

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 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 N/A N/A + + 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 N/A N/A + + WIS + +

TOUCH ARMOR CLASS

AC = 10 + DEX + + + WIS + N/A +

Temp AC Spell Resistance Monk bonus applies when unarmored and unencumbered
+ AC

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

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 Evasion Endurance Trap Sense
9 Improved Evasion

Conditional Modifiers

EFFECTS

Effects grid with 10 rows of 10 squares each.