INITIATIVE

INICIATIVA 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 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 / / + + 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 + + +

SURPRESA ARMOUR CLASS

AC = 10 / / + + WIS + + +

TOQUE ARMOUR CLASS

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

Temp AC Spell Resistance Monk bonus applies when unarmoured and unencumbered

+ AC

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	×

Ammo # Special Ammo #

Ammo # Special Ammo #

SAVES

Fortitude SAVE Base Racial Misc Temp

FORT = CON + + + +

REFLEXO RESISTÊNCIA

REF = DEX + + + +

VONTADE RESISTENCIA

WILL = WIS + + + +

Level		Level	
2	☐ Evasion	5	☐ Purity of Body
4	☐ Still Mind	9	☐ Improved Evasion

Conditional Modifiers

EFFECTS