

## INITIATIVE

**INITIATIVE BONUS** Feats Training Misc  
**INIT** = **DEX** + + +

## SPEED

**SPEED** Speed with Armour Temp Speed  
 ft sq ft sq ft sq  
 Swim Speed Fly Speed Climb Speed  
 ft sq ft sq ft sq

## BASE ATTACK

**BASE ATTACK BONUS** **MELEE ATTACK** **RANGED ATTACK**  
 + + +

**FLURRY OF BLOWS** **BASE ATTACK BONUS** Misc  
 + **STR** +

Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack  
 + = + - -

Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack  
 + = + - +

## COMBAT MANOEUVRES

**COMBAT MANOEUVRE BONUS** Base Attack Bonus / Monk Level Size Modifier Misc  
**CMB** = **STR** + - +

**COMBAT MANOEUVRE DEFENCE** Dodge Modifier Deflection Modifier Monk Level ÷ 4 Base Attack Bonus Size Modifier  
**CMD** = **10** + **STR** + **DEX** + + + **WIS** + + **BAB** -

**FLAT-FOOTED CMD** Deflection Modifier Monk Level ÷ 4 Base Attack Bonus Size Modifier  
**CMD** = **10** + **STR** / / + + **WIS** + + **BAB** -

Temp CMB Temp CMD Conditional Modifiers  
 + **CMB** + **CMD**

## HEALTH

**HIT POINTS** Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious  
 hp hp hp

## ARMOUR CLASS

**ARMOUR CLASS** Dodge Modifier Deflection Modifier Monk Level ÷ 4 Natural Armour Size Modifier  
**AC** = **10** + **DEX** + + + **WIS** + + +

**FLAT-FOOTED ARMOUR CLASS**  
**AC** = **10** / / + + **WIS** + + +

**TOUCH ARMOUR CLASS**  
**AC** = **10** + **DEX** + + + **WIS** + / +

Temp AC Spell Resistance Monk bonus applies when unarmoured and unencumbered  
 + **AC** /  
 Damage Reduction

Notes

## ATTACKS

**Unarmed Strike** Make unarmed strikes with any free limb  
 Flurry of blows uses full **STR** bonus, even with off hand

Flurry of Blows Attack Bonus Attack Bonus Damage Critical  
 d x

Range Type Attack Bonus Damage Critical  
 ft sq d x

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 ft sq d x

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 ft sq d x

Range Type Attack Bonus Damage Critical  
 ft sq d x

Ammo # Special Ammo #  
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## SAVES

**FORTITUDE SAVE** Base Racial Misc Temp  
**FORT** = **CON** + + + +

**REFLEX SAVE**  
**REF** = **DEX** + + + +

**WILL SAVE**  
**WILL** = **WIS** + + + +

Level 2 ☐ Evasion 5 ☐ Purity of Body  
 4 ☐ Still Mind 9 ☐ Improved Evasion

Conditional Modifiers

## EFFECTS

Effects