

CHARACTER NAME

PLAYER

**Monk**

CLASS

RACE

ALIGNMENT

DEITY



## CHARACTER RECORD SHEETS

LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SPEED								
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL		WOUNDS/CURRENT HP	SUBDUAL DAMAGE		DAMAGE REDUCTION	HIT DIE TYPE					
<b>STR</b> STRENGTH					<b>HP</b> HIT POINTS						d8					
<b>DEX</b> DEXTERITY					<b>AC</b> ARMOR CLASS	= 10 +										
<b>CON</b> CONSTITUTION					TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	WIS MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
<b>INT</b> INTELLIGENCE					<b>INITIATIVE</b> MODIFIER											
<b>WIS</b> WISDOM					TOTAL	DEX MODIFIER	MISC MODIFIER									
<b>CHA</b> CHARISMA					<b>BASE ATTACK</b> BONUS											
SAVING THROWS								SKILLS								
<b>FORTITUDE</b> (CONSTITUTION)		TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MAX RANKS /								
<b>REFLEX</b> (DEXTERITY)																
<b>WILL</b> (WISDOM)																
<b>MELEE</b> ATTACK BONUS		TOTAL	BASE ATTACK BONUS	SIZ E MODIFIER	SIZ E MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER									
<b>RANGED</b> ATTACK BONUS																
		TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER										
<b>WEAPON</b>				TOTAL ATTACK BONUS		DAMAGE	Critical									
Unarmed Strike		RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES										
<b>WEAPON</b>				TOTAL ATTACK BONUS		DAMAGE	Critical									
		RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES										
<b>WEAPON</b>				TOTAL ATTACK BONUS		DAMAGE	Critical									
		RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES										
<b>ARMOR/PROTECTIVE ITEM</b>				Type	ARMOR BONUS		MAX DEX BONUS									
CHECK PENALTY		SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES											
<b>SHIELD/PROTECTIVE ITEM</b>				ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE									
				SPECIAL PROPERTIES												
<b>AMMUNITION</b>																

**SPECIAL ABILITIES/FEATS****NOTES**

CAMPAIGN

EXPERIENCE POINTS

<b>GEAR</b>			
ITEM	WT.	ITEM	WT.
TOTAL WEIGHT CARRIED			

**MONEY**

CP —

SP —

GP —

PP —

STUNNING ATTACKS  USED   
TIMES/DAYSLOW FALL DISTANCE WHOLENESS OF BODY  USED   
CURING POINTS/DAYEMPTY BODY  USED   
ETHEREAL ROUNDS/DAY LIGHT LOAD  MEDIUM LOAD  HEAVY LOADLIFT OVER HEAD EQUALS MAX LOAD  
 LIFT OFF GROUND 2 x MAX LOAD  
 PUSH OR DRAG 5 x MAX LOAD**LANGUAGES**Initial languages = Common + racial languages + Int bonus  
Each additional language (Speak Language) = 2 skill points