

CHARACTER NAME

PLAYER

Monk  
CLASS

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Ability score table with columns for Ability Name (STR, DEX, CON, INT, WIS, CHA), Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier.

Combat statistics table including HP (Hit Points), AC (Armor Class), Initiative, and Base Attack Bonus, with various modifiers and bonuses.

Saving Throws table for Fortitude (Constitution), Reflex (Dexterity), and Will (Wisdom), showing total and individual modifiers.

Attack Bonus table for Melee and Ranged attacks, showing total attack bonus and individual modifiers.

Weapon table for Unarmed Strike, including range, weight, type, size, and special properties.

Weapon table for an empty entry, including range, weight, type, size, and special properties.

Weapon table for an empty entry, including range, weight, type, size, and special properties.

Armor/Protective Item table, including type, armor bonus, max dex bonus, and special properties.

Shield/Protective Item table, including armor bonus, weight, check penalty, spell failure, and special properties.

AMMUNITION

Ammunition table with columns for type and quantity.

Skills table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier. Lists skills like Alchemy, Bluff, Disguise, etc.

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.

