

## 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  
 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 Basis Aanval Bonus Size Modifier

CMD = 10 + STR + DEX + + + WIS + + BAB -

FLAT-FOOTED CMD Deflection Modifier Monk Level ÷ 4 Basis Aanval 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

## PANTSER KLASSE

PANTSER KLASSE Dodge Modifier Deflection Modifier Monk Level ÷ 4 Natural Armour Size Modifier

PK = 10 + DEX + + + WIS + + +

PLATTE VOETEN PANTSER KLASSE PK = 10 / / + + WIS + + +

AANRAKEN PANTSER KLASSE

PK = 10 + DEX + + + WIS + / +

Temp AC Spell Resistance Monk bonus applies when unarmoured and unencumbered

+ PK Damage Reduction

/

Notes

## AANVALLEN

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 Aanvalsbonus Damage Critical  
d x

Range Type Aanvalsbonus Damage Critical  
ft sq d x

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ft sq d x

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ft sq d x

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ft sq d x

Munitie # Special Ammo #  
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## SAVES

FORTITUDE SAVE Base Racial Misc Temp

FORT = CON + + + +

REFLEX SAVE REF = DEX + + + +

WILL SAVE WILL = WIS + + + +

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

Conditional Modifiers

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## EFFECTS

Conditional Modifiers

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