

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

Conditional Modifiers

EFFECTS