

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]

INITIATIVE			
INITIATIVE BONUS		Feats	Misc
INIT	= DEX	+	+
	-----	_____	_____
SPEED			
SPEED		Speed with Armor	Temp Speed
ft	sq	ft	sq

Temp Attack

Buffs	Bufs	Nerfs	RAGE!	Fatigued
	=	-		
Temp Damage Bonus				
Buffs		Nerfs	RAGE!	Fatigued
	=	-		

GRAPPLE

Size Modifier
x4

Misc

GRAPPLE BONUS

= 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	/ +	+	+	-	+	+

$$\boxed{\text{AC}} = 10 + \boxed{\text{DEX}} \quad / \quad / \quad / \quad - \quad + \quad +$$

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

SAVES

REFLEX SAVE

REF = **DEX** + **+** + **+** **Fatigued** **-**

☐ Evasion ☐ Improved Evasion ☐ Trap Sense

☐ Endurance ☐ Indomitable Will ☐ Sense

EFFECTS

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FEATS

SPECIAL ABILITIES

RAGE!