

CHARACTER NAME

PLAYER

Monk

LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN



CHARACTER RECORD SHEET

ABILITY NAME

ABILITY SCORE

ABILITY MODIFIER

TEMPORARY SCORE

TEMPORARY MODIFIER

TOTAL

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

SPEED

STR
STRENGTH

HP
HIT POINTS

DEX
DEXTERITY

AC
ARMOR CLASS

= 10 +

+

+

+

+

DAMAGE REDUCTION

CON
CONSTITUTION

TOTAL

ARMOR BONUS

SHIELD BONUS

DEX MODIFIER

SIZE MODIFIER

NATURAL ARMOR

DEFLECTION MODIFIER

MISC MODIFIER

INT
INTELLIGENCE

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

WIS
WISDOM

INITIATIVE
MODIFIER

DEX MODIFIER

MISC MODIFIER

CHA
CHARISMA

TOTAL

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

CONDITIONAL MODIFIERS

FORTITUDE
(CONSTITUTION)

=

+

+

+

+

REFLEX
(DEXTERITY)

=

+

+

+

+

WILL
(WISDOM)

=

+

+

+

+

BASE ATTACK BONUS

SPELL RESISTANCE

GRAPPLE
MODIFIER

=

+

+

+

+

TOTAL

BASE ATTACK BONUS

STRENGTH MODIFIER

SIZE MODIFIER

MISC MODIFIER

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

CLASS SKILL?

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS
(CLASS/CROSS-CLASS)

/

☐ APPRAISE

INT

=

+

+

+

☒ BALANCE

DEX*

=

+

+

+

☐ BLUFF

CHA

=

+

+

+

☒ CLIMB

STR*

=

+

+

+

☒ CONCENTRATION

CON

=

+

+

+

☒ CRAFT ()

INT

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☒ CRAFT ()

INT

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☒ CRAFT ()

INT

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☐ DECIPHER SCRIPT

INT

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☒ DIPLOMACY

CHA

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☐ DISABLE DEVICE

INT

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+

+

☐ DISGUISE

CHA

=

+

+

+

☒ ESCAPE ARTIST

DEX*

=

+

+

+

☐ FORGERY

INT

=

+

+

+

☐ GATHER INFORMATION

CHA

=

+

+

+

☐ HANDLE ANIMAL

CHA

=

+

+

+

☐ HEAL

WIS

=

+

+

+

☒ HIDE

DEX*

=

+

+

+

☐ INTIMIDATE

CHA

=

+

+

+

☒ JUMP

STR*

=

+

+

+

☒ KNOWLEDGE (Arcana)

INT

=

+

+

+

☒ KNOWLEDGE (Religion)

INT

=

+

+

+

☐ KNOWLEDGE ()

INT

=

+

+

+

☐ KNOWLEDGE ()

INT

=

+

+

+

☐ KNOWLEDGE ()

INT

=

+

+

+

☒ LISTEN

WIS

=

+

+

+

☒ MOVE SILENTLY

DEX*

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+

☐ OPEN LOCK

DEX

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☒ PERFORM ()

CHA

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☒ PERFORM ()

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☒ PERFORM ()

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☒ PROFESSION ()

WIS

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+

☒ PROFESSION ()

WIS

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+

+

☐ RIDE

DEX

=

+

+

+

☐ SEARCH

INT

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+

☒ SENSE MOTIVE

WIS

=

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+

+

☐ SLEIGHT OF HAND

DEX*

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+

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+

☐ SPELLCRAFT

INT

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☒ SPOT

WIS

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+

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+

☐ SURVIVAL

WIS

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+

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☒ SWIM

STR*

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☒ TUMBLE

DEX*

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+

☐ USE MAGIC DEVICE

CHA

=

+

+

+

☐ USE ROPE

DEX

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+

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■ Denotes a skill that can be used untrained.
□ Mark this box with an X if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

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GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHEILD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS					
ITEM	P.G.	WT.	ITEM	P.G.	WT.
			TOTAL WEIGHT CARRIED		

**PUSH OR
DRAG**
5x
MAX LOAD

MONEY	
CP	—
SP	—
GP	—
PP	—

TIMES/DAY USED

[illegible]

SPECIAL ABILITIES

LANGUAGES

Initial languages = Common + racial
languages + one per point of Int bonus

[illegible]