CHARACTER NAME	PLAYER			JNGEONS	
Monk	VIIIA NIMENIA				
		CHARACT	TER F	RECORD SHEETS	
LEVEL SIZE AGE GENDER	HEIGHT WEIGHT EYES		:		
ABILITY NAME ABILITY ABILITY TEMPORARY TEMPORARY SCORE MODIFIER SCORE MODIFIER	TOTAL SPELL DAMAGE TOTAL RESISTANCE REDUCTION			TYPE SPEED	Γ
				8p	
	ARMOR CLASS = 10+ + + + + + + + + + + + + + + + + + +	DEX WIS SIZE NATURAL N	+ WONK	MISC MISS	
CONSTITUTION	BONUS BONUS	MODIFIER ARMOR		IER CHANCE	Г
INTELLIGENCE	MODIFIER TOTAL DEX MISC TOTAL MODIFIER	Lvi up: 4 + Int Mod	KEY KEY	SKILL ABILITY DANNES MISC	
Wodsim	BASE ATTACK BONUS	SKILL NAME	ABILITY	MODIFIER	8
CHARISMA			Z Z	+ + +	
TOTAL BASE ABILITY SAVE MODIFIER	MAGIC MISC. TEMPORARY CONDITIONAL MODIFIERS MODIFIER MODIFIER		DEX*	+	
FORTITUDE (CONSTITUTION)	+	□ SLUFF ■     □ CLIMB ■ (1/2 Movement)	CHA STR <sup>‡</sup>	+ + +	1
REFLEX (OEXTERITY)	+	☐ CONCENTRATION ■	CON	+ -	
+ + = (MOCSIAN)	+	□ DIPLOMACY ■	CHA	+ + + + +	11
	[Berrennendill		L V	+ + +	1
TOTAL	STR SIZE MISC TEMPORARY SATACK BONUS MODIFIER MODIFIER MODIFIER		DEX∜	+ +	11
II	+		FN C	+	
DA NCED		2	CHA	+ + +	1
	27.2	N HEAL ■	WIS	- +	
TOTAL	ASSE ALIACK BONUS DEA SIZE MISC. MODIFIER MODIFIER	HIDE	DEXX	+ + +	1
WEADON		N INTIMIDATE ■	CHA	+ + +	
	DIAL ATTACK BONUS		WIS	+ + + = =	-
		☐ JUMP ■ ☐ KNOWI FOCE (ABCANA)	STR	+ + +	1
CRITICAL DAMAGE TYPE SIZE	SPECIAL PROPERTIES		2	+	1
×2×			-N	+	1
WEAPON	TOTAL STREET, DOUBLE STREET, S		Z :	+ + = -	1
	DAMAGE	<ul> <li>⋈ NOWLEDGE (HISTORY)</li> <li>⋈ KNOWLEDGE (LOCAL)</li> </ul>	Z Z	+ + +	
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES		N N	+	
			Z	+	
, which are a second			L !	+   +	-
TOTAL ATTACK BONUS	CK BONUS DAMAGE CRITICAL	NNOWLEDGE (RELIGION) ☐ LISTEN ■	N SIN	+ -	1
		Move	DEX	+ + + + + + + + + + + + + + + + + + + +	
KANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES	□ PERFORM ■ (	DEX	+ + +	1
			j		
ARMOR/PROTECTIVE ITEM	STINCE ADMOS	□ PICK POCKET (SOH)	DEX*	+ + + +	
		□ PROFESSION ()	wis	+   +	-
CHECK PENALTY   SPELL FAILURE   SPEED   WEIGHT	SHT SPECIAL PROPERTIES	X KIDE ■ () X SEARCH ■	DEX	+ + +	1
			WIS	+	
		S SPELLCRAFT  SPOT ■	LNI NI	+	1
SHIELD/PROTECTIVE ITEM ARMOR BONUS	WEIGHT   CHECK PENALTY   SPELL FAILURE	Survival ■	× S ×	+ + + +	
		□ Swim ■	STR**	+   +	
SPECIAL PROPERTIES	PERTIES	✓ Use Rope	DEX	+ + +	
			-	+ +	11
AMMUNITION	TION			+ + +	1
				+ + +	1

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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				STUNNING ATTA
				SLOW FALL DISTA
EXPERIENCE POINTS				WHOLENESS OF
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		TOTAL WEIGHT CARRIED	Г	LANGU
	Q Y	MONEY		Initial languages = Common + 1 Each additional language (Spea
l d				
				4
— d 5				

## MONK SPECIAL ABILITIES/FEATS

Lvl Ability/Description 2 Evasion	3 Still Mind -+2 on saves against enchantments	4 Ki Strike(magic) Slow Fall 20ft	5 Purity of Body -Immune to disease	6 Slow Fall 30ft	7 Wholeness of Body -Heal Ivl*2 dmg/day	8 Slow Fall 40ft	9 Improved Evasion	10 Ki Strike(lawful) Slow Fall 50ft	11 Diamond Body -Immune to poison	12 Abundant Step -Dimmension door 1/day [1/2 lvl caster] Slow Fall 60ft	13 Diamond Soul -Spell Resistance 10 + Monk Ivl	14 Slow Fall 70ft	15 Quivering Palm -1/week Fortitude DC 10+half lvl+wis mod	16 Ki Strike(adamantine) Slow Fall 80ft	17 Timeless Body Tounge of the Sun and Moon	18 Slow Fall 90ft	19 Empty Body -Become Ethereal 1 round/lvl/day	20 Perfect Self -Become an outsider and gain DR10/magic Slow Fall Any Distance	SLOTS	Head:	Eyes: Neck:	Shoulders:	OverChest:	. Waist:	Arm/wrist:	Hands:	Ring:	Ring:	Feet:
STUNNING ATTACKS TIMES/DAY	SLOW FALL DISTANCE WHOLENESS OF BODY CURING POINTS/DAY	EMPTY BODY  ETHEREAL ROUNDS/DAY																	HIGHTIOAD MEDITIMIDAD HEAVYLOAD	MEDIOM LOAD	LIFT OVER LIFT OFF PUSH OR HEAD GROUND DRACE CROUND DRACE COUNTY OF THE PUSH O	S	Initial languages = Common + racial languages + Int bonus Each additional language (Speak Language) = 2 skill points						
		ITEM WT.																				TOTAL WEIGHT CARRIED							