INITIATIVE

INITIATIVE BONUS — Feats — Training — Misc

INIT = DEX + ___ + ___ + ___

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) + (Base Attack Bonus) - (Size Modifier)

FLAT-FOOTED CMD

CMD = 10 + STR / / + Deflection Modifier + WIS + (Monk Level ÷ 4) + (Base Attack Bonus) - (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 / / + Deflection Modifier + WIS + (Monk Level ÷ 4) + Natural Armour + (Size Modifier)

TOUCH ARMOUR CLASS

AC = 10 + DEX + Dodge Modifier + Deflection Modifier + WIS + (Monk Level ÷ 4) / + (Size Modifier)

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

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

REFLEX SAVE: REF = DEX + Base + Racial + Misc + Temp

WILL SAVE: WILL = WIS + Base + Racial + Misc + Temp

Level

2 ☐ Evasion ☐ Endurance ☐ Trap Sense

9 ☐ Improved Evasion

Conditional Modifiers

EFFECTS

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