

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 MELEE RANGED
ATTACK ATTACK ATTACK
BONUS BONUS BONUS
+ + +

FLURRY OF BLOWS
ATTACK BONUS
Using any combination of unarmed strikes and Monk weapons: Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham

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

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 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

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 N/A N/A + + WIS + + +
TOUCH ARMOUR CLASS
AC = 10 + DEX + + + WIS + N/A +

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

Notes

ATTACKS

Unarmed Strike

Range Type Attack Bonus Damage Critical
ft sq + d x

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ft sq + d x

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ft sq + d x

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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 #
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SAVES

FORTITUDE SAVE Base Racial Misc Temp
FORT = CON + + + +

REFLEX SAVE
REF = DEX + + + +

WILL SAVE
WILL = WIS + + + +
☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

Conditional Modifiers

EFFECTS

Effects
Effects
Effects
Effects
Effects
Effects
Effects