INITIATIVE

INITIATIVE BONUS — Feats — Training — Misc

INIT = DEX + ____ + ____ + ____

SPEED

SPEED: ft sq

Speed with Armor: ft sq

Temp Speed: ft sq

Swim Speed: ft sq

Fly Speed: ft sq

Climb Speed: 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: + CMB

Temp CMD: + CMD

Conditional Modifiers

HEALTH

HIT POINTS: hp

Wounds: hp

☐ Dying ☐ Stable

Non-lethal: hp

☐ Unconscious

ARMOR CLASS

ARMOR CLASS — Dodge Modifier — Deflection Modifier — Monk Level ÷ 4 — Natural Armor — Size Modifier

AC = 10 + DEX + ____ + ____ + WIS + ____ + ____ + ____

FLAT-FOOTED ARMOR CLASS

AC = 10 / / + ____ + WIS + ____ + ____ + ____

TOUCH ARMOR CLASS

AC = 10 + DEX + ____ + ____ + WIS + ____ / + ____

Temp AC: + AC

Spell Resistance

Monk bonus applies when unarmored and unencumbered

Conditional Modifiers

Damage Reduction: /

Notes

ATTACKS

Unarmed Strike

Make unarmed strikes with any free limb

Flurry of blows uses full STRbonus, even with off hand

Flurry of Blows Attack Bonus	Attack Bonus	Damage	Critical
		d	×

Range	Type	Attack Bonus	Damage	Critical
ft sq			d	×
ft sq			d	×
ft sq			d	×
ft sq			d	×
ft sq			d	×

Ammo # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

Special Ammo # ☐☐☐ ☐☐☐☐ ☐☐☐

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Special Ammo # ☐☐☐ ☐☐☐☐ ☐☐☐

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

EFFECTS

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