



DELUXE CHARACTER SHEET

by Notsonoble Gaming

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Character Name _____ Alignment _____ Player _____

Character Classes (Levels) _____ Deity _____ Homeland _____

Deluxe Character Sheet

Ability Name	Ability Score	Ability Modifier	Temp Score	Temp Modifier
STR				
DEX				
CON				
INT				
WIS				
CHA				

HP HIT POINTS Total

Wounds/current hp

Nonlethal damage

Race _____ Size _____ Gender _____ Age _____ Height _____ Weight _____ Hair _____ Eyes _____

SPEED ft. ft. ft.

Base Speed With Armor Fly

ft. ft. ft.

Climb Burrow Manuverability Temporary Modifiers

BASE ATTACK BONUS **INITIATIVE** = +

Total Dexterity Modifier Misc Modifier

CMB = + + + + + +

Total BAB Strength Modifier Dexterity Modifier Size Modifier Misc Modifier Modifiers

CMD = + + + + + + 10

AC = + + + + + + + + 10

Total Armor Bonus Shield Bonus Dexterity Modifier Size Modifier Natural Armor Deflection Bonus Misc Modifier

FLAT FOOTED **TOUCH**

SAVING THROWS Total Base Save Ability Modifier Magic Modifier Misc Modifier

FORTITUDE (CON) = + + + +

REFLEX (DEX) = + + + +

WILL (WIS) = + + + +

Modifiers

RESISTANCES

Damage	Spell	Energy
<input type="text"/> / <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/> / <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/> / <input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPONS AND ATTACKS

WEAPON	ATTACK BONUS	CRITICAL	TYPE	RANGE	AMMUNITION	DAMAGE	NOTES

ARMOR AND PROTECTION

ITEM	TYPE	ARMOR BONUS	MAX DEX	CHECK PENALTY	SPELL FAILURE	WEIGHT	NOTES

LANGUAGES

CAMPAIGN INFORMATION

CAMPAIGN _____ CAMPAIGN TRAITS _____ EXPERIENCE _____

DM _____ NEXT LEVEL _____

FEATS, CLASS, AND RACIAL ABILITIES

SKILLS

<input type="checkbox"/> Class Skill	*Trained Only	Skill Points Per Level								Trained Class Skills have a +3 bonus			
SKILL NAME		TOTAL	ABILITY MOD	RANKS	MISC MOD					TOTAL	ABILITY MOD	RANKS	MISC MOD
<input type="checkbox"/> Acrobatics		=	DEX	+	+	<input type="checkbox"/> Knowledge (local)*		=	INT	+	+		
<input type="checkbox"/> Appraise		=	INT	+	+	<input type="checkbox"/> Knowledge (nature)*		=	INT	+	+		
<input type="checkbox"/> Bluff		=	CHA	+	+	<input type="checkbox"/> Knowledge (nobility)*		=	INT	+	+		
<input type="checkbox"/> Climb		=	STR	+	+	<input type="checkbox"/> Knowledge (planes)*		=	INT	+	+		
<input type="checkbox"/>		=	INT	+	+	<input type="checkbox"/> Knowledge (religion)*		=	INT	+	+		
<input type="checkbox"/>		=	INT	+	+	<input type="checkbox"/> Linguistics*		=	INT	+	+		
<input type="checkbox"/> Diplomacy		=	CHA	+	+	<input type="checkbox"/> Perception		=	WIS	+	+		
<input type="checkbox"/> Disable Device*		=	DEX	+	+	<input type="checkbox"/>		=	CHA	+	+		
<input type="checkbox"/> Disguise		=	CHA	+	+	<input type="checkbox"/>		=	CHA	+	+		
<input type="checkbox"/> Escape Artist		=	DEX	+	+	<input type="checkbox"/>		=	WIS	+	+		
<input type="checkbox"/> Fly		=	DEX	+	+	<input type="checkbox"/>		=	WIS	+	+		
<input type="checkbox"/> Handle Animal		=	CHA	+	+	<input type="checkbox"/> Ride		=	DEX	+	+		
<input type="checkbox"/> Heal		=	WIS	+	+	<input type="checkbox"/> Sense Motive		=	WIS	+	+		
<input type="checkbox"/> Intimidate		=	CHA	+	+	<input type="checkbox"/> Sleight of Hand*		=	DEX	+	+		
<input type="checkbox"/> Knowledge (arcana)*		=	INT	+	+	<input type="checkbox"/> Spellcraft*		=	INT	+	+		
<input type="checkbox"/> Knowledge (dungeoneering)*		=	INT	+	+	<input type="checkbox"/> Stealth		=	DEX	+	+		
<input type="checkbox"/> Knowledge (engineering)*		=	INT	+	+	<input type="checkbox"/> Survival		=	WIS	+	+		
<input type="checkbox"/> Knowledge (geography)*		=	INT	+	+	<input type="checkbox"/> Swim		=	STR	+	+		
<input type="checkbox"/> Knowledge (history)*		=	INT	+	+	<input type="checkbox"/> Use Magic Device*		=	CHA	+	+		

GEAR

Item	Weight	Item	Weight	Item	Weight	Item	Weight

CARRYING CAPACITY/LIFT

Total Carried

Light Load

Medium Load

Heavy Load

Lift Overhead

Lift Off Ground

Push or Pull

MONEY

PP

GP

SP

CP

GOLD STORED

FACTION/FAME/OTHER POINTS

TYPE	VALUE

NOTES