

CHARACTER RECORD SHEET

...	Scott David Gray	Asmodeus	Cheliox
CHARACTER NAME	PLAYER NAME	DEITY/RELIGION	REGION
Half-Elf Humanoid (elf, human)	Lawful Neutral	Medium	29 Male 5' 11" 155 lb.
RACE (TYPE/SUBTYPE)	ALIGNMENT	SIZE	AGE GENDER HEIGHT WEIGHT (lb.)
Monk 1	1	DESCRIPTION	
CLASSES	CHAR LVL		

SPEED

Mod:

30 ft. / x4

OTHER SPEEDS

ENCUMBRANCE

Light

ABILITY	SCORE	MOD	TEMP SCORE	TEMP MOD	PERM MOD	OTHER MOD
STR	17	+3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DEX	14	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CON	10	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INT	13	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WIS	14	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHA	10	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HIT POINTS

Mod:

TOTAL 8

LETHAL

NONLETHAL

DAMAGE REDUCTION

CONDITIONS

Energy Drain

SPELLS & EFFECTS

SPELL RESISTANCE

CHANNEL ENERGY (Not Available)

Effective Level Other DC Mods Times/Day Used

FORTITUDE SAVE

+2 = 2 + 0 + 0 + 0 + 0

Notes:

REFLEX SAVE

+4 = 2 + 2 + 0 + 0 + 0

Notes:

WILL SAVE

+4 = 2 + 2 + 0 + 0 + 0

Notes: Immune to sleep; +2 racial bonus vs. enchantments

GENERAL COMBAT

INITIATIVE	+2 = 2 +	MISC	MISC NOTES	ARMOR/DEFENSE NOTES
AC	14 = 10 + 0 + 0 + 2 + 0 + 0 + 0 + 0 + 2			
14	12	No		
TOUCH	FLAT-FOOTED	SHIELD READY		
MELEE	+3 = 0 + Str + 0 + 0 +			
RANGED	+2 = 0 + Dex + 0 + 0 +			
CMB	+3 = 0 + 3 + 0 + 0 +			
CMD	17 = 10 + 0 + 3 + 2 + 0 + 0 + 0 + 2 +			

SENSES

Perception	+8	PASSIVE	+18	SPECIAL	Low-Light Vision
CONDITIONAL MODIFIERS / OTHER					

WEAPONS AND ATTACKS

WEAPON / ATTACK	M/R/T	ENH	MATERIAL	SIZE	QTY	WIELDED AS?
Unarmed Strike				Medium	1	1-Handed
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION
			1d6	N	20 / x2	
RANGE	WGT (lb.)	TYPE	CATEGORY	OTHER NOTES	COMBAT OPTION	
		B	Light			
SPECIAL PROPERTIES						
lethal or nonlethal, no AoO						
WEAPON / ATTACK	M/R/T	ENH	MATERIAL	SIZE	QTY	WIELDED AS?
None						
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION
			#NUM!		0 / x3	
RANGE	WGT (lb.)	TYPE	CATEGORY	OTHER NOTES	COMBAT OPTION	
SPECIAL PROPERTIES						
0						
WEAPON / ATTACK	M/R/T	ENH	MATERIAL	SIZE	QTY	WIELDED AS?
None						
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION
					/ x	
RANGE	WGT (lb.)	TYPE	CATEGORY	OTHER NOTES	COMBAT OPTION	
SPECIAL PROPERTIES						
/ x						
WEAPON / ATTACK	M/R/T	ENH	MATERIAL	SIZE	QTY	WIELDED AS?
None						
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION
					/ x	
RANGE	WGT (lb.)	TYPE	CATEGORY	OTHER NOTES	COMBAT OPTION	
SPECIAL PROPERTIES						
/ x						
WEAPON / ATTACK	M/R/T	ENH	MATERIAL	SIZE	QTY	WIELDED AS?
None						
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION
					/ x	
RANGE	WGT (lb.)	TYPE	CATEGORY	OTHER NOTES	COMBAT OPTION	
SPECIAL PROPERTIES						
/ x						

CLASS?	SKILL NAME	NEI	ARI	SIL	INT	WIS	CHA	Armor Check Penalty	
								MIS	COND
		AB	INT	SK	INT	WIS	CHA	0	0
<input checked="" type="checkbox"/>	Acrobatics	Dex*	+6	= 1	+ 5				
<input type="checkbox"/>	Appraise	Int	+1	= 0	+ 1				
<input type="checkbox"/>	Bluff	Cha	0	= 0	+ 0				
<input checked="" type="checkbox"/>	Climb	Str*	+3	= 0	+ 3				
<input checked="" type="checkbox"/>	Craft (untrained)	Int	+1	= 0	+ 1				
<input type="checkbox"/>	Diplomacy	Cha	0	= 0	+ 0				
<input type="checkbox"/>	Disguise	Cha	0	= 0	+ 0				
<input checked="" type="checkbox"/>	Escape Artist	Dex*	+2	= 0	+ 2				
<input type="checkbox"/>	Fly	Dex*	+2	= 0	+ 2				
<input type="checkbox"/>	Heal	Wis	+2	= 0	+ 2				
<input checked="" type="checkbox"/>	Intimidate	Cha	0	= 0	+ 0				
<input type="checkbox"/>	Knowledge (engineering)	Int	NA	= 0	+ 1				
<input checked="" type="checkbox"/>	Knowledge (history)	Int	+5	= 1	+ 4				
<input checked="" type="checkbox"/>	Perception	Wis	+8	= 1	+ 7				
<input checked="" type="checkbox"/>	Perform (untrained)	Cha	0	= 0	+ 0				
<input checked="" type="checkbox"/>	Ride	Dex*	+2	= 0	+ 2				
<input checked="" type="checkbox"/>	Sense Motive	Wis	+6	= 1	+ 5				
<input checked="" type="checkbox"/>	Stealth	Dex*	+9	= 1	+ 8				
<input type="checkbox"/>	Survival	Wis	+3	= 1	+ 2				
<input checked="" type="checkbox"/>	Swim	Str*	+3	= 0	+ 3				
<input type="checkbox"/>	Disable Device	Dex*	NA	= 0	+ 2				
<input type="checkbox"/>	Handle Animal	Cha	NA	= 0	+ 0				
<input type="checkbox"/>	Knowledge (arcana)	Int	NA	= 0	+ 1				
<input type="checkbox"/>	Knowledge (dungeoneering)	Int	NA	= 0	+ 1				
<input type="checkbox"/>	Knowledge (geography)	Int	NA	= 0	+ 1				
<input type="checkbox"/>	Knowledge (local)	Int	NA	= 0	+ 1				
<input type="checkbox"/>	Knowledge (nature)	Int	NA	= 0	+ 1				
<input type="checkbox"/>	Knowledge (nobility)	Int	NA	= 0	+ 1				
<input type="checkbox"/>	Knowledge (planes)	Int	NA	= 0	+ 1				
<input checked="" type="checkbox"/>	Knowledge (religion)	Int	NA	= 0	+ 1				
<input type="checkbox"/>	Knowledge (spirits)	Int	NA	= 0	+ 1				
<input type="checkbox"/>	Linguistics	Int	NA	= 0	+ 1				
<input checked="" type="checkbox"/>	Profession (untrained)	Wis	NA	= 0	+ 2				
<input type="checkbox"/>	Sleight of Hand	Dex*	NA	= 0	+ 2				
<input type="checkbox"/>	Spellcraft	Int	NA	= 0	+ 1				
<input type="checkbox"/>	Use Magic Device	Cha	NA	= 0	+ 0				

* Armor Check Penalty applies. NA skills cannot be used untrained.

RACIAL ABILITIES

- Low-Light Vision: may see twice as far as humans in conditions of dim light
- Adaptability: gain Skill Focus as bonus feat
- Elf Blood: count as both elves and humans for any effect related to race
- Elven Immunities: immune to magic sleep effects; gain +2 Racial bonus on saves vs. enchantment spells/effects
- Keen Senses: +2 Racial bonus on Perception checks
- Multitalented: choose 2 favored classes at 1st level instead of 1

TRAITS

Threatening Defender: Number subtracted from melee attacks when using Combat Expertise is reduced by 1

Improvisational Equipment: when using item for anything other than intended purpose, reduce improvisation penalty by 2 (does not apply to improvised weapon penalties) Note that this trait has conditional functionality that is not currently automated in the character sheet

FEATS (feats marked with † are not yet fully automated)

- Catch Off-Guard: No penalties for improvised melee weapons; unarmed opponents are flat-footed vs. these attacks
- Combat Expertise: As part of an Attack or Full-Attack action, take a 0 penalty on melee attacks/combat maneuvers to gain a +1 Dodge bonus to AC until your next turn
- Improved Unarmed Strike: Always considered armed; unarmed attacks do not provoke AoO and can deal lethal or nonlethal dmg
- Skill Focus [Stealth]: +3 bonus on Stealth checks
- Stunning Fist: 1/day and 1/rnd, if declared attack hits foe takes normal dmg and is Stunned for 1 rnd (Fort save, DC 12, negs); constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned

CLASS ABILITIES

MONK

- AC Bonus (Ex): Gain +2 to AC (including flat-footed and touch) and CMD when not immobilized/helpless, wearing armor, carrying a shield, or carrying a medium/heavy load
- Flurry of Blows (Ex): Full-Attack Action; make 1 additional attack using unarmed strike or monk weapon; for all attacks, BAB equals monk level but are at -2, applies full Str bonus; may substitute disarm, sunder, and trip as part of flurry of blows
- Unarmed Strike: Gain Improved Unarmed Strike as bonus feat; may attack w/ hands full; no off-hand; apply full Str bonus to dmg; deal nonlethal w/ no penalty during attack/grapple; treated as mfg and natural weapon for spells/effects; unarmed strike deals
- Bonus Monk Feats:
- Stunning Fist (Ex): Gain Stunning Fist as bonus feat