

The Quintessential Monk



CHARACTER _____ PLAYER _____
 CLASS _____ LEVEL _____
 CHARACTER CONCEPT _____
 SUBRACE _____ ALIGNMENT _____
 PATRON DEITY / RELIGION _____
 PLACE OF ORIGIN _____ FIGHTING STYLE _____

ABILITY SCORES

	SCORE		MODIFIER		TEMP SCORE		MODIFIER	
STRENGTH								
DEXTERITY								
CONSTITUTION								
INTELLIGENCE								
WISDOM								
CHARISMA								

HIT POINTS

[]	
SUB DMG	[]
HIT DIE	[]
DAMAGE REDUCTION	[]

ARMOUR

○ = 10 +
 CLASS ARMOUR WORN

ARMOUR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC
[]	[]	[]	[]	[]	[]	[]

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)	[]	[]	[]	[]	[]	[]	[]
REFLEX (DEX)	[]	[]	[]	[]	[]	[]	[]
WILL (WIS)	[]	[]	[]	[]	[]	[]	[]

COMBAT BONUSES

	TOTAL	BASE	MODIFIERS	ABILITY	SIZE	MISC	TEMP
INITIATIVE (DEX)	[]	[]	[]	[]	[]	[]	[]
MELEE (STR)	[]	[]	[]	[]	[]	[]	[]
RANGED (DEX)	[]	[]	[]	[]	[]	[]	[]

AC WHEN FLAT FOOTED	AC VERSUS TOUCH ATTACKS	MISS CHANCE	MAX DEX BONUS	ARMOUR CHECK PENALTY	ARCANE SPELL FAILURE	SPELL RESISTANCE
[]	[]	[]	[]	[]	[]	[]

WEAPON AND ARMOUR PROFICIENCIES

[]

WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
[]	[]	[]	[]	[]	[]	[]	[]	[]
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
[]	[]	[]	[]	[]	[]	[]	[]	[]
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
[]	[]	[]	[]	[]	[]	[]	[]	[]
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
[]	[]	[]	[]	[]	[]	[]	[]	[]
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
[]	[]	[]	[]	[]	[]	[]	[]	[]
NOTES								

MAX RANKS = LVL +3 (2)

	CROSS CLASS	KEY ABILITY	TOTAL ABILITY RANKS	MODIFIERS	MISC
ALCHEMY	Y / N	INT	[]	[]	[]
ANIMAL EMPATHY	Y / N	CHA	[]	[]	[]
APPRAISE ✓	Y / N	INT	[]	[]	[]
BALANCE ✓	Y / N	DEX *	[]	[]	[]
BLUFF ✓	Y / N	CHA	[]	[]	[]
CLIMB ✓	Y / N	STR *	[]	[]	[]
CONCENTRATION ✓	Y / N	CON	[]	[]	[]
CRAFT ✓ (POISONS)	Y / N	INT	[]	[]	[]
CRAFT ✓ (TRAPMAKING)	Y / N	INT	[]	[]	[]
CRAFT ✓ ()	Y / N	INT	[]	[]	[]
DECIPHER SCRIPT	Y / N	INT	[]	[]	[]
DIPLOMACY ✓	Y / N	CHA	[]	[]	[]
DISABLE DEVICE	Y / N	INT	[]	[]	[]
DISGUISE ✓	Y / N	CHA	[]	[]	[]
ESCAPE ARTIST ✓	Y / N	DEX *	[]	[]	[]
FORGERY ✓	Y / N	INT	[]	[]	[]
GATHER INFORMATION ✓	Y / N	CHA	[]	[]	[]
HANDLE ANIMAL	Y / N	CHA	[]	[]	[]
HEAL ✓	Y / N	WIS	[]	[]	[]
HIDE ✓	Y / N	DEX *	[]	[]	[]
INNUENDO	Y / N	WIS	[]	[]	[]
INTIMIDATE ✓	Y / N	CHA	[]	[]	[]
INTUIT DIRECTION	Y / N	WIS	[]	[]	[]
JUMP ✓	Y / N	STR *	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]
LISTEN ✓	Y / N	WIS	[]	[]	[]
MOVE SILENTLY	Y / N	DEX *	[]	[]	[]
OPEN LOCK	Y / N	DEX	[]	[]	[]
PERFORM ()	Y / N	CHA	[]	[]	[]
PICK POCKET	Y / N	DEX *	[]	[]	[]
PROFESSION ()	Y / N	WIS	[]	[]	[]
READ LIPS	Y / N	INT	[]	[]	[]
RIDE ✓	Y / N	DEX	[]	[]	[]
SCRY ✓	Y / N	INT	[]	[]	[]
SEARCH ✓	Y / N	INT	[]	[]	[]
SENSE MOTIVE ✓	Y / N	WIS	[]	[]	[]
SPELLCRAFT	Y / N	INT	[]	[]	[]
SPOT ✓	Y / N	WIS	[]	[]	[]
SWIM ✓	Y / N	STR ★	[]	[]	[]
TUMBLE	Y / N	DEX *	[]	[]	[]
USE MAGIC DEVICE	Y / N	CHA	[]	[]	[]
USE ROPE ✓	Y / N	DEX	[]	[]	[]
WILDERNESS LORE ✓	Y / N	WIS	[]	[]	[]
	Y / N		[]	[]	[]

HEAL RATE PER DAY

WIZARD SPECIALIST SCHOOL:

WIZARD PROHIBITED SCHOOL(S):

CLERIC DOMAINS:

SPELL BOOK

SPELL	LEVEL	EFFECT

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input style="width: 50px; height: 25px;" type="text"/>	0	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	1ST	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	2ND	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	3RD	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	4TH	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	5TH	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	6TH	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	7TH	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	8TH	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	9TH	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	SPELL SAVE DC MOD			

MAGIC ITEMS

NAME	EFFECTS	NAME	EFFECTS

HENCHMEN AND MERCENARIES

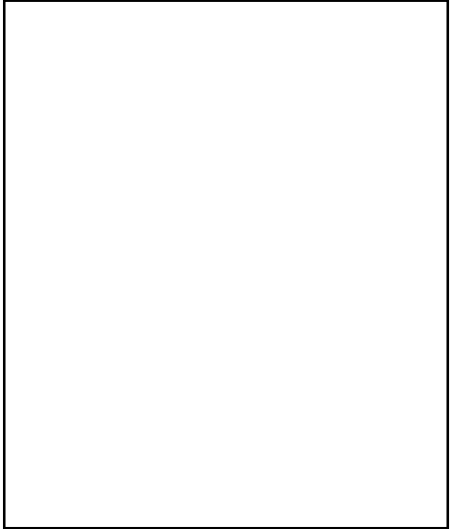
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

CHARACTER SKETCH

PERSONALITY AND CHARACTER



ENEMIES, ALLIES, PAST ACQUAINTANCES

BACKGROUND & FURTHER NOTES