

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! PER DAY	RAGE! Today	Temporary Hit Points	Total Level	CON Increase
<div style="border: 1px solid black; width: 60px; height: 40px; margin: 0 auto;"></div>	<div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 2px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 2px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 2px;"></div> <div style="margin: 0 5px;">+</div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 2px;"></div> </div>	<div style="border: 2px dashed black; padding: 5px; display: inline-block;"> <div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;"> <div style="font-size: 2em; margin-right: 5px;">+</div> <div style="background-color: #e0e0e0; padding: 5px;">hp</div> </div> </div>	<div style="border-bottom: 1px solid black; width: 100px;"></div>	<div style="border-bottom: 1px solid black; width: 100px;"></div>
<div style="display: flex; justify-content: space-between;"> <div>RAGE! DURATION</div> <div> <div style="border: 1px solid black; width: 60px; height: 40px; display: flex; align-items: center; justify-content: center;">rds</div> <div style="font-size: 1.5em; margin: 0 10px;">=</div> <div style="background-color: #c0c0c0; padding: 5px; font-weight: bold; font-size: 1.2em;">CON</div> <div style="font-size: 1.5em; margin: 0 10px;">+</div> <div style="font-size: 2em; font-weight: bold;">3</div> </div> <div>(Use adjusted CON)</div> </div>				

☒ **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

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

EFFECTS

[illegible]

INITIATIVE

SPEED

BASE ATTACK

Temp Damage Bonus	Bufs	Nerfs	RAGE!	Fatigued
	=	-		

GRAPPLE

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

HEALTH

ARMOUR CLASS

ARMOUR CLASS

FLAT-FOOTED ARMOUR CLASS

AC	= 10	/	+	+	+	-	+	+

TOUCH ARMOUR CLASS

-2 RAGE!
AC Penalty
Damage Reduction

FEATS

This image shows a blank sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 10 visible lines. The paper appears to be a standard notebook or worksheet page.

SPECIAL ABILITIES

RAGE!