

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  
MELEE ATTACK RANGED ATTACK

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

Ammo # Special Ammo #  
Ammo # Special Ammo #

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 grid with 10 rows of 6 squares each.