

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
AC = **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 STRbonus, even with off hand

Flurry of Blows Attack Bonus Attack Bonus Damage Critical
 [] [] d00 x

Range Type Attack Bonus Damage Critical
 ft sq [] d00 x

Range Type Attack Bonus Damage Critical
 ft sq [] d00 x

Range Type Attack Bonus Damage Critical
 ft sq [] d00 x

Range Type Attack Bonus Damage Critical
 ft sq [] d00 x

Range Type Attack Bonus Damage Critical
 ft sq [] d00 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