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**

Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack

+ = + − −

Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack

+ = + − +

Conditional Modifiers

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

Conditional Modifiers

Damage Reduction

/

Notes

ATTACKS

Unarmed Strike

Attack Bonus Damage Critical

d ×

Range Type Attack Bonus Damage Critical

ft sq d ×

Range Type Attack Bonus Damage Critical

ft sq d ×

Range Type Attack Bonus Damage Critical

ft sq d ×

Range Type Attack Bonus Damage Critical

ft sq d ×

Range Type Attack Bonus Damage Critical

ft sq d ×

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

EFFECTS