

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**
 [] [] []

FLURRY OF BLOWS
BASE ATTACK BONUS Misc

[] + **STR** +

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

CMD = **10** + **STR** + **DEX** + + + **WIS** + + **BAB** - []

FLAT-FOOTED CMD Deflection Modifier Monk Level ÷ 4 Base Attack Bonus Size Modifier
CMD = **10** + **STR** / / + + **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 Dodge Modifier Deflection Modifier Monk Level ÷ 4 Natural Armour Size Modifier
AC = **10** / / + + **WIS** + + []

TOUCH ARMOUR CLASS Dodge Modifier Deflection Modifier Monk Level ÷ 4 Natural Armour Size Modifier
AC = **10** + **DEX** + + + **WIS** + + []

Temp AC Spell Resistance Monk bonus applies when unarmoured and unencumbered
 + **AC** []

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 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 # []
 Ammo # [] Special Ammo # []

SAVES

FORTITUDE SAVE Base Racial Misc Temp
FORT = **CON** + + + []

REFLEX SAVE Base Racial Misc Temp
REF = **DEX** + + + []

WILL SAVE Base Racial Misc Temp
WILL = **WIS** + + + []

Level
 2 [] Evasion [] Endurance [] Trap Sense []
 9 [] Improved Evasion []

Conditional Modifiers

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