

## 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 Basis Aanval Bonus Size Modifier  
**CMD** = **10** + **STR** + **DEX** + + + **WIS** + + **BAB** -

**FLAT-FOOTED CMD** Deflection Modifier Monk Level ÷ 4 Basis Aanval 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

## PANTSER KLASSE

**PANTSER KLASSE** Dodge Modifier Deflection Modifier Monk Level ÷ 4 Natural Armour Size Modifier  
**PK** = **10** + **DEX** + + + **WIS** + +

**PLATTE VOETEN PANTSER KLASSE**  
**PK** = **10** / / + + **WIS** + +

**AANRAKEN PANTSER KLASSE**  
**PK** = **10** + **DEX** + + + **WIS** + / +

Temp AC Spell Resistance Monk bonus applies when unarmoured and unencumbered  
 + **PK** Damage Reduction /

Notes

## AANVALLEN

### Unarmed Strike

Aanvalsbonus Damage Critical  
 d x

Range Type Aanvalsbonus Damage Critical  
 ft sq d x

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Munitie # 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 ☐ Evasion ☐ Endurance ☐ Trap Sense  
 9 ☐ Improved Evasion

Conditional Modifiers

## EFFECTS

Effects grid with 6 rows of 10 squares each.