

Brother Roland



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CHARACTER NAME

Monk
CLASS
12
LEVEL
Medium
SIZE

Human
RACE
Humanoid
TYPE

Dean

PLAYER

Male
GENDER
15
AGE
Lawful Neutral
ALIGNMENT
5'7"
HEIGHT
192 lbs
WEIGHT

St. Cuthbert
DEITY
EYES
HAIR



CHARACTER RECORD SHEET

| | | | | | | | | |
|----------------------------|---------------|------------------|-----------------|--------------------|-------------------------------|--|-----------------------------------|----------|
| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER | TOTAL | WOUNDS/CURRENT HP | NONLETHAL DAMAGE | SPEED |
| STR STRENGTH | 18 | +4 | | | HP HIT POINTS | 106 | | 70 ft/x4 |
| DEX DEXTERITY | 18 | +4 | | | AC ARMOR CLASS | 28 = 10 + +3 + +0 + +4 + +0 + +2 + +1 + +8 | | |
| CON CONSTITUTION | 16 | +3 | | | TOTAL | | | |
| INT INTELLIGENCE | 10 | +0 | | | TOUCH ARMOR CLASS | 23 | FLAT-FOOTED ARMOR CLASS | 24 |
| WIS WISDOM | 20 | +5 | | | | | | |
| CHA CHARISMA | 10 | +0 | | | INITIATIVE MODIFIER | +8 = +4 + +4 | | |

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|------------------------------------|-------|-----------|------------------|----------------|----------------|--------------------|-----------------------|
| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER | CONDITIONAL MODIFIERS |
| FORTITUDE (CONSTITUTION) | +14 | +8 | +3 | +3 | +0 | | |
| REFLEX (DEXTERITY) | +15 | +8 | +4 | +3 | +0 | | |
| WILL (WISDOM) | +16 | +8 | +5 | +3 | +0 | | |

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|-------------------------------|---------------------------------|-----------------------------|--|
| BASE ATTACK BONUS | +9/+4 | SPELL RESISTANCE | |
| GRAPPLE MODIFIER | +13 = +9 + +4 + +0 + +0 | ARCANE SPELL FAILURE | |
| MELEE ATTACK BONUS | +13/+8 = +9/+4 + +4 + +0 + +0 + | | |
| RANGED ATTACK BONUS | +13/+8 = +9/+4 + +4 + +0 + +0 + | | |

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|---------------------------------------|--------------------|--------|----------|
| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
| Unarmed Strike | +16/+16/+15/+10 | 2d8+5 | 20/x2 |
| RANGE | WEIGHT | TYPE | SIZE |
| | | B | Medium |
| SPECIAL PROPERTIES Flurry of Blows | | | |
| AMMUNITION | | | |

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| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
| Masterwork heavy crossbow | +14/+9 | 1d10 | 19-20/x2 |
| RANGE | WEIGHT | TYPE | SIZE |
| 120 ft | 8 lb | P | Medium |
| SPECIAL PROPERTIES +2d6 vs chaotic foes | | | |
| AMMUNITION | | | |

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| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
| | | | |
| RANGE | WEIGHT | TYPE | SIZE |
| | | | |
| SPECIAL PROPERTIES | | | |
| AMMUNITION | | | |

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|--------------------|--------------------|--------|----------|
| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
| | | | |
| RANGE | WEIGHT | TYPE | SIZE |
| | | | |
| SPECIAL PROPERTIES | | | |
| AMMUNITION | | | |

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|--------------------|--------------------|--------|----------|
| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
| | | | |
| RANGE | WEIGHT | TYPE | SIZE |
| | | | |
| SPECIAL PROPERTIES | | | |
| AMMUNITION | | | |

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|--------------------|--------------------|--------|----------|
| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
| | | | |
| RANGE | WEIGHT | TYPE | SIZE |
| | | | |
| SPECIAL PROPERTIES | | | |
| AMMUNITION | | | |

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|--------------------|--------------------|--------|----------|
| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
| | | | |
| RANGE | WEIGHT | TYPE | SIZE |
| | | | |
| SPECIAL PROPERTIES | | | |
| AMMUNITION | | | |

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|--------------------|--------------------|--------|----------|
| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
| | | | |
| RANGE | WEIGHT | TYPE | SIZE |
| | | | |
| SPECIAL PROPERTIES | | | |
| AMMUNITION | | | |

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|--------------------|--------------------|--------|----------|
| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
| | | | |
| RANGE | WEIGHT | TYPE | SIZE |
| | | | |
| SPECIAL PROPERTIES | | | |
| AMMUNITION | | | |

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | MAX RANKS | | |
|---|-------------|----------------|------------------|-------|----------------|
| | | | ABILITY MODIFIER | RANKS | MISC. MODIFIER |
| <input checked="" type="checkbox"/> Appraise ¹ | INT | +0 | | | |
| <input type="checkbox"/> Balance ¹ | DEX* | +12 | 4 | 6 | 2 |
| <input type="checkbox"/> Bluff ¹ | CHA | +0 | | | |
| <input type="checkbox"/> Climb ¹ | STR* | +18 | 4 | 9 | 5 |
| <input type="checkbox"/> Concentration ¹ | CON | +3 | 3 | | |
| <input type="checkbox"/> Diplomacy ¹ | CHA | +0 | | | |
| <input checked="" type="checkbox"/> Disguise ¹ | CHA | +0 | | | |
| <input type="checkbox"/> Escape Artist ¹ | DEX* | +15 | 4 | 11 | |
| <input checked="" type="checkbox"/> Forgery ¹ | INT | +0 | | | |
| <input checked="" type="checkbox"/> Gather Information ¹ | CHA | +0 | | | |
| <input checked="" type="checkbox"/> Heal ¹ | WIS | +5 | 5 | | |
| <input type="checkbox"/> Hide ¹ | DEX* | +8 | 4 | 4 | |
| <input checked="" type="checkbox"/> Intimidate ¹ | CHA | +0 | | | |
| <input type="checkbox"/> Jump ¹ | STR* | +26 | 4 | 4 | 18 |
| <input type="checkbox"/> Listen ¹ | WIS | +13 | 5 | 8 | |
| <input type="checkbox"/> Move Silently ¹ | DEX* | +6 | 4 | 2 | |
| <input checked="" type="checkbox"/> Ride ¹ | DEX | +4 | 4 | | |
| <input checked="" type="checkbox"/> Search ¹ | INT | +0 | | | |
| <input type="checkbox"/> Sense Motive ¹ | WIS | +7 | 5 | 2 | |
| <input type="checkbox"/> Spot ¹ | WIS | +18 | 5 | 13 | |
| <input checked="" type="checkbox"/> Survival ¹ | WIS | +5 | 5 | | |
| <input type="checkbox"/> Swim ¹ | STR** | +8 | 4 | 4 | |
| <input type="checkbox"/> Tumble | DEX* | +16 | 4 | 12 | |
| <input checked="" type="checkbox"/> Use Rope ¹ | DEX | +4 | 4 | | |

Skills marked with ¹ 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.

