Marlowe Raephell — CHARACTER NAME
The Dragon Spooker — PLAYER

Monk — CLASS AND LEVEL: 12 — CAREER LEVEL
human — RACE
LG — ALIGNMENT
none — DEITY

M — SIZE
28 — AGE
F — GENDER
5'4" — HEIGHT
130lbs — WEIGHT
silver — EYES
Deep Red — HAIR
Fair — SKIN

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	16	3		
DEX DEXTERITY	18	4		
CON CONSTITUTION	13	1		
INT INTELLIGENCE	9	-1		
WIS WISDOM	10	0		
CHA CHARISMA	10	0		

HP HIT POINTS: TOTAL 66 — WOUNDS/CURRENT HP — NONLETHAL DAMAGE

SPEED: 40

AC ARMOR CLASS: 24 = 10 + 7 (ARMOR BONUS) + 0 (SHIELD BONUS) + 4 (DEX MODIFIER) + 0 (SIZE MODIFIER) + 2 (NATURAL ARMOR) + 0 (DEFLECTION MODIFIER) + 1 (MISC MODIFIER) — TOTAL

DAMAGE REDUCTION: 0

TOUCH ARMOR CLASS: 15

FLAT-FOOTED ARMOR CLASS: 14

INITIATIVE MODIFIER: 8 = 4 (DEX MODIFIER) + 4 (MISC MODIFIER) — TOTAL

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	9	8	1	0	0	
REFLEX (DEXTERITY)	12	8	4	0	0	
WILL (WISDOM)	8	8	0	0	0	

CONDITIONAL MODIFIERS

BASE ATTACK BONUS: 9

SPELL RESISTANCE: 0

GRAPPLE MODIFIER: 12 = 9 (BASE ATTACK BONUS) + 3 (STRENGTH MODIFIER) + 0 (SIZE MODIFIER) + 0 (MISC MODIFIER) — TOTAL

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Kama(1d6)	4	2	20-20/x2
RANGE:	TYPE: S	NOTES: permits trip attack	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Nunchukus(1d6)	4	2	20-20/x2
RANGE:	TYPE: B	NOTES:	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Shuriken	4	2	20-20/x2
RANGE: 10	TYPE: P	NOTES:	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Wrist Dagger(1d4)	4	2	19-20/x2
RANGE:	TYPE: P	NOTES:	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Unarmed	4	2d6	19-20/x2
RANGE:	TYPE:	NOTES:	

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SKILLS

MAX RANKS (CLASS/CROSS-CLASS): 15.0 / 7.5

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	= ABILITY MODIFIER	+ RANKS	+ MISC MODIFIER
☐	Appraise ■	INT	-1.0	-1		
☒	Balance ■	DEX*	5.0	4	1.0	
☐	Bluff ■	CHA	0.0	0		
☒	Climb ■	STR*	6.0	3	3.0	
☒	Concentration ■	CON	1.0	1		
☒	Craft ■ (_____)	INT	-1.0	-1		
☒	Craft ■ (_____)	INT	-1.0	-1		
☒	Craft ■ (_____)	INT	-1.0	-1		
☐	Decipher Script	INT	0.0	-1		
☒	Diplomacy ■	CHA	10.0	0	10.0	
☐	Disable Device	INT	0.0	-1		
☐	Disguise ■	CHA	0.0	0		
☒	Escape Artist ■	DEX*	10.0	4	6.0	
☐	Forgery ■	INT	-1.0	-1		
☐	Gather Information ■	CHA	0.0	0		
☐	Handle Animal	CHA	0.0	0		
☐	Heal ■	WIS	0.0	0		
☒	Hide ■	DEX*	7.0	4	3.0	
☐	Intimidate ■	CHA	0.0	0		
☒	Jump ■	STR*	8.0	3	5.0	
☒	Knowledge (Arcana)	INT	0.0	-1		
☐	Knowledge (_____)	INT	0.0	-1		
☐	Knowledge (_____)	INT	0.0	-1		
☒	Knowledge (Religion)	INT	0.0	-1		
☐	Knowledge (_____)	INT	0.0	-1		
☒	Listen ■	WIS	8.0	0		8.0
☒	Move Silently ■	DEX*	7.0	4	3.0	
☐	Open Lock	DEX	0.0	4		
☒	Perform (Comedy)	CHA	5.0	0	5.0	
☒	Perform (_____)	CHA	0.0	0		
☒	Perform (_____)	CHA	0.0	0		
☒	Profession (_____)	WIS	0.0	0		
☒	Profession (_____)	WIS	0.0	0		
☐	Ride ■	DEX	4.0	4		
☐	Search ■	INT	-1.0	-1		
☒	Sense Motive ■	WIS	5.0	0	5.0	
☐	Sleight of Hand	DEX*	0.0	4		
☐	Spellcraft	INT	0.0	-1		
☒	Spot ■	WIS	8.0	0	8.0	
☐	Survival ■	WIS	0.0	0		
☒	Swim ■	STR*	3.0	3		
☒	Tumble	DEX*	0.0	4		
☐	Use Magic Device	CHA	0.0	0		
☐	Use Rope ■	DEX	4.0	4		
☐	_____	____				
☐	_____	____				
☐	_____	____				

■ *Denotes a skill that can be used untrained.*
☐ *Mark this box with an X if the skill is a class skill for the character.*
* *Armor check penalty, if any, applies. (Double penalty for Swim.)*

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Children of Drakhar

CAMPAIGN

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
Bracers of Armor +3	3		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
Garb of Protection +4	4		attunement

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Backpack	2	2.0			
water skin	1	4.0			
inkpen/parchment	3sp				
clay cup	2cp	1.0			
fishhook	1sp				
flint/steel	1				
useless map	1				
sewing needle	5sp				
rationsx3	5sp	1.0			
belt with 2 pouches	1sp				
Peculiar hairpin					
Potion of Haste (20rds)					
Ring of Ram					
			TOTAL WEIGHT CARRIED		8.0

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)
66	133	200	200	400	1,000

MONEY

CP — 3

SP — 12

GP — 100

PP — 80

FEATS

	PG.
Improved Unarmed Strike	
Stunning Fists	
Combat Reflexes	
Improved Trip	
Weapon Finesse [light]	
Dodge [+1AC]	
Improved Initiative [+4]	
Power Attack [+6+1]	
Cleave	

SPECIAL ABILITIES

	PG.
Greater Flurry [+9+9+9+4]	
Unarmed Strike	
Evasion	
Still Mind	
Ki Strike [magic/lawful]	
Slow Fall [60 feet]	
Wholeness of Body	
Improved Evasion	
Weapon Proficiency [light]	
Unarmed Damage [1d10]	
AC Boost [+2]	
Unarmed Speed Boost [+30]	
Purity of Body	
Dragon Style -1AC/+1Dmg	
Snake Style -1Dmg/+1Crit	
Tiger Style +1Hit/+1Dmg/-2AC	
Crane Style +2AC/-1Dmg/-1Hit	
Leopard Style +4Hit(w/charge)+	
+1Hit/-1dmg	
Abundant Step	
Diamond Body	
Improved Critical	

LANGUAGES

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

Common

SPELLS

DOMAINS/SPECIALTY SCHOOL:

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE ☐ DC MOD

ARCANE SPELL FAILURE ☐ %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

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