

INITIATIVE

INITIATIVA BONUSFeatsTrainingMisc

INIT = DEX + + +

SPEED

SPEEDSpeed with ArmourTemp Speed

ft sqft sqft sq

Swim SpeedFly SpeedClimb Speed

ft sqft sqft sq

BASE ATTACK

BASE ATTACK BONUSMELEE ATTACKRANGED ATTACK

Temp Attack BonusMorale BonusBuffsNerfsPower Attack

+ = + - -

Temp Damage BonusMorale BonusBuffsNerfsPower Attack

+ = + - +

Conditional Modifiers

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUSBase Attack Bonus / Monk LevelSize ModifierMisc

CMB = STR + - +

COMBAT MANOEUVRE DEFENCEDodge ModifierDeflection ModifierMonk Level ÷ 4Base Attack BonusSize Modifier

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

FLAT-FOOTED CMDDeflection ModifierMonk Level ÷ 4Base Attack BonusSize Modifier

CMD = 10 + STR / / + + WIS + + BAB -

Temp CMBTemp CMDConditional Modifiers

+ CMB+ CMD

HEALTH

HIT POINTSWoundsDyingStableNon-lethalUnconscious

hp hp hp

ARMOUR CLASS

ARMOUR CLASSDodge ModifierDeflection ModifierMonk Level ÷ 4Natural ArmourSize Modifier

AC = 10 + DEX + + + WIS + +

SURPRESA ARMOUR CLASS

AC = 10 / / + + WIS + +

TOQUE ARMOUR CLASS

AC = 10 + DEX + + + WIS + / +

Temp ACSpell ResistanceMonk bonus applies when unarmoured and unencumbered

+ AC

Damage Reduction

/

Notes

ATTACKS

Unarmed Strike

Attack BonusDamageCritical

d x

RangeTypeAttack BonusDamageCritical

ft sqd x

RangeTypeAttack BonusDamageCritical

ft sqd x

RangeTypeAttack BonusDamageCritical

ft sqd x

RangeTypeAttack BonusDamageCritical

ft sqd x

RangeTypeAttack BonusDamageCritical

ft sqd x

Ammo#Special Ammo#

Ammo#Special Ammo#

SAVES

Fortitude SAVEBaseRacialMiscTemp

FORT = CON + + + +

REFLEXO RESISTÊNCIA

REF = DEX + + + +

VONTADE RESISTENCIA

WILL = WIS + + + +

Level

2EvasionEnduranceTrap Sense

9Improved Evasion

Conditional Modifiers

EFFECTS