INITIATIVE

INITIATIVE BONUS: INIT = DEX + Feats + Training + Misc

SPEED

SPEED: ft sq

Speed with Armour: ft sq

Temp Speed: ft sq

Swim Speed: ft sq

Fly Speed: ft sq

Climb Speed: ft sq

BASE ATTACK

BASE ATTACK BONUS

MELEE ATTACK

RANGED ATTACK

FLURRY OF BLOWS BASE ATTACK BONUS + STR + Misc

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

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

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS: CMB = STR + Base Attack Bonus / Monk Level - Size Modifier + Misc

COMBAT MANOEUVRE DEFENCE: CMD = 10 + STR + DEX + Dodge Modifier + Deflection Modifier + WIS + Monk Level ÷ 4 + BAB - Size Modifier

FLAT-FOOTED CMD: CMD = 10 + STR / / + Deflection Modifier + WIS + Monk Level ÷ 4 + BAB - Size Modifier

Temp CMB: + CMB

Temp CMD: + CMD

Conditional Modifiers

HEALTH

HIT POINTS: hp

Wounds: hp

☐ Dying ☐ Stable

Non-lethal: hp

☐ Unconscious

ARMOUR CLASS

ARMOUR CLASS: AC = 10 + DEX + Dodge Modifier + Deflection Modifier + WIS + Monk Level ÷ 4 + Natural Armour + Size Modifier

FLAT-FOOTED ARMOUR CLASS: AC = 10 / / + + WIS + + +

TOUCH ARMOUR CLASS: AC = 10 + DEX + + + WIS + / +

Temp AC: + AC

Spell Resistance

Monk bonus applies when unarmoured and unencumbered

Conditional Modifiers

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
		d	×

Range	Type	Attack Bonus	Damage	Critical
ft sq			d	×
ft sq			d	×
ft sq			d	×
ft sq			d	×
ft sq			d	×

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SAVES

		Base	Racial	Misc	Temp
FORTITUDE SAVE	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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