10px;">hp</div> <div style="margin: 0 10px;">=</div> <div style="border-bottom: 1px solid black; width: 100px;"></div> </div>	<div style="display: flex; align-items: center; justify-content: center;"> <div style="margin: 0 10px;">×</div> <div style="border-bottom: 1px solid black; width: 100px;"></div> </div>	<div style="display: flex; align-items: center; justify-content: center;"> <div style="margin: 0 10px;">×</div> <div style="border-bottom: 1px solid black; width: 100px;"></div> </div>
<div style="display: flex; justify-content: space-between;"> <div> RAGE! DURATION <div style="border: 1px solid black; width: 100px; height: 50px; display: flex; align-items: center; justify-content: center; margin-top: 5px;"> rds </div> </div> <div style="margin-top: 20px;"> <div style="display: flex; align-items: center; justify-content: center;"> <div style="margin-right: 10px;">=</div> <div style="border-bottom: 1px dashed black; width: 100px;"></div> <div style="margin: 0 10px;">+</div> <div style="font-size: 1.5em; font-weight: bold;">3</div> </div> </div> <div style="margin-top: 20px;"> (Use adjusted CON) </div> </div>				
<div style="display: flex; justify-content: space-between;"> <div> <input checked="" type="checkbox"/> RAGE! <input type="checkbox"/> Greater RAGE! <input type="checkbox"/> Mighty RAGE! </div> <div> <div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> +4 Strength +4 Constitution +2 Will -2 AC </div> <div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> +6 Strength +6 Constitution +3 Will -2 AC </div> <div style="display: flex; justify-content: space-between;"> +8 Strength +8 Constitution +4 Will -2 AC </div> </div> <div style="display: flex; justify-content: space-between; margin-top: 10px;"> Fatigued -2 Strength -2 Dexterity Can't charge or run </div> </div>				

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	/	/	/	-	+	+
----	------------	---	---	---	---	---	---

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

SPECIAL ABILITIES

RAGE!