er Character R	ecord		Race	RACTER NAME	Class	Monk
Player:			and the second s		7	
Campaign:	Character Creation	Date:	Alignment	Size	Deity	diusted   Initiative
Current XP:	Next Level Goal:	ARMOR	_ HIT POINT	Base Speed		djusted   Initiative   Modifier   De:
Ability Score	Ability Saving Modifier Throws	CLASS	maximum	Current I	lit Points	Temporary Hit Points
STR		~				
DEX		\ /	HIT DICE	Available	Lit Dica	D41- C
CON			d	Available	: HIL DICE	Death Saves  Pass   Pass
INT		$\vee$	<u> </u>	Add CON mod	fer to each HD.	Fail
wis		Adv:				Exhaustion  Level Effect
		Disad:				☐1 DA on ability checks
CHA		and the second s	P		XX	☐ ☐ 2 Speed halved ☐ 3 DA on attacks and save
Wis _	Passive Percep	tion		₩ <b>1</b>		☐ 4 HP maximum halved ☐ 5 Speed reduced to 0 ☐ 6 Death
WEAPON	REACH	or RANGE DAMAGE	INITIATIVE	INSPIRATION	PROFICIEN	
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS		<u>PROF</u>	<u>ICIENCI</u>	<u>ES</u>
		ATTACK BONUS	SKILLS			SAVES:
DAMAGE DICE	→ MISC.	DAMAGE	Dex	Acrobat	701705000	
	+ + =		Wis	Animai i Arcana [	Indlg ×2⅓	TOOLS:
аммо □□	<u> </u>		Str 🗆	— Athletic		10013.
WEAPON	REACH	or RANGE DAMAGE	☐ Cha ☐	Decepti		
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Int 🗆	History [	×2 ½	WEAPONS:
+_	++	D.W.05	∐ Wis□	Insight [		
DAMAGE DICE	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	DAMAGE	Cha □		ntion ×2½	
AMMO 🗆			∐ Int □ □ Wis □	Investig Medicin	ation ×2 ½	
WEAPON		or RANGE DAMAGE	<b>-</b>	— Nature [		ARMOR:
Description		TYPE	Wis	Percept		ARMON:
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	_ Cha □		ance ×2 1/2	
DAMAGE DICE	□	DAMAGE	☐ Cha☐	Persuas		OTHER:
	++		Int Dex	Religion	of Hand <u>×2</u> 3	71
аммо □□	<u> </u>		Dex -	Stealth		/2
WEAPON	REACH	or RANGE DAMAGE		Survival		
Description	MAGIC MISC.	ATTACK BONUS				
+	++_=[	10000000 VALTERODE OVA 0.00000	]			
DAMAGE DICE	$\exists\downarrow$ $\downarrow$ MISC. $=$	DAMAGE	ıl ———			
AMMO 🗆			╝			
WEAPON			_			
Description		or RANGE DAMAGE	- I <del></del>			
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	ا			
DAMAGE DICE	+  +  =  □↓	DAMAGE	<u> </u>			
	++=[		]			
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ARMOR	DEX PRMOR +	ASS (AC) Calculated MISC	<u>c.</u>			#
	DEX A	ARMOR MAGIC MIS	ic. AC	CHARACTER NA		¬
	GHT+		<u></u>	Age	Gender	╡
Weight □ OM	EDIUM +	ARMOR MAGIC MIS	<u>                                      </u>	Height	Weight	╡
HIELD	+2 MAX	ARMOR MAGIC MIS	ic. AC	Eyes	Hair	╡
	EAVY ARMOR	H H	ic. +AC	Skin	Handedness	<u> </u>
Weight □ Os	HIELD (add to AC)	+2 + +		Physical Description		71 1
rotective l	items		AC Weight			
			Dilus			
						CHARACTER SKETCH
ther Equip	nment			Languages		
ITEM	WT.	ITEM	WT.			
HEIVI	WI.	TIEWI	VV1.	Race	i .	
	X =		X =	Ability Adj.		
	X =		X =	Traits		
	X =		X =	Proficiencies		
	X =		X =	1 I VIIGICIICIES		
	x =		x =	Racial Lang's		
	× 223	20		Background	d	
			X =			
	X =	INT MARCH 1	X =	Proficiencies Proficiencies		
	X =		X =	1 TORIGICIES		
000	X =	Town I	X =	Equipment		
	X =		X =			
A Second	X = //		Χ =	Bkgnd Lang's		
110000	X =		X =	Personality	<b>y</b>	
	X =		X =			
	X =		X =	Ideals		
	X =		X =			
		Coin Purse	È			
12//// E				Bonds		
	CARRYING ×2	PUSH, DRAG, TO or LIFT	OTAL WEIGHT			
festyle	CAPACITY -	or LIFT Expenses/Day	CARRIED	Flaws		
reasure CP	SP	EPGP	PP			
	constitution of the					
				Feature		
				Magic Item:		Attuned
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agic Item:			Attun	ed Magic Item:		Attuned
agic item.						

Employ	kground or Not			#
3 4 4 4		CHARACTE	R NAME	

~	S. Par	Ü	Level:				CHARAC	TER NAME		*——
	Г		Ki Points Ki points	= Monk Level ents at 1st level.	except	1		tial Arts:	Unarmore Movement	
	То	otal	Used .	000 000	Rese Short of Long Re	t or est	8+ .EGEN P.B. = F	KI Save DC  P.B. WIS MISC.  ID: WIS = Wisdom Modifier, Proficiency Bonus, Miscellaniuos or Magical Modifier,	Tradit	ion:
18		W	ay of the Shadow	S	~~			Empty B	ody (18th LV)	L)
23	and a	SI	adow Arts (3rd LVL)	33	3		Ki 8	LVL Spell		
0	LVL 0		nor illusion	Page 260	1		<u> </u>	8 28		
2	2	da	rkness	230			18	Way of the	e Open Han	d
2	2	da	rkvision	230	]	3				
2	2	pa	ss without trace	264		مرح	LV	Tranquilit L Spell	y (11th LVL) \	P
2	2	sil	ence	275			1	sanctuary		
ſ	2	2		1 -	48	- 1	1 1	burning hands		220
Go	ng Ki	of _VL	the Summit (6th LVL Spell	Pa	age	Ki	LVL	of the Phoeni Spell	x (11th LVL)	Page
[	ng Ki I	<b>of</b> _VL _2	Spell Shatter	Pa	age 275	Ki 4	LVL 3	Spell Fireball		Page 241
[	ong Ki I 3 de 1	of VL 2	Spell Shatter Wind (11th LVL) Spell	Pa	age 275	Wave Ki	3 Of LVL	Spell  Fireball  Rolling Eartl Spell		241
Rie	3 de 1 Ki	of VL 2 the VL 3	Spell Shatter Wind (11th LVL)	Pa	age 275	Ki 4 <b>Wav</b> e	3 of	Spell  Fireball  Rolling Eartl		241
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