

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 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

ARMOUR CLASS

ARMOUR CLASS Dodge Modifier Deflection Modifier Monk Level ÷ 4 Natural Armour Size Modifier
AC = 10 + DEX + + + WIS + + +

FLAT-FOOTED ARMOUR CLASS
AC = 10 / / + + WIS + + +

TOUCH ARMOUR CLASS
AC = 10 + DEX + + + WIS + + +

Temp AC Spell Resistance Monk bonus applies when unarmoured 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
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

Range Type Attack Bonus Damage Critical
ft sq d x

Ammo # 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

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