

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

FLURRY OF BLOWS BASE ATTACK BONUS

+ STR +

Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack

+ = + - -

Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack

+ = + - +

COMBAT MANEUVERS

COMBAT MANEUVER BONUS

CMB = STR + Base Attack Bonus / Monk Level Size Modifier Misc

COMBAT MANEUVER DEFENCE

CMD = 10 + STR + DEX + + + WIS + + BAB - Size Modifier

FLAT-FOOTED CMD

CMD = 10 + STR N/A N/A + + WIS + + BAB - Size Modifier

Temp CMB Temp CMD Conditional Modifiers

+ CMB + CMD

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious

hp hp hp

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 Conditional Modifiers

+ AC

Damage Reduction

/

Notes

ATTACKS

Unarmed Strike

Flurry of Blows Attack Bonus Attack Bonus Damage Critical

Range Type Attack Bonus Damage Critical

ft sq

Range Type Attack Bonus Damage Critical

ft sq

Range Type Attack Bonus Damage Critical

ft sq

Range Type Attack Bonus Damage Critical

ft sq

Ammo # Special Ammo #

Ammo # Special Ammo #

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ATTACKS

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

Range Type Attack Bonus Damage Critical

ft sq

Range Type Attack Bonus Damage Critical

ft sq

Range Type Attack Bonus Damage Critical

ft sq

Range Type Attack Bonus Damage Critical

ft sq

Range Type Attack Bonus Damage Critical

ft sq

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

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