

CHARACTER NAME

Monk

CLASS

4

LEVEL

Small

RACE

Kobold

Humanoid (Dragonblood, Reptilian)

PLAYER

Male

GENDER

0

ALIGNMENT

Lawful Neutral

AGE

HEIGHT

WEIGHT

REGION

Xen'drik

DEITY

EYES

HAIR

EBERRON

CHARACTER RECORD SHEET

ABILITY NAME

STR

STRENGTH

10

+0

DEX

DEXTERITY

16

+3

CON

CONSTITUTION

12

+1

INT

INTELLIGENCE

10

+0

WIS

WISDOM

14

+2

CHA

CHARISMA

8

-1

TEMP. SCORE

TEMP. MODIFIER

HP

HIT POINTS

27

AC

ARMOR CLASS

19

10

+0

+0

+3

+1

+1

+2

+2

TOUCH

ARMOR CLASS

18

FLAT-FOOTED

ARMOR CLASS

16

INITIATIVE

MODIFIER

+3

+3

SAVING THROWS

FORTITUDE

(CONSTITUTION)

+5

+4

+1

+0

+0

REFLEX

(DEXTERITY)

+7

+4

+3

+0

+0

WILL

(WISDOM)

+6

+4

+2

+0

+0

BASE ATTACK BONUS

+3

GRAPPLE

MODIFIER

-1

+3

+0

-4

+0

MELEE

ATTACK BONUS

+4

+3

+0

+1

+0

RANGED

ATTACK BONUS

+7

+3

+3

+1

+0

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Unarmed Strike

+7

1d6

20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

B

Small

One-handed

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Unarmed Strike

+5/+5

1d6

20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

B

Small

One-handed, Flurry of Blows

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Masterwork light crossbow

+8

1d6

19-20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

80 ft

2 lb

P

Small

Two-handed

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

AMMUNITION

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

SPEED

40 ft/x4

ARMOR BONUS

SHIELD BONUS

DEX MODIFIER

SIZE MODIFIER

NATURAL ARMOR

DEFLECT MOD

MISC MOD

ARMOR CHECK PENALTY

DAMAGE REDUCTION

SKILLS

MAX RANKS

7 / 3.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC. MODIFIER

☒ Appraise<sup>1</sup>

INT

+0

☐ Balance<sup>1</sup>

DEX\*

+4

3

1

☒ Bluff<sup>1</sup>

CHA

-1

-1

☐ Climb<sup>1</sup>

STR\*

+0

☐ Concentration<sup>1</sup>

CON

+1

1

☐ Craft skills...<sup>1</sup>

INT

+0

☐ Diplomacy<sup>1</sup>

CHA

-1

-1

☒ Disguise<sup>1</sup>

CHA

-1

-1

☐ Escape Artist<sup>1</sup>

DEX\*

+4

3

1

☒ Forgery<sup>1</sup>

INT

+0

☒ Gather Information<sup>1</sup>

CHA

-1

-1

☒ Heal<sup>1</sup>

WIS

+2

2

☐ Hide<sup>1</sup>

DEX\*

+17

3

6

8

☒ Intimidate<sup>1</sup>

CHA

-1

-1

☐ Jump<sup>1</sup>

STR\*

+7

3

4

☐ Listen<sup>1</sup>

WIS

+4

2

2

☐ Move Silently<sup>1</sup>

DEX\*

+9

3

6

☐ Perform skills ...<sup>1</sup>

CHA

-1

-1

☒ Ride<sup>1</sup>

DEX

+3

3

☒ Search<sup>1</sup>

INT

+2

2

☐ Sense Motive<sup>1</sup>

WIS

+2

2

☐ Spot<sup>1</sup>

WIS

+4

2

2

☒ Survival<sup>1</sup>

WIS

+2

2

☐ Swim<sup>1</sup>

STR\*\*

+7

7

☒ Use Rope<sup>1</sup>

DEX

+3

3

Skills marked with<sup>1</sup> can be used normally even if the character has zero (0) skill ranks.

Skills marked with☒ are cross-class skills.

\* ARMOR CHECK PENALTY applies. \*\* Twice ARMOR CHECK PENALTY applies.

