

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		
STR STRENGTH	[]	[]	[]	[]	HP HIT POINTS	[]	[]	[]	[]	d8	[]	
DEX DEXTERITY	[]	[]	[]	[]	AC ARMOR CLASS	[]	= 10 + [] + [] + [] + [] + [] + [] + [] + []	ARMOR BONUS	SHIELD BONUS	[]	[]	
CON CONSTITUTION	[]	[]	[]	[]	INITIATIVE MODIFIER	[]	= [] + []	DEX MODIFIER	WIS MODIFIER	SIZE MODIFIER	NATURAL ARMOR	
INT INTELLIGENCE	[]	[]	[]	[]	TOTAL	[]	MISC MODIFIER	MISC MODIFIER	MISC MODIFIER	MISC MODIFIER		
WIS WISDOM	[]	[]	[]	[]	BASE ATTACK BONUS	[]		MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE	
CHA CHARISMA	[]	[]	[]	[]								
SAVING THROWS				TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS		
FORTITUDE (CONSTITUTION)	[]	= [] + [] + [] + [] + [] + []										
REFLEX (DEXTERITY)	[]	= [] + [] + [] + [] + [] + []										
WILL (WISDOM)	[]	= [] + [] + [] + [] + [] + []										
				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	TEMPORARY MODIFIER			
WEAPON				TOTAL ATTACK BONUS		DAMAGE		CRITICAL				
Unarmed Strike								x2				
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES								
—	—	Bludgeoning										
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												
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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.

CAMPAIGN

ANSWER The answer is 1000.

EXPERIENCE POINTS

GEAR

TOTAL WEIGHT CARRIED

MONEY

CP —

SP —

GP =

BB

SPECIAL ABILITIES/FEATS

STUNNING ATTACKS **USED**
TIMES/DAY

1000

USED

1

SLOW FALL DISTANCE

1

WHOLENESS OF BODY

CURING POINTS/DAY

USED

1

EMPTY BODY

THE REAL ROUNDS/D

- 1 -

1

USED

1

LANGUAGES

Initial languages = Common + racial languages + Int bonus
Each additional language (Speak Language) = 2 skill points