

INITIATIVE

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

SPEED

SPEED Speed with Armor 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 MANEUVERS

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

COMBAT MANEUVER DEFENSE 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

ARMOR CLASS

ARMOR CLASS Dodge Modifier Deflection Modifier Monk Level ÷ 4 Natural Armor Size Modifier
AC = **10** + **DEX** + _____ + _____ + **WIS** + _____ + _____

FLAT-FOOTED ARMOR CLASS _____ = **10** / / + _____ + **WIS** + _____ + _____

TOUCH ARMOR CLASS _____ **AC** = **10** + **DEX** + _____ + _____ + **WIS** + _____ / + _____

Temp AC Spell Resistance Monk bonus applies when unarmored 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

Range Type Attack Bonus Damage Critical
 _____ ft sq _____ d _____ x

Range Type Attack Bonus Damage Critical
 _____ ft sq _____ d _____ x

Range Type Attack Bonus Damage Critical
 _____ ft sq _____ d _____ x

Range Type Attack Bonus Damage Critical
 _____ ft sq _____ d _____ x

Range Type Attack Bonus Damage Critical
 _____ ft sq _____ d _____ x

Ammo # _____ Special Ammo # _____
 Ammo # _____ Special Ammo # _____

SAVES

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

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

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

Level
2 ☐ Evasion ☐ Endurance ☐ Trap Sense
9 ☐ Improved Evasion

Conditional Modifiers _____

EFFECTS
