

character name _____ player _____ faction _____
Monk 1 _____
class and level _____ Human _____ Lawful Neutral _____
Medium _____ 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 + +0 + +0 + +1 + + + + +1			
CON constitution	12	+1				TOUCH armor class 12	FLAT-FOOTED armor class 11			
INT intelligence	12	+1				INITIATIVE modifier +1				
WIS wisdom	12	+1								
CHA charisma	12	+1								

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

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points
+0		4

GRAPPLE modifier	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER
+1		+0	+1		

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

AMMUNITION _____

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

AMMUNITION _____

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

AMMUNITION _____

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

AMMUNITION 5 shuriken _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

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

campaign

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GEAR

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

SPELL FAILURE	SPECIAL PROPERTIES			

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[illegible]

19.1

43	44-86	87-130	130	260	650
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD

cp —

sp — 9

gp —

pp —

Stunning Fist PG.


Dodge^b

[illegible]

SPECIAL ADVERTISING

PG.

Unarmed Strike

[illegible]

Dance of Silk and Steel

Miniature: Earh Shugenja (UNDERDARK 03/60)

When benefitting from the Dodge feat, the PC gains a +1 to attack rolls with unarmed flurry of blow strikes.



+1 to attack rolls with unarmed flurry of blow strikes.

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

Draconic

Domains: :

3rd: _____

5th: _____

7th: _____

8th: _____

9th: _____

11

DC MOD

%

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>