

CHARACTER NAME

PLAYER

Monk  
CLASS

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Ability score grid with columns for STR, DEX, CON, INT, WIS, CHA and rows for Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier.

HP, AC, Initiative, Base Attack Bonus, and Speed calculation boxes.

Saving Throws: Fortitude, Reflex, Will calculation boxes.

Melee and Ranged Attack Bonus calculation boxes.

Weapon table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL.

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Armor/Protective Item table with columns: ARMOR/PROTECTIVE ITEM, TYPE, ARMOR BONUS, MAX DEX BONUS.

Shield/Protective Item table with columns: SHIELD/PROTECTIVE ITEM, ARMOR BONUS, WEIGHT, CHECK PENALTY, SPELL FAILURE.

AMMUNITION

Ammunition table with columns for quantity and type.

Skills table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER.

