

## 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 **STR** bonus, even with off hand

Flurry of Blows Attack Bonus Attack Bonus Damage Critical  
 \_\_\_\_\_

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 # \_\_\_\_\_  
 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

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