ver Character Re Player:	ecord		Race	ARACTER NAME	Class	Monk
•	Chamater County	Datas	Alignment	Oize	7	Level
Campaign:	Character Creation	Date:	Cugiment	Size   Base   Speed	Deity	diusted Initiative
Current XP: Ability	Next Level Goal: Ability Saving	ARMOR	_ HIT POINT	Speed		Speed Modifier De:
Score	Modifier Throws	CLASS	maximum	Current H	lit Points	Temporary Hit Points
STR						
DEX		\ /	HIT DICE total	Available	Hit Dice	Death Saves
CON			d			Pass 🗆 🗆 🗆
INT		~		Add CON modi	fer to each HD.	Fail
wis 🗀		\dv:				Exhaustion Level Effect
СНА		Disad:		200		☐1 DA on ability checks ☐2 Speed halved
		••		NA P	XX	☐3 DA on attacks and save
Wis _	Passive Percep	πon		bl s		5 Speed reduced to 0
WEAPON	REACH	or RANGE DAMAGE	INITIATIVE	INSPIRATION		
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS			<u>icienci</u>	
+[	++=			Acrobat	ics [-2]1/2]	SAVES:
DAMAGE DICE	$\downarrow \downarrow \downarrow \downarrow \downarrow Misc.$	DAMAGE	Wis 🗆		ICS (*2 72) Indlg (*2 1/2)	
AMMO 🗆			Int 🗆	Arcana 🛚	-	TOOLS:
WEAPON		or RANGE DAMAGE	Str 🗆	Athletic		
Description		TYPE	Cha	Deception		WEAPONS:
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Int □ Wis□	History [ Insight [		WEAPONS:
DAMAGE DICE	□	DAMAGE	Cha□		tion ×2½	
	+ + =		Int 🗆		ation ×2 ½	
АММО 🔲	<u> </u>			Medicin		
WEAPON	REACH	or RANGE DAMAGE	Int □ Wis□	Nature [		ARMOR:
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Cha Cha	Percept Perform	ance ×2 ½	
	$\square$ + $\square$ + $\square$ = $ $	DAMAGE	Cha □	Persuas		OTHER:
DAINAGE DICE	+ + + = =	DAMAGE	Int 🗆	Religion		
AMMO 🗆 🗆			Dex		of Hand ×2 14	2
WEAPON .	REACH	or RANGE DAMAGE	Dex Wis U	Stealth [ Survival		
Description			4 20	Jui vivai	·· L /2	
PROFICIENCY   	MAGIC MISC.	ATTACK BONUS				
DAMAGE DICE	MISC.	DAMAGE	<u> </u>			
	++=		╝——			
	<u></u>		_			
WEAPON Description	REACH	or RANGE DAMAGE				
PROFICIENCY	MAGIC MISC.	ATTACK BONUS				
一十 DAMAGE DICE	- $+$ $ +$ $       -$ MISC.	DAMAGE	<b>∐</b>			
	++	300000000000000000000000000000000000000	]			

ARMOR	ARMOR C	LASS (AC) Calculati	ions			
	MOR DEX	+ 10 +	AC			#
	DEX	ARMOR MAGIC MISC	AC	CHARACTER NAM	Gender	7
Weight □	DEX	ARMOR MAGIC MISC	 . AC	Height	Weight	
	MOR +	++			Hair	
SHIELD	+2 MAX AVY ARMOR	ARMOR MAGIC MISC	. AC	Eyes		
		SHIELD MAGIC MISC		Skin	Handedness	
	IELD (add to AC)	+2 + +		Physical Description		
Protective I	tems		C Weight			
				L		CHARACTER SKETCH
Other Equip	ment		·	Languages		
ITEM	WT.	ITEM	WT.	Race		
	X =		X =	Ability Adj.		
	Ė.			Traits		
	X =	-	X =			
	X =		X =	Proficiencies		
	X =		X =	Racial Lang's		
100	X =		X =	Background	<u> </u>	
(n, 1)	X =	Pr.	X =		-	
14 153	X =	Towns and	X =			
	X =	750	X =	Proficiencies		
B 3000	X =		X =	Famina		
	X =	WALL D	X =	Equipment		
R. J. K.	X =		X =	Bkgnd Lang's		
11 0 12 1000	X =		X =	Personality		
	X =		X =	Idoola		
	X =		X =	Ideals		
	X =	Coin Purse	X =			
William Para	X =	Com Furse	1	Bonds		
	CARPVING -	PUSH, DRAG, TO	TAL WEIGHT			
	CARRYING ×2		CARRIED	Wide and a second		
ifestyle CP	CD.	Expenses/Day	DD.	Flaws		
Treasure CP	SP	EPGP	_PP			
				Feature		
				Magic Item:		Attuned
Magic Item:			Attun	ed Magic Item:		Attuned
				1 1		

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

و الم	E L	iii	Level:			CHARAC	CTER NAME		#
			Ki Points Ki points no Ki points	= Monk Level excents at 1st level.			tial Arts:	Unarmore Movemen	
	To	otal	Used	Re Sho	eset ort or g Rest	8+ LEGEN P.B. = F	KI Save DC  P.B. WIS MISC.  WIS = Wisdom Modifier, Proficiency Bonus, Miscellaniuos or Magical Mo	Tradi	tion:
186		W	ay of the Shadow	s /			Empty I	Body (18th LV	Lì
2	armin)	SI	nadow Arts (3rd LVL)	The second second	3	<u>к</u> 8	i LVL Spell		
0	LVL 0	т-	ell inor illusion	Page 260					
2	2	de	arkness	230		ર્જિ	Way of th	e Open Han	d
2	2	da	arkvision	230	3	2.1		(again 1371)	
2	2	рғ	ass without trace	264		LV	L Spell	ty (11th LVL)	P
2	2	sil	lence	275		1	sanctuary		
R:	ush Ki I	OS LVL 2	the Gale Spirits Spell gust of wind	Page 248	Swe Ki	epi LVL	ing Cinder Sta	rike	Page 220
[	2 ng	2 Of LVL	gust of wind  the Summit (6th LVL) Spell	248 ) Page	Flan	1 1 1es LVL	burning hands  of the Phoeni Spell		220
[ <b>Go</b>	ng Ki 3	LVL 2 Of LVL 2	gust of wind  the Summit (6th LVL) Spell Shatter	248	Flan Ki 4	1 1es LVL	spell burning hands of the Phoeni Spell Fireball	ix (11th LVL)	220
[ <b>Go</b>	2 ng Ki   3 de 1	of LVL 2 the	spell gust of wind the Summit (6th LVL) Spell Shatter Wind (11th LVL) Spell	248 ) Page	Flan Ki 4 Wave	1 1es LVL 3	spell burning hands  of the Phoeni Spell Fireball  Rolling Eart Spell	ix (11th LVL)	220
Go [ Ric	2 ng Ki 3 de 1 Ki 4	of LVL 2 the LVL 3	spell gust of wind  the Summit (6th LVL) Spell Shatter  Wind (11th LVL)	248 ) Page 275	Flan Ki 4 Wave	1 1es LVL 3	spell burning hands of the Phoeni spell Fireball Rolling Eart	ix (11th LVL)	220 Page 241
[ <b>Go</b>	2 ng Ki 3 de 1 Ki 4	of LVL 2 the LVL 3	spell gust of wind the Summit (6th LVL) Spell Shatter Wind (11th LVL) Spell	248 ) Page 275 Page	Flan Ki  4  Wave	1 1 2 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	spell burning hands  of the Phoeni Spell Fireball  Rolling Eart Spell	ix (11th LVL)	Page 241