

# CELEBLAS CHARACTER SHEET

Version 3.02

**English** 



harakterinformation						
Playername						
Information						
Charactername						
Race						
Religion						
Alignment						
Origin						
	-					
Looks						
General						
Age						
Weight						
Height						
Gender						
Experience		<b>Penalty</b>		%	Next Level	
•			•			

#### Classes

Coreclasses							
Class (English)	Hit-Die	Skillpoints	BAB	Fort	Ref	Will	Level
Barbarian	d12	4 + Int Modifier	G	G	Р	Р	
Bard	d6	6 + Int Modifier	Α	Р	G	G	
Cleric	d8	2 + Int Modifier	Α	G	Р	G	
Druid	d8	4 + Int Modifier	Α	G	Р	G	
Fighter	d10	2 + Int Modifier	G	G	Р	Р	
Monk	d8	4 + Int Modifier	Α	G	G	G	
Paladin	d10	2 + Int Modifier	G	G	Р	Р	
Ranger	d8	6 + Int Modifier	G	G	G	Р	
Rogue	d6	8 + Int Modifier	Α	Р	G	Р	
Sorcerer	d4	2 + Int Modifier	Р	Р	Р	G	
Wizard	d4	2 + Int Modifier	Р	Р	Р	G	
Prestigeclasses							
	Ч	⊥ Int Modifier					

(	d	+ Int Modifier			
	d	+ Int Modifier			
	d	+ Int Modifier			

Languages Common,		
Common,		
	Literacy	



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

Hit-Points	
Hit-Points	Modified

Saves	Saves									
Fort	itude	Ref	flex	Will						
TO	TAL	TO	TAL	TO	TAL					
CON		DEX		WIS						
MISC		MISC		MISC						
TEMP		TEMP		TEMP						

Race Traits	

Class Features

Feats	



Combat		
Ab Misc Size Base Total	Ab Misc Size Base Total	Ab Misc Size Base Total
	RANGED 1st =	GRAPPLE
2nd =	2nd =	
+ + + 3rd =	+ + <u>3rd</u> =	+ + + =
4th =	4th =	
ĬnĭŦĭaŦĭve	2- Напо	SPEED NORMAL
		CLIMB
DEX + MISC =	/	FLY
		SWIM

We	eapons										
U	Name		Modifie	ed Attack	s	Feat	Misc.	Damage	Critical	Range	Туре
	Unarmed Strike	/	/	/	/				20 x2	%	В
		/	/	/	/						
		/	/	/	/						
		/	/	/	/						
		/	/	/	/						
		/	/	/	/						

Armor (	Class
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AC	
Size - Mod	

Base	10	+
Dexterity		+
Armor		+
Base 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	<b>Check Penalty</b>	Arcane Failure

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



Skills											
Skillname	U	Cla	iss S	Skill	Total		Rank		Ability		Misc
Appraise	<b>♦</b>					=		+	INT	+	
Balance	<b>♦</b>					=		+	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	<b>*</b>					=		+	CHA	+	
Handle Animal						=		+	CHA	+	
Heal	•					=		+	WIS	+	
Hide	•					=		+	DEX	+	*
Intimidate	•					=		+	СНА	+	
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 royality)						=		+	INT	+	
Knowledge (religion)						=		+	INT	+	
Knowledge (the planes)						=		+	INT	+	
Knowledge (	)					=		+	INT	+	
Listen	•					=		+	WIS	+	
Move Silently	•					=		+	DEX	+	*
Open Lock						=		+	DEX	+	
Perform (	•					=		+	CHA	+	
Perform (	•					=		+	CHA	+	
Profession (	Ť					=		+	WIS	+	
Profession (						_		+	WIS	+	
Ride	•					_		+	DEX	+	
Search	Ť					=		+	INT	+	
Sense Motive	Ť					=		+	WIS	+	
Sleight of Hand						=		+	DEX	+	*
Spellcraft						=		+	INT	+	
Spot	•					=		+	WIS	+	
Survival	<b>*</b>		$\vdash$			=	<del>                                     </del>	+	WIS	+	
Swim	<b>*</b>		$\vdash$			=	-	+	STR	+	**
Tumble		H				=	<del>                                     </del>	+	DEX	+	*
Use Magic Device	-	$\vdash$				1	<del> </del>	+	CHA	+	
Use Rope	•	$\vdash$				=	<del>                                     </del>		DEX		
l loge nope	•	H	$\vdash$			=	<del> </del>	+	DEX	+	
-	-	$\vdash$	-			=	<del>                                     </del>	+		+	
	-	$\vdash$	-			=	<del>                                     </del>	+		+	
						=	<u> </u>	+		+	

	* = Armor Check Penalty =
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Equipment				
Place	Name		Description	Weight
	_			
Head Head				
Eyes				
Lyou	ı			
Jewellery				
Amulet				
Ring (right)				
Ring (left)				
Clothing Vest				1
Robe (or Armor)	\			
Cloak				
Gloves				
Belt				
Boots				
	_			
Armor				,
Armor (or Robe)				
Shield				
Bracers				
Other				
Other				
Wealth				
		Gems / Other :		
CP				
SP				
3F				
GP				
G.I				
PP				
Total (GP)				
Carrying				
light load	no penaltys			0 - lb
medium load		Check Penalty = -3; Speed = 20	Oft (medium) or 15ft (small)	- lb
heavy load		Check Penalty = -6; Speed = 20		- lb
Current Loa	ad	Over Head	Off Ground	Push / Drag
		many I amalasa	may 1 = = = 1 ::0	may Lassler
		max. Load x1	max. Load x2	max. Load x5
	1	I	I	1



Inventory			
Number	Item Name	Description	Weight
		·	

М	Munitiontype	Munitiontype	Munitiontype	Munitiontype
	Arrows	Bolts	Bullets	Darts
U N I T I O N				

N 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