



CELEBLAS CHARACTER SHEET

Version 3.02

English

CHARACTER SHEET



Combat

Ab	Misc	Size	Base	Total	Ab	Misc	Size	Base	Total	Ab	Misc	Size	Base	Total
MELEE					RANGED					GRAPPLE				
1st = _____					1st = _____									
2nd = _____					2nd = _____									
3rd = _____					3rd = _____					+ _____ + _____ + _____ = _____				
4th = _____					4th = _____									
INITIATIVE					2-HAND					SPEED				
DEX + MISC = _____					_____ / _____					NORMAL CLIMB FLY SWIM				

Weapons

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

Armor Class

AC 	Base	10	+
	Dexterity		+
	Armor		+
	Shield		+
			+
			+
Size - Mod			+
			+
			+

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

Proficiencies

<input type="checkbox"/> Armor Proficiency (light)	<input type="checkbox"/> Shield Proficiency	<input type="checkbox"/> Simple Weapon Proficiency
<input type="checkbox"/> Armor Proficiency (medium)	<input type="checkbox"/> Tower Shield Proficiency	<input type="checkbox"/> Martial Weapon Proficiency
<input type="checkbox"/> Armor Profi (heavy)		<input type="checkbox"/> Exotic Weapon Proiciency

CHARACTER SHEET



Skills											
Skillname	U	Class Skill	Total	Rank	Ability	Misc					
Appraise	◆			=	+	INT	+				
Balance	◆			=	+	DEX	+	*			
Bluff	◆			=	+	CHA	+				
Climb	◆			=	+	STR	+	*			
Concentration	◆			=	+	CON	+				
Craft ()	◆			=	+	INT	+				
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	+	*			
Intimidate	◆			=	+	CHA	+				
Jump	◆			=	+	STR	+	*			
Knowledge (arcana)				=	+	INT	+				
Knowledge (architecture and engineering)				=	+	INT	+				
Knowledge (dungeoneering)				=	+	INT	+				
Knowledge (geography)				=	+	INT	+				
Knowledge (history:)				=	+	INT	+				
Knowledge (history:)				=	+	INT	+				
Knowledge (local:)				=	+	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	+				
Perform ()	◆			=	+	CHA	+				
Profession ()				=	+	WIS	+				
Profession ()				=	+	WIS	+				
Ride	◆			=	+	DEX	+				
Search	◆			=	+	INT	+				
Sense Motive	◆			=	+	WIS	+				
Sleight of Hand				=	+	DEX	+	*			
Spellcraft				=	+	INT	+				
Spot	◆			=	+	WIS	+				
Survival	◆			=	+	WIS	+				
Swim	◆			=	+	STR	+	**			
Tumble				=	+	DEX	+	*			
Use Magic Device				=	+	CHA	+				
Use Rope	◆			=	+	DEX	+				
				=	+		+				
				=	+		+				
				=	+		+				

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

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

Carrying

light load	<input type="checkbox"/>	no penaltys	0	-	lb
medium load	<input type="checkbox"/>	max Dex = +3; Check Penalty = -3; Speed = 20ft (medium) or 15ft (small)		-	lb
heavy load	<input type="checkbox"/>	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

M U N I T I O N	Munitiontype Arrows	Munitiontype Bolts	Munitiontype Bullets	Munitiontype Darts
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**N
O
T
E
S** All Abbreviations used in this Character Sheet are explained here:
A = Average, D = Donned, G = Good, P = Poor, U = in use, C = Class Skill, ◆ = Untrained Skill
Special Thanks to Veldan for her helpful advice