

## DYSLEXIC CHARACTER SHEETS

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ATTACKS

Range

Type

Attack Bonus

Damage

Critical

ft

sq

d

x

Ammo

Special Ammo

#

#

Range		Type	Attack Bonus	Damage	Critical
ft	sq			d	x

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d	x

Ammo #                          Special Ammo #            

**SAVES**

REFLEX SAVE

REF = DEX + + + +

☐ Evasion    ☐ Improved Evasion    ☐ Endurance    ☐ Trap Sense

## EFFECTS

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## INITIATIVE

## SPEED

SPEED	Speed with Armour	Temp Speed
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## BASE ATTACK

BASE	MELEE	RANGED
------	-------	--------

Temp Damage Bonus	Morale Bonus	Bufs	Nerfs	Power Attack
+	=	+	-	+

## GRAPPLE

**GRAPPLE BONUS** Size Modifier  
× 4 Misc

$$\boxed{\phantom{000}} = \text{Base Attack} + \times 4 + \text{STR} + \phantom{000}$$

## HEALTH

## ARMOUR CLASS

	Natural	Size	Deflection
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**FLAT-FOOTED ARMOUR CLASS**

<b>AC</b>	<b>= 10</b>	<b>/</b>	<b>+</b>	<b>+</b>	<b>+</b>	<b>-</b>	<b>+</b>	<b>+</b>
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$$\boxed{\text{AC}} = 10 + \text{DEX} \quad / \quad / \quad / \quad - \quad + \quad +$$

Temp AC	Spell Resistance	Conditional Modifiers
<div>AC</div>	<div></div>	
Damage Reduction		























































## METAMAGIC

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## COMBAT ABILITIES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and is set against a dark background.

## INVENTORY

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MONEY

# MONEY

## WANDS

## WANDS

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## ARMOUR

## SHIELD

## SHIELD

---

Ring
Properties
Ring
Properties

## SCROLLS

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## EQUIPMENT

Headband	
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#### Properties

Shoulders

## Properties

Belts

\_\_\_\_\_

#### Properties

Feet

## SCROLLS

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## POTIONS

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# MONK

Monk  
Level

## FLURRY OF BLOWS

### FLURRY ATTACK BONUS

## WHOLENESS OF BODY

### HEALING POINTS PER DAY

Monk Level

 =  × 2

Points Healed

hp

## ABUNDANT STEP

### CASTER LEVEL

Monk Level

 =  ÷ 2 (Round down)

## DIAMOND SOUL

### SPELL RESISTANCE

Monk Level

 = 10 + 

## QUIVERING PALM

### QUIVER DAYS

Monk Level

 = 

### SAVE DC

Monk Level

 = 10 + (  ÷ 2 ) + WIS

## EMPTY BODY

### ETHERIAL ROUNDS

Monk Level

Rounds Today

 rds = 

☐☐☐☐  
☐☐☐☐  
☐☐☐☐

## PERFECT SELF

### Treated as an Outsider

Immune to Charm Person and other effects that target non-outsiders.

Damage reduction 10/magic

# MONK

Monk  
Level

1	<input type="checkbox"/> { Flurry of Blows Unarmed Strike	Use a full attack action for more attacks Treat hands as weapons
2	<input type="checkbox"/> Evasion	Avoid all damage on successful reflex
3	<input type="checkbox"/> Still Mind	+2 to saves against enchantments
4	<input type="checkbox"/> { Ki Strike (magic) Slow Fall 20 ft	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5	<input type="checkbox"/> Purity of Body	Immune to all diseases
6	<input type="checkbox"/> Slow Fall 30 ft	
7	<input type="checkbox"/> Wholeness of Body	Heal wounds
8	<input type="checkbox"/> Slow Fall 40 ft	
9	<input type="checkbox"/> Improved Evasion	Take only half damage even on failed reflex
10	<input type="checkbox"/> { Ki Strike (lawful) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
11	<input type="checkbox"/> { Diamond Body Greater Flurry	Immune to all poisons
12	<input type="checkbox"/> { Abundant Step Slow Fall 60 ft	Use dimension door once per day
13	<input type="checkbox"/> Diamond Soul	Spell resistance
14	<input type="checkbox"/> Slow Fall 70 ft	
15	<input type="checkbox"/> Quivering Palm	Delayed death by days equal to monk level, once a week
16	<input type="checkbox"/> { Ki Strike (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantite weapons
17	<input type="checkbox"/> { Timeless Body Tongue of the Sun and Moon	No age penalties or artificial aging Speak with any living creature
18	<input type="checkbox"/> Slow Fall 90 ft	
19	<input type="checkbox"/> Empty Body	Assume ethereal state
20	<input type="checkbox"/> { Perfect Self Slow Fall any distance	Treated as outsider

# CHARACTER BACKGROUND

Name

Origin

## PORTRAIT



## APPEARANCE

Race



Age

Height

Weight

Eyes

Hair

Defining Features

Preferred Clothing

## PERSONALITY

Motivations

Fears

Likes

Dislikes

Quirks

## ORIGINS

Parents



Country

/ Region

/ Town



## AFFILIATIONS

Religion



Employer



Current Country

/ Region

/ Town



Affiliation



Affiliation



## FRIENDS AND FOES



## PARTY FUNDS

	Value	Weight

Copper		cp
Silver		sp
Gold		gp
Platinum		pp
Total		

Cash	1	2	3	4	5	6	7	8	9	10
Inventory	1	2	3	4	5	6	7	8	9	10
Debts	1	2	3	4	5	6	7	8	9	10
Valuables	1	2	3	4	5	6	7	8	9	10
Other items	1	2	3	4	5	6	7	8	9	10
<b>Total</b>										

## QUEST ITEMS

[illegible]

## CONTAINER

## CONTAINER

[illegible][illegible][illegible][illegible]

Total Weight	lb
Max Weight	lb

Total Weight	lb
Max Weight	lb

## NOTES


Total Weight		lb
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STATS DISPLAY

MAP FIGURE


INITIATIVE  
MARKER


HEX  
TOKENS  
MAP  
TOKEN


1.



Cut out carefully with a sharp knife or scissors, using the | marks as guides
2.



Fold along the dotted lines, making sure the  hatched areas are hidden or face down
3.



Optionally, fix it with glue