

character name Monk 1 player Human faction Lawful Neutral
 class and level Medium race Human alignment deity
 size age gender height weight eyes hair skin



XEN'DRIK EXPEDITIONS
Character Record Sheet

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	ARMOR CHECK PENALTY	SPEED
STR strength	12	+1				HP hit points 9			0	30 ft
DEX dexterity	13	+1				AC armor class 12 = 10 + ARMOR BONUS +0 + SHIELD BONUS +0 + DEX MODIFIER +1 + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC MODIFIER +1 + DAMAGE REDUCTION				
CON constitution	12	+1				TOUCH armor class 12				
INT intelligence	12	+1				FLAT-FOOTED armor class 11				
WIS wisdom	12	+1				INITIATIVE modifier +1 = +1 + DEX MODIFIER + MISC MODIFIER				
CHA charisma	12	+1								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+3 = +2 + +1 + + + +	+2	+1				
REFLEX (dexterity)	+3 = +2 + +1 + + + +	+2	+1				
WILL (wisdom)	+3 = +2 + +1 + + + +	+2	+1				

BASE ATTACK BONUS	+0	SPELL RESISTANCE		AP action points	4		
GRAPPLE modifier	+1 = +0 + +1 + + + +	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER	CURRENT

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Unarmed strike		+1	1d6+1	x2
RANGE	TYPE	NOTES		
-	B			

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Flurry of Blows		-1/-1	1d6+1/1d6+1	x2
RANGE	TYPE	NOTES		
-	B			

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Dagger		+1	1d4+1	19-20/x2
RANGE	TYPE	NOTES		
10 ft.	P/S			

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Shuriken		+1	1d2+1	x2
RANGE	TYPE	NOTES		
10 ft.	P	Count as a monk weapon		

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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CLASS SKILL	SKILLS		MAX RANKS (CLASS/CROSS-CLASS)	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER
	<input type="checkbox"/> Appraise	int	+1	= +1 + + +
	<input checked="" type="checkbox"/> Balance	dex*	+5	= +1 + 4 +
	<input type="checkbox"/> Bluff	cha	+1	= +1 + + +
	<input checked="" type="checkbox"/> Climb	str*	+3	= +1 + 2 +
	<input checked="" type="checkbox"/> Concentration	con	+1	= +1 + + +
	<input checked="" type="checkbox"/> Craft ()	int	+1	= +1 + + +
	<input checked="" type="checkbox"/> Craft ()	int	+1	= +1 + + +
	<input checked="" type="checkbox"/> Craft ()	int	+1	= +1 + + +
	<input type="checkbox"/> Decipher Script	int		= + + + +
	<input checked="" type="checkbox"/> Diplomacy	cha	+1	= +1 + + +
	<input type="checkbox"/> Disable Device	int		= + + + +
	<input type="checkbox"/> Disguise	cha	+1	= +1 + + +
	<input checked="" type="checkbox"/> Escape Artist	dex*	+5	= +1 + 4 +
	<input type="checkbox"/> Forgery	int	+1	= +1 + + +
	<input type="checkbox"/> Gather Information	cha	+1	= +1 + + +
	<input type="checkbox"/> Handle Animal	cha		= + + + +
	<input type="checkbox"/> Heal	wis	+1	= +1 + + +
	<input checked="" type="checkbox"/> Hide	dex*	+5	= +1 + 4 +
	<input type="checkbox"/> Intimidate	cha	+1	= +1 + + +
	<input checked="" type="checkbox"/> Jump	str*	+1	= +1 + + +
	<input checked="" type="checkbox"/> Knowledge (arcana)	int		= + + + +
	<input checked="" type="checkbox"/> Knowledge (religion)	int		= + + + +
	<input type="checkbox"/> Knowledge ()	int		= + + + +
	<input type="checkbox"/> Knowledge ()	int		= + + + +
	<input type="checkbox"/> Knowledge ()	int		= + + + +
	<input checked="" type="checkbox"/> Listen	wis	+1	= +1 + + +
	<input checked="" type="checkbox"/> Move Silently	dex*	+1	= +1 + + +
	<input type="checkbox"/> Open Lock	dex		= + + + +
	<input checked="" type="checkbox"/> Perform ()	cha		= + + + +
	<input type="checkbox"/> Perform ()	cha		= + + + +
	<input checked="" type="checkbox"/> Perform ()	cha		= + + + +
	<input checked="" type="checkbox"/> Profession ()	wis		= + + + +
	<input checked="" type="checkbox"/> Profession ()	wis		= + + + +
	<input type="checkbox"/> Ride	dex	+1	= +1 + + +
	<input type="checkbox"/> Search	int	+1	= +1 + + +
	<input checked="" type="checkbox"/> Sense Motive	wis	+1	= +1 + + +
	<input type="checkbox"/> Sleight of Hand	dex*		= + + + +
	<input type="checkbox"/> Spellcraft	int		= + + + +
	<input checked="" type="checkbox"/> Spot	wis	+3	= +1 + 2 +
	<input type="checkbox"/> Survival	wis	+1	= +1 + + +
	<input checked="" type="checkbox"/> Swim	str*	+1	= +1 + + +
	<input checked="" type="checkbox"/> Tumble	dex*	+5	= +1 + 4 +
	<input checked="" type="checkbox"/> Use Magic Device	cha		= + + + +
	<input type="checkbox"/> Use Rope	dex	+1	= +1 + + +
	<input type="checkbox"/>			= + + + +
	<input type="checkbox"/>			= + + + +
	<input type="checkbox"/>			= + + + +

■ After the skill denotes a skill that can be used untrained.
 □ Fill in this box if the skill is a class skill for the character.
 * Armor check penalty, if any, applies. (Double penalty for Swim.)

