CHARACTER NAME _____ PLAYER _____

Monk
CLASS _____ RACE _____ ALIGNMENT _____ DEITY _____

LEVEL _____ SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____

DUNGEONS & DRAGONS®
CHARACTER RECORD SHEETS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

	TOTAL	SPELL RESISTANCE	DAMAGE REDUCTION
HP HIT POINTS			

AC ARMOR CLASS: _____ (TOTAL) = 10 + _____ (ARMOR BONUS) + _____ (SHIELD BONUS) + _____ (DEX MODIFIER) + _____ (WIS MODIFIER) + _____ (SIZE MODIFIER) + _____ (NATURAL ARMOR) + _____ (MONK BONUS) + _____ (MISC MODIFIER)

HIT DIE TYPE: d8

SPEED _____ MISS CHANCE _____

INITIATIVE MODIFIER: _____ (TOTAL) = _____ (DEX MODIFIER) + _____ (MISC MODIFIER)

BASE ATTACK BONUS: _____

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)						
REFLEX (DEXTERITY)						
WILL (WISDOM)						

CONDITIONAL MODIFIERS

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

TOTAL = BASE ATTACK BONUS + DEX MODIFIER + SIZE MODIFIER + MISC MODIFIER

WEAPON	TOTAL ATTACK BONUS	FLURRY
Unarmed Strike		

CRITICAL	DAMAGE	TYPE	SIZE	SPECIAL PROPERTIES
×2				

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE

SPECIAL PROPERTIES

AMMUNITION

_____ _____ _____ _____

SKILLS

MAX RANKS: /

CROSS-CLASS	SKILL NAME (Lvl up: 4 + Int Mod; Max: lvl + 3)	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☒	Alchemy	INT				
☒	Appraise ■	INT				
☐	Balance ■	DEX*				
☒	Bluff ■	CHA				
☐	Climb ■	STR*				
☐	Concentration ■	CON				
☐	Craft ■ (_____)	INT				
☐	Diplomacy ■	CHA				
☒	Disable Device	INT				
☒	Disguise ■	CHA				
☐	Escape Artist ■	DEX*				
☒	Forgery ■	INT				
☒	Gather Information ■	CHA				
☒	Handle Animal	CHA				
☒	Heal ■	WIS				
☐	Hide ■	DEX*				
☒	Innuendo	WIS				
☒	Intimidate ■	CHA				
☒	Intuit Direction	WIS				
☐	Jump ■	STR*				
☐	Knowledge (arcana)	INT				
☒	Knowledge (architecture & engineering)	INT				
☒	Knowledge (geography)	INT				
☒	Knowledge (history)	INT				
☒	Knowledge (local)	INT				
☒	Knowledge (nature)	INT				
☒	Knowledge (nobility & royalty)	INT				
☒	Knowledge (the planes)	INT				
☒	Knowledge (religion)	INT				
☐	Listen ■	WIS				
☐	Move Silently ■	DEX*				
☒	Open Lock	DEX				
☐	Perform ■ (_____) (_____) (_____)	CHA				
☒	Pick Pocket	DEX*				
☐	Profession (_____)	WIS				
☒	Ride ■ (_____)	DEX				
☐	Scry ■ [*can't buy ranks*]	INT			0	
☒	Search ■	INT				
☒	Sense Motive ■	WIS				
☒	Spellcraft	INT				
☐	Spot ■	WIS				
☐	Swim ■	STR**				
☐	Tumble	DEX*				
☒	Use Rope ■	DEX				
☒	Wilderness Lore ■	WIS				
☐	_____					
☐	_____					
☐	_____					
☐	_____					

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.
*Skills marked with ☒ are cross-class skills. *Armor check penalty, if any, applies.*
*** –1 per 5 lb. of gear.*

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