3.0

Celeblas

Character Sheet

Version 3.02

English

3.0

Character Sheet

Charakterinformation

Playername

Information

Charactername	
Race	
Religion	
Alignment	
Origin	

Looks

General	
Age	
Weight	
Height	
Gender	

Experience   **Penalty**   %   **Next Level**

Classes

Coreclasses

Class (English)	Hit-Die	Skillpoints	BAB	Fort	Ref	Will	Level
Barbarian	d12	4 + Int Modifier	G	G	P	P	
Bard	d6	4 + Int Modifier	A	P	G	G	
Cleric	d8	2 + Int Modifier	A	G	P	G	
Druid	d8	4 + Int Modifier	A	G	P	G	
Fighter	d10	2 + Int Modifier	G	G	P	P	
Monk	d8	4 + Int Modifier	A	G	G	G	
Paladin	d10	2 + Int Modifier	G	G	P	P	
Ranger	d10	4 + Int Modifier	G	G	P	P	
Rogue	d6	8 + Int Modifier	A	P	G	P	
Sorcerer	d4	2 + Int Modifier	P	P	P	G	
Wizard	d4	2 + Int Modifier	P	P	P	G	

Prestigeclasses

	Hit-Die	Skillpoints	BAB	Fort	Ref	Will	Level
	d	+ Int Modifier					
	d	+ Int Modifier					
	d	+ Int Modifier					
	d	+ Int Modifier					

Languages

Common,

Literacy ☐

Character Sheet

Abilities

Ability	Value	Modifier	Temp	Modifier
Strength STR				
Dexterity DEX				
Constitution CON				
Intelligence INT				
Wisdom WIS				
Charisma CHA				

Hit-Points

Hit-Points	Modified

Saves

Fortitude		Reflex		Will	
TOTAL		TOTAL		TOTAL	
CON		DEX		WIS	
MISC		MISC		MISC	
TEMP		TEMP		TEMP	

Race Traits

Class Features

Feats

Character Sheet

Combat

Ab	Misc	Size	Base	Total		Ab	Misc	Size	Base	Total		Ab	Misc	Size	Base	Total

Melee
1st = ___
2nd = ___
___ + ___ + ___ + 3rd = ___
4th = ___

Ranged
1st = ___
2nd = ___
___ + ___ + ___ + 3rd = ___
4th = ___

Grapple
___ + ___ + ___ + ___ = ___

Initiative
DEX + MISC = ___

2- Hand
___ / ___

Speed
NORMAL ___
CLIMB ___
FLY ___
SWIM ___

Weapons

U	Name	Modified Attacks				Feat	Misc.	Damage	Critical	Range	Type
	Unarmed Strike	/	/	/	/				20 / x2	%	B
		/	/	/	/						
		/	/	/	/						
		/	/	/	/						
		/	/	/	/						
		/	/	/	/						

Armor Class

AC

Size - Mod

Base	10	+
Dexterity		+
Armor		+
Shield		+
		+
		+
		+
		+
		+

Flat-footed	without Dex-Bonus
vs. Touch Attack	without Armor/Shield

Notes :   Dodge-Boni stack, Boni of same Type
don't stack, Penalties don't stack

D	Armor / Shield	AC Value	Max DEX	Check Penalty	Arcane Failure

Profiencies

☐ Armor Proficiency (light)	☐ Shield Profiency	☐ Simple Weapon Proficiency	
☐ Armor Proficiency (medium)	☐ Tower Shield Profiency	☐ Martial Weapon Proficiency	
☐ Armor Profi (heavy)		☐ Exotic Weapon Proiciency	

Character Sheet

Skills

Skillname	U	Class Skill			Total		Rank		Ability		Misc	
Alchemy						=		+	INT	+		
Animal Empathy						=		+	CHA	+		
Appraise	◆					=		+	INT	+		
Balance	◆					=		+	DEX	+		*
Bluff	◆					=		+	CHA	+		
Climb	◆					=		+	STR	+		*
Concentration	◆					=		+	CON	+		
Craft (_____)	◆					=		+	INT	+		
Decipher Script						=		+	INT	+		
Diplomacy	◆					=		+	CHA	+		
Disable Device						=		+	INT	+		
Disguise	◆					=		+	CHA	+		
Escape Artist	◆					=		+	DEX	+		*
Forgery	◆					=		+	INT	+		
Gather Information	◆					=		+	CHA	+		
Handle Animal						=		+	CHA	+		
Heal	◆					=		+	WIS	+		
Hide	◆					=		+	DEX	+		*
Innuendo						=		+	WIS			
Intimidate	◆					=		+	CHA	+		
Intuit Direction						=		+	WIS			
Jump	◆					=		+	STR	+		*
Knowledge (arcana)						=		+	INT	+		
Knowledge (architecture and engineering)						=		+	INT	+		
Knowledge (dungeoneering)						=		+	INT	+		
Knowledge (geography)						=		+	INT	+		
Knowledge (history: _____)						=		+	INT	+		
Knowledge (local: _____)						=		+	INT	+		
Knowledge (nature)						=		+	INT	+		
Knowledge (nobility and royalty)						=		+	INT	+		
Knowledge (religion)						=		+	INT	+		
Knowledge (the planes)						=		+	INT	+		
Knowledge (_____)						=		+	INT	+		
Listen	◆					=		+	WIS	+		
Move Silently	◆					=		+	DEX	+		*
Open Lock						=		+	DEX	+		
Perform (_____)	◆					=		+	CHA	+		
Pick Pocket						=		+	DEX	+		*
Profession (_____)						=		+	WIS	+		
Read Lips						=		+	INT	+		
Ride (_____)	◆					=		+	DEX	+		
Scry	◆					=		+	INT	+		
Search	◆					=		+	INT	+		
Sense Motive	◆					=		+	WIS	+		
Spellcraft						=		+	INT	+		
Spot	◆					=		+	WIS	+		
Swim	◆					=		+	STR	+		**
Tumble						=		+	DEX	+		*
Use Magic Device						=		+	CHA	+		
Use Rope	◆					=		+	DEX	+		
Wilderness Lore	◆					=		+	WIS	+		
						=		+		+		
						=		+		+		

Maximal Rank ___Class Skill___ / ___Cross Class___ | * = Armor Check Penalty = _____

Character Sheet

Equipment

Place	Name	Description	Weight
Head			
Head			
Eyes			
Jewellery			
Amulet			
Ring (right)			
Ring (left)			
Clothing			
Vest			
Robe (or Armor)			
Cloak			
Gloves			
Belt			
Boots			
Armor			
Armor (or Robe)			
Shield			
Bracers			
Other			

Wealth

		Gems / Other :
CP		
SP		
GP		
PP		
Total (GP)		

Carrying

light load	☐	no penaltys		0 -	lb
medium load	☐	max Dex = +3; Check Penalty = -3; Speed = 20ft (medium) or 15ft (small)		-	lb
heavy load	☐	max Dex = +1; Check Penalty = -6; Speed = 20ft (medium) or 15ft (small)		-	lb

Current Load	Over Head	Off Ground	Push / Drag
	max. Load x1	max. Load x2	max. Load x5

Character Sheet

Inventory

Number	Item Name	Description	Weight

M	**Munitiontype**	**Munitiontype**	**Munitiontype**	**Munitiontype**
U	**Arrows**	**Bolts**	**Bullets**	**Darts**
N				
I				
T				
I				
O				
N				