

CHARACTER NAME

PLAYER

Monk

CLASS

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED
<b>STR</b> STRENGTH									d8	
<b>DEX</b> DEXTERITY										
<b>CON</b> CONSTITUTION										
<b>INT</b> INTELLIGENCE										
<b>WIS</b> WISDOM										
<b>CHA</b> CHARISMA										

  

HP	AC	INITIATIVE	BASE ATTACK
HIT POINTS	ARMOR CLASS	MODIFIER	BONUS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)							
<b>REFLEX</b> (DEXTERITY)							
<b>WILL</b> (WISDOM)							

MELEE	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
ATTACK BONUS						
RANGED	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
ATTACK BONUS						

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Unarmed Strike			x2
RANGE	WEIGHT	TYPE	SIZE
—	—	Bludgeoning	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT

SHIELD/PROTECTIVE ITEM	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES				

AMMUNITION			

CROSS-CLASS	SKILLS				
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
<input checked="" type="checkbox"/>	ALCHEMY	INT			
<input checked="" type="checkbox"/>	APPRAISE ■	INT			
<input type="checkbox"/>	BALANCE ■	DEX*			
<input checked="" type="checkbox"/>	BLUFF ■	CHA			
<input type="checkbox"/>	CLIMB ■	STR*			
<input type="checkbox"/>	CONCENTRATION ■	CON			
<input type="checkbox"/>	CRAFT ■ ( )	INT			
<input type="checkbox"/>	DIPLOMACY ■	CHA			
<input checked="" type="checkbox"/>	DISABLE DEVICE	INT			
<input checked="" type="checkbox"/>	DISGUISE ■	CHA			
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*			
<input checked="" type="checkbox"/>	FORGERY ■	INT			
<input checked="" type="checkbox"/>	GATHER INFORMATION ■	CHA			
<input checked="" type="checkbox"/>	HANDLE ANIMAL	CHA			
<input checked="" type="checkbox"/>	HEAL ■	WIS			
<input type="checkbox"/>	HIDE ■	DEX*			
<input type="checkbox"/>	INNUENDO	WIS			
<input checked="" type="checkbox"/>	INTIMIDATE ■	CHA			
<input checked="" type="checkbox"/>	INTUIT DIRECTION	WIS			
<input type="checkbox"/>	JUMP ■	STR*			
<input type="checkbox"/>	KNOWLEDGE (ARCANA)	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE (HISTORY)	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE (LOCAL)	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE (NATURE)	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE (NOBILITY & ROYALTY)	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE (THE PLANES)	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE (RELIGION)	INT			
<input type="checkbox"/>	LISTEN ■	WIS			
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*			
<input checked="" type="checkbox"/>	OPEN LOCK	DEX			
<input type="checkbox"/>	PERFORM ■ ( )				
<input type="checkbox"/>	PICK POCKET	DEX*			
<input type="checkbox"/>	PROFESSION ( )	WIS			
<input checked="" type="checkbox"/>	RIDE ■ ( )	DEX			
<input type="checkbox"/>	SCRY ■ [can't buy ranks]	INT		0	
<input checked="" type="checkbox"/>	SEARCH ■	INT			
<input checked="" type="checkbox"/>	SENSE MOTIVE ■	WIS			
<input checked="" type="checkbox"/>	SPELLCRAFT	INT			
<input checked="" type="checkbox"/>	SPOT ■	WIS			
<input type="checkbox"/>	SWIM ■	STR**			
<input type="checkbox"/>	TUMBLE	DEX*			
<input checked="" type="checkbox"/>	USE ROPE ■	DEX			
<input checked="" type="checkbox"/>	WILDERNESS LORE ■	WIS			