



CHARACTER SHEET

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

TYPE AND SUBTYPE _____

ALIGNMENT _____

RELIGION _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

REGION OF ORIGIN _____

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|----------------------------|---------------|------------------|-----------------|--------------------|
| STR STRENGTH | | | | |
| DEX DEXTERITY | | | | |
| CON CONSTITUTION | | | | |
| INT INTELLIGENCE | | | | |
| WIS WISDOM | | | | |
| CHA CHARISMA | | | | |

| TOTAL | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECTION MODIFIER | MISC. MODIFIER |
|--------------------------|-------------|--------------|--------------|---------------|---------------|---------------------|----------------|
| AC ARMOR CLASS | | | | | | | |

| TOUCH ARMOR CLASS |
|-----------------------------|
| |

| FLAT-FOOTED ARMOR CLASS |
|-----------------------------------|
| |

| TOTAL | NONLETHAL DAMAGE |
|-------------------------|------------------|
| HP HIT POINTS | |
| WOUNDS/CURRENT HP | |

| TOTAL | DEX MODIFIER | MISC. MODIFIER |
|-------------------------------|--------------|----------------|
| INITIATIVE MODIFIER | | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER | CONDITIONAL MODIFIERS |
|------------------------------------|-------|-----------|------------------|----------------|----------------|--------------------|-----------------------|
| FORTITUDE (CONSTITUTION) | | | | | | | |
| REFLEX (DEXTERITY) | | | | | | | |
| WILL (WISDOM) | | | | | | | |

| BASE ATTACK BONUS |
|--------------------------|
| |

| SPELL RESISTANCE |
|-------------------------|
| |

| GRAPPLE MODIFIER | TOTAL | BASE ATTACK BONUS | STRENGTH MODIFIER | SIZE MODIFIER | MISC. MODIFIER |
|----------------------------|-------|-------------------|-------------------|---------------|----------------|
| | | | | | |

| SPEED |
|--------------|
| |

| ATTACK | | | ATTACK BONUS | DAMAGE | CRITICAL |
|------------------|------|-------|--------------|--------|----------|
| RANGE | TYPE | NOTES | | | |
| AMMUNITION _____ | | | | | |

| ATTACK | | | ATTACK BONUS | DAMAGE | CRITICAL |
|------------------|------|-------|--------------|--------|----------|
| RANGE | TYPE | NOTES | | | |
| AMMUNITION _____ | | | | | |

| ATTACK | | | ATTACK BONUS | DAMAGE | CRITICAL |
|------------------|------|-------|--------------|--------|----------|
| RANGE | TYPE | NOTES | | | |
| AMMUNITION _____ | | | | | |

| ATTACK | | | ATTACK BONUS | DAMAGE | CRITICAL |
|------------------|------|-------|--------------|--------|----------|
| RANGE | TYPE | NOTES | | | |
| AMMUNITION _____ | | | | | |

| ATTACK | | | ATTACK BONUS | DAMAGE | CRITICAL |
|------------------|------|-------|--------------|--------|----------|
| RANGE | TYPE | NOTES | | | |
| AMMUNITION _____ | | | | | |

| CONDITIONAL AC MODIFIERS | ACTION POINTS |
|--------------------------|---------------|
| | |

| CLASS SKILLS? | SKILL NAME | KEY ABILITY | SKILL MODIFIER | MAX RANKS (CLASS/CROSS-CLASS) | | RANKS | MISC. MODIFIER |
|--------------------------|----------------------|-------------|----------------|----------------------------------|-------|-------|----------------|
| | | | | ABILITY MODIFIER | RANKS | | |
| <input type="checkbox"/> | APPRAISE ■ | INT | | | | | |
| <input type="checkbox"/> | BALANCE ■ | DEX* | | | | | |
| <input type="checkbox"/> | BLUFF ■ | CHA | | | | | |
| <input type="checkbox"/> | CLIMB ■ | STR* | | | | | |
| <input type="checkbox"/> | CONCENTRATION ■ | CON | | | | | |
| <input type="checkbox"/> | CRAFT ■ () | INT | | | | | |
| <input type="checkbox"/> | CRAFT ■ () | INT | | | | | |
| <input type="checkbox"/> | CRAFT ■ () | INT | | | | | |
| <input type="checkbox"/> | DECIPHER SCRIPT | INT | | | | | |
| <input type="checkbox"/> | DIPLOMACY ■ | CHA | | | | | |
| <input type="checkbox"/> | DISABLE DEVICE | INT | | | | | |
| <input type="checkbox"/> | DISGUISE ■ | CHA | | | | | |
| <input type="checkbox"/> | ESCAPE ARTIST ■ | DEX* | | | | | |
| <input type="checkbox"/> | FORGERY ■ | INT | | | | | |
| <input type="checkbox"/> | GATHER INFORMATION ■ | CHA | | | | | |
| <input type="checkbox"/> | HANDLE ANIMAL | CHA | | | | | |
| <input type="checkbox"/> | HEAL ■ | WIS | | | | | |
| <input type="checkbox"/> | HIDE ■ | DEX* | | | | | |
| <input type="checkbox"/> | INTIMIDATE ■ | CHA | | | | | |
| <input type="checkbox"/> | JUMP ■ | STR* | | | | | |
| <input type="checkbox"/> | KNOWLEDGE () | INT | | | | | |
| <input type="checkbox"/> | KNOWLEDGE () | INT | | | | | |
| <input type="checkbox"/> | KNOWLEDGE () | INT | | | | | |
| <input type="checkbox"/> | KNOWLEDGE () | INT | | | | | |
| <input type="checkbox"/> | KNOWLEDGE () | INT | | | | | |
| <input type="checkbox"/> | LISTEN ■ | WIS | | | | | |
| <input type="checkbox"/> | MOVE SILENTLY ■ | DEX* | | | | | |
| <input type="checkbox"/> | OPEN LOCK | DEX | | | | | |
| <input type="checkbox"/> | PERFORM () | CHA | | | | | |
| <input type="checkbox"/> | PERFORM () | CHA | | | | | |
| <input type="checkbox"/> | PERFORM () | CHA | | | | | |
| <input type="checkbox"/> | PROFESSION () | WIS | | | | | |
| <input type="checkbox"/> | PROFESSION () | WIS | | | | | |
| <input type="checkbox"/> | RIDE ■ | DEX | | | | | |
| <input type="checkbox"/> | SEARCH ■ | INT | | | | | |
| <input type="checkbox"/> | SENSE MOTIVE ■ | WIS | | | | | |
| <input type="checkbox"/> | SLEIGHT OF HAND | DEX* | | | | | |
| <input type="checkbox"/> | SPELLCRAFT | INT | | | | | |
| <input type="checkbox"/> | SPOT ■ | WIS | | | | | |
| <input type="checkbox"/> | SURVIVAL ■ | WIS | | | | | |
| <input type="checkbox"/> | SWIM ■ | STR* | | | | | |
| <input type="checkbox"/> | TUMBLE | DEX* | | | | | |
| <input type="checkbox"/> | USE MAGIC DEVICE | CHA | | | | | |
| <input type="checkbox"/> | USE ROPE ■ | DEX | | | | | |
| <input type="checkbox"/> | | | | | | | |
| <input type="checkbox"/> | | | | | | | |

■ Denotes a skill that can be used untrained. □ Mark this box with an X if the skill is a class skill for the character.
*Armor check penalty, if any, applies. (Double penalty for Swim.)

[illegible]

| CARRYING CAPACITY | | | | | |
|-------------------|-------------|------------|-----------------------------------|---------------------------------|------------------------------|
| LIGHT LOAD | MEDIUM LOAD | HEAVY LOAD | LIFT OVER HEAD EQUALS MAX LOAD | LIFT OFF GROUND 2 X MAX LOAD | PUSH OR DRAG 5 X MAX LOAD |
| | | | | | |

[illegible][illegible]

| WEALTH | | | |
|--------|------|-----|-------|
| MONEY | GEMS | ART | OTHER |
| CP— | | | |
| SP— | | | |
| GP— | | | |
| PP— | | | |

[illegible][illegible][illegible]

| SPELLS AND INFUSIONS | | | | |
|-----------------------------|----------------------|-----------------------------|----------------------|----------------------|
| SPELL SAVE | DC MOD | ARCANE SPELL FAILURE | | |
| CONDITIONAL MODIFIERS | | | | |
| SPILLS KNOWN | SPELL SAVE DC | LEVEL | SPILLS/DAY | BONUS SPILLS |
| <input type="text"/> | <input type="text"/> | 0 | <input type="text"/> | 0 |
| <input type="text"/> | <input type="text"/> | 1 ST | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 2 ND | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 3 RD | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 4 TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 5 TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 6 TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 7 TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 8 TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 9 TH | <input type="text"/> | <input type="text"/> |
| SPECIALTY SCHOOL | | | | |
| | | | | |
| PROHIBITED SCHOOLS | | | | |
| | | | | |

| SPELLS AND INFUSIONS | | | | |
|-----------------------------|----------------------|-----------------------------|----------------------|----------------------|
| SPELL SAVE | DC MOD | ARCANE SPELL FAILURE | | |
| CONDITIONAL MODIFIERS | | | | |
| SPILLS KNOWN | SPELL SAVE DC | LEVEL | SPILLS/DAY | BONUS SPILLS |
| <input type="text"/> | <input type="text"/> | 0 | <input type="text"/> | 0 |
| <input type="text"/> | <input type="text"/> | 1 ST | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 2 ND | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 3 RD | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 4 TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 5 TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 6 TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 7 TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 8 TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 9 TH | <input type="text"/> | <input type="text"/> |
| SPECIALTY SCHOOL | | | | |
| | | | | |
| PROHIBITED SCHOOLS | | | | |
| | | | | |

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

AC BONUS

WEIGHT

CHECK PENALTY

SPELL FAILURE

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

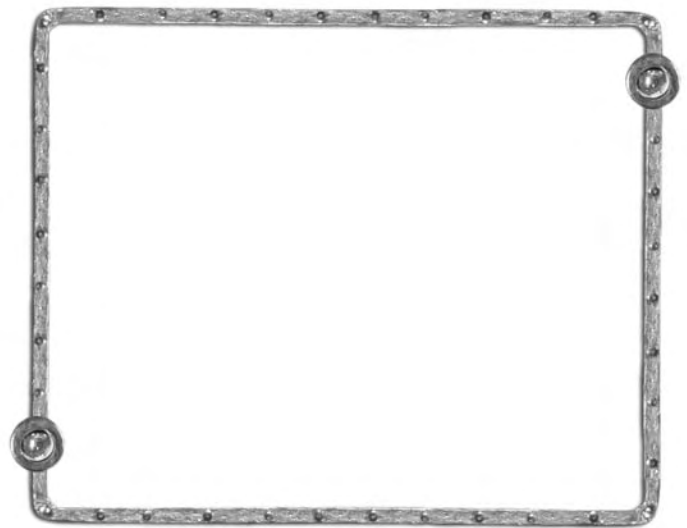
AC BONUS

WEIGHT

SPECIAL PROPERTIES

AFFILIATIONS AND ENEMIES

RACIAL TRAITS



CHARACTER ILLUSTRATION OR DRAGONMARK

CLASS FEATURES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

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