

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 # Special Ammo #

RAGE!		RAGE!		Temporary		Total		CON	
PER DAY		Today		Hit Points		Level		Increase	
<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<div style="border: 2px dashed black; padding: 5px; display: inline-block;"> + </div> <input type="text"/> hp		=		×	
<input type="text"/>									

RAGE! DURATION

rds = **CON** + 3 (Use adjusted CON)

☐ **RAGE!** +4 Strength +4 Constitution +2 Will -2 AC
☐ **Greater RAGE!** +6 Strength +6 Constitution +3 Will -2 AC
☐ **Mighty RAGE!** +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
+	=	-	+	-

GRAPPLE

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

HEALTH

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!