

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**
 Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack
 + = + - -
 Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack
 + = + - +

Conditional Modifiers

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** Conditional Modifiers
 Damage Reduction /

Notes

ATTACKS

Unarmed Strike

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

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 ft sq d x

Range Type Attack Bonus Damage Critical
 ft sq d 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

EFFECTS

Effects grid with 10 rows of 10 squares each.