



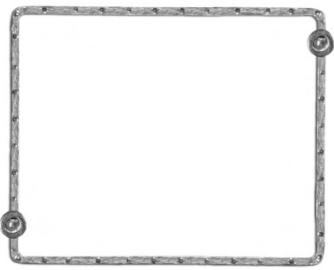
	0		CHARACTE	RNAME								
PLAYER			CLASS AND	LEVEL		RACE		TYPI	E AND S	UBTYPE		
ALIGNMENT	RELIGION	S17	ZE A	GE	GENDER	R HEIGH	HT W	/EIGHT				BONC ORIGIN
ABILITY ABILITY NAME SCORE	ABILITY TEMPORARY TEMPORA MODIFIER SCORE MODIFIER	RY TOTAL	ARMOR BONUS	SHIELD	DEX SIZE MODIFIER MODIF	NATURAL DEF	LECTION MISC. DIFIER MODIFIER					
STR STRENGTH		AC ARMOR CLASS	- 10 +					TOUCH ARMOR CLAS	s	FLA	T-FOOT ARMOR C	ED LASS
DEX DEXTERITY		TOTAL	NONLETHAL E	DAMAGE		CONDITIONAL	L AC MODIFIERS			ACTION PO	INTS	
CON		HP HIT POINTS										
CONSTITUTION	+	WOUNDS/	CURRENT HP	\neg	w 25		SKI	II S		MA	X RANKS	/
INT		DAMAGE		=	CLASS	SKILL NAM		KEY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC
WIS		DAMAGE REDUCTION					L .	ABILITY	MODIFIER	MODIFIER		MODIFIER
CHA CHARISMA			OTAL MODIFIER	MISC. MODIFIER		PPRAISE ■ ALANCE ■		INT DEX*	H		+	+
		INITIATIVE MODIFIER		•		LUFF ■		СНА			+	+
	BASE ABILITY MA	GIC MISC. TEMPORARY			□ C	LIMB ■		STR*		=	+	_+
FORTITUDE	TOTAL SAVE MODIFIER MO	ODIFIER MODIFIER MODIFIER C	ONDITIONAL MODIF	TERS		ONCENTRAT		CON	Щ		.+	_+
(CONSTITUTION)						RAFT ■ () INT	\square	=	+	_+
REFLEX (DEXTERITY)	= + +				_	RAFT ■ (RAFT ■ () INT) INT	H		+	_+
WILL [WISDOM]						ECIPHER SC	RIPT	INT	\square		+	_+
[WISDOM]						IPLOMACY I	•	СНА		=	+	_+
DASE ATTAC	L BONILE	CDELL DEGLE	TANCE			ISABLE DEV	ICE	INT			+	_+
BASE ATTAC	K BONUS	SPELL RESIS	IANCE			ISGUISE ■		CHA		=	+	_+
COADDIE					_	SCAPE ARTIS	ST ■	DEX*	$\vdash\vdash$		+	_+
GRAPPLE MODIFIER		+ + SPE	ED			ORGERY ■	ORMATION ■	INT CHA	H		+	_+
	TOTAL BASE ATTACK STRENGT BONUS MODIFIE	TH SIZE MISC. ER MODIFIER MODIFIER				IANDLE ANI		CHA	\Box		+	_+
					_ H	EAL ■		WIS			+	_+
ATTACK	ATTACK	BONUS DAMAGE	CRITIC	CAL		IDE ■		DEX*		=	+	_+
						NTIMIDATE I	•	CHA	Н		+	_+
RANGE TYPE	NOTES					JMP ■ NOWLEDGE	1	STR*) INT	H		.+	_+
						NOWLEDGE	•) INT	H		+	_+
AMMUNITION						NOWLEDGE) INT	\Box		+	_+
ATTACK	ATTACK	BONUS DAMAGE	CRITIC	CAL	□ K	NOWLEDGE	() INT		=	+	_+
					□ K	NOWLEDGE	(LOCAL [VTF].) INT	Щ	=	.+	_+
RANGE TYPE	NOTES				_	ISTEN		WIS		=	+	_+
						10ve Silen [.] Den Lock	TLY ■	DEX*	H		.+	_+
AMMUNITION					_	ERFORM (_	,) CHA	H		+	+
ATTACK	Luman		Language) CHA			+	_+
ATTACK	ATTACK	BONUS DAMAGE	CRITIC	CAL	□ P	ERFORM (_) СНА			.+	_+
RANGE TYPE	NOTES				_		() WIS			+	_+
RANGE TIPE	Notes					ROFESSION	() WIS	$\vdash\vdash$		+	_+
AMMUNITION					_	IDE ■ EARCH ■		DEX	H		+	_+
						ENSE MOTIV	VE ■	WIS	\Box		+	_+
ATTACK	ATTACK	BONUS DAMAGE	CRITIC	CAL	□ S	LEIGHT OF I	Hand	DEX*		=	+	_+
DANIES TO	l lores				_	PELLCRAFT		INT		=	+	_+
RANGE TYPE	NOTES			3		POT ■		WIS	Щ		+	_+
AMMUNITION					_	URVIVAL ■ WIM ■		WIS STR*	H	=	+	_+
						UMBLE		DEX*	H		+	_+ +
ATTACK	ATTACK	BONUS DAMAGE	CRITIC	CAL	_	ISE MAGIC [DEVICE	CHA			+	+
						SE ROPE ■		DEX		=	+	_+
RANGE TYPE	NOTES							—	Щ		+	_+
AMMUNITION											+	_+
					■ Deno	nes a skill that can be	used untrained. Mar	K this box with a	in X if the skill	is a class skill	jor the chara	icter.

ITEM	LOCATION	PAGE REF.	WEIGHT		ITEM		LOCATION	PAGE REF.	WEIGHT
-				-					
-				-					
				_					-
				-					
				-					
		1		-					
				-					
				-					
				-					
				_					
				•					
		1		-					
				_					
							TOTAL	WEIGHT CARRIED	
	•			•				J	<u> </u>
	CARRYIN	G CA	PACI	TY			LANGU	JAGE	S
LIGHT LOAD MEDIUM LOA		LIFT	OVER HEAD JALS MAX LOAD	LIFT OFF G	ROUND PU	JSH OR DRAG 5 X MAX LOAD	INITIAL LANGUAGES=Common EACH ADDITIONAL LANGUAGI	n + racial languag E (Speak Languag	ges + Int bonus ge)=1 skill point
] [,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			7 X MIN C 20/10		.,	
		J ∟							
		J L							
	CON.	TAIN	ERS						
CONTAINER	CON	ΓΑΙΝ	ERS			WEIGHT			
CONTAINER	CON ⁻	ΓΑΙΝ	ERS			WEIGHT			
CONTAINER		ΓΑΙΝ	ERS			WEIGHT			
CONTAINER		FAIN	ERS			WEIGHT			
CONTAINER		ΓΑΙΝ	ERS			WEIGHT			
CONTAINER		ΓΑΙΝ	ERS			WEIGHT			
CONTAINER		ΓΑΙΝ	ERS			WEIGHT			
CONTAINER		ΓΑΙΝ	ERS			WEIGHT			
CONTAINER		ΓΑΙΝ	ERS			WEIGHT			
CONTAINER		ΓΑΙΝ		/ = A l -		WEIGHT			
		ΓΑΙΝ		/EAL	·H			OTHER	
CONTAINER		ΓΑΙΝ		/EAL 1	Н	WEIGHT		OTHER	
		ΓΑΙΝ			•			OTHER	
MONEY		ΓΑΙΝ			H			OTHER	
MONEY CP—		ΓΑΙΝ			H			OTHER	
MONEY		ΓΑΙΝ			·H			OTHER	
MONEY CP— SP—		ΓΑΙΝ			H			OTHER	
MONEY CP—		ΓΑΙΝ						OTHER	
MONEY CP— SP—		ΓΑΙΝ			·H			OTHER	
MONEY CP— SP—		ΓΑΙΝ			·H			OTHER	

POSSESSIONS

G						
FEAT	PAGE REF.	FEAT				PAGE REF.
NOTES		NOTES				
FEAT	PAGE REF.	FEAT				PAGE REF.
NOTES		NOTES				
FEAT	PAGE REF.	FEAT				PAGE REF.
	<u> </u>					
NOTES		NOTES				
FEAT	PAGE REF.	FEAT				PAGE REF.
2	<u> </u>	ES				
NOTES		NOTES				
FEAT	PAGE REF.	FEAT				PAGE REF.
NOTES		NOTES				
FEAT	PAGE REF.	FEAT				PAGE REF.
NOTES		NOTES				
SPECIAL ABILITIES		SP	ELLS A	ND IN	FUSION	S
SPECIAL ABILITIES	PAGE REF.	SPELL SAVE	PELLS A		FUSION CANE SPELL FAIR	
SPECIAL ABILITIES	PAGE REF.					
SPECIAL ABILITIES	PAGE REF.	SPELL SAVE				
SPECIAL ABILITIES	PAGE REF.	SPELL SAVE CONDITIONAL MODIFIERS	DC MOD	AR	CANE SPELL FAII	LURE %
SPECIAL ABILITIES	PAGE REF.	SPELL SAVE CONDITIONAL MODIFIERS	DC MOD	AR LEVEL	CANE SPELL FAII	BONUS SPELLS
SPECIAL ABILITIES	PAGE REF.	SPELL SAVE CONDITIONAL MODIFIERS	DC MOD	LEVEL O	CANE SPELL FAII	BONUS SPELLS
SPECIAL ABILITIES	PAGE REF.	SPELL SAVE CONDITIONAL MODIFIERS	DC MOD	LEVEL O 1st	CANE SPELL FAII	BONUS SPELLS
SPECIAL ABILITIES	PAGE REF.	SPELL SAVE CONDITIONAL MODIFIERS	DC MOD	LEVEL 0 1 st 2 ND 3 RD	CANE SPELL FAII	BONUS SPELLS
SPECIAL ABILITIES	PAGE REF.	SPELL SAVE CONDITIONAL MODIFIERS	DC MOD	LEVEL O 1 ST 2 ND 3 RD 4 TH	CANE SPELL FAII	BONUS SPELLS
SPECIAL ABILITIES	PAGE REF.	SPELL SAVE CONDITIONAL MODIFIERS	DC MOD	1 ST 2 ND 3 RD 4 TH 5 TH	CANE SPELL FAII	BONUS SPELLS
SPECIAL ABILITIES	PAGE REF.	SPELL SAVE CONDITIONAL MODIFIERS	DC MOD	1 ST 2 ND 3 RD 4 TH 5 TH 6 TH	CANE SPELL FAII	BONUS SPELLS
SPECIAL ABILITIES	PAGE REF.	SPELL SAVE CONDITIONAL MODIFIERS	DC MOD	AR LEVEL 0 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th	CANE SPELL FAII	BONUS SPELLS
SPECIAL ABILITIES	PAGE REF.	SPELL SAVE CONDITIONAL MODIFIERS	DC MOD	1 ST 2 ND 3 RD 4 TH 5 TH 6 TH	CANE SPELL FAII	BONUS SPELLS
SPECIAL ABILITIES	PAGE REF.	SPELL SAVE CONDITIONAL MODIFIERS	DC MOD	AR LEVEL 0 1 st 2 nd 3 rd 4 th 5 th 6 th 7 th	CANE SPELL FAII	BONUS SPELLS
SPECIAL ABILITIES	PAGE REF.	SPELL SAVE CONDITIONAL MODIFIERS	SPELL SAVE DC	AR LEVEL 0 1 ST 2 ND 3 RD 4 TH 5 TH 6 TH 7 TH 8 TH	SPELLS/DAY	BONUS SPELLS
SPECIAL ABILITIES	PAGE REF.	SPELL SAVE CONDITIONAL MODIFIERS	SPELL SAVE DC	AR LEVEL 0 1 st 2 ND 3 RD 4 TH 5 TH 6 TH 7 TH 8 TH 9 TH	SPELLS/DAY	BONUS SPELLS

EXPERIENCE						
EXPERIENCE						
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT ECL					
ARMOR/PROT	ECTIVE ITEMS					
ARMOR/PROTECTIVE ITEM	TYPE AC BONUS MAX DEX					
CHECK PENALTY SPELL FAILURE SPEED WEIGH	HT 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	RANK (SCORE)					
MOUNTED BORDERERS	(
CHURCH OF						
NOBLE HOUSE						
OTHER						
OTHER						
OTHER						
RACIAL	TRAITS					



CHARACTER ILLUSTRATION/SYMBOL

CLASS FEATURE PAGE REF. CLASS FEATURE CLASS FEATURE PAGE REF. CLASS FEATURE CLASS FEATURE CLASS FEATURE PAGE REF. CLASS FEATURE PAGE REF. CLASS FEATURE PAGE REF. CLASS FEATURE CLASS FEATURE PAGE REF. CLASS FEATURE PA	CLASS FEATURES	
CLASS FEATURE CLASS FEATURE CLASS FEATURE CLASS FEATURE PAGE REF. NOTES CLASS FEATURE PAGE REF. NOTES CLASS FEATURE PAGE REF. NOTES CLASS FEATURE PAGE REF. PAGE REF.		PAGE REF.
NOTES CLASS FEATURE PAGE REF.	NOTES	
CLASS FEATURE PAGE REF.	CLASS FEATURE	PAGE REF.
NOTES CLASS FEATURE PAGE REF. CLASS FEATURE PAGE REF. PAGE REF. CLASS FEATURE PAGE REF. PAGE REF. PAGE REF. PAGE REF.	NOTES	
CLASS FEATURE PAGE REF.	CLASS FEATURE	PAGE REF.
NOTES CLASS FEATURE PAGE REF.	NOTES	
CLASS FEATURE PAGE REF.	CLASS FEATURE	PAGE REF.
NOTES CLASS FEATURE PAGE REF. CLASS FEATURE PAGE REF. NOTES CLASS FEATURE PAGE REF. PAGE REF. PAGE REF. CLASS FEATURE PAGE REF. PAGE REF. PAGE REF.	NOTES	
CLASS FEATURE PAGE REF.	CLASS FEATURE	PAGE REF.
NOTES CLASS FEATURE PAGE REF. CLASS FEATURE PAGE REF. CLASS FEATURE PAGE REF. CLASS FEATURE PAGE REF. PAGE REF.	NOTES	
CLASS FEATURE PAGE REF.	CLASS FEATURE	PAGE REF.
NOTES CLASS FEATURE PAGE REF. CLASS FEATURE PAGE REF. PAGE REF. PAGE REF.	NOTES	
CLASS FEATURE PAGE REF. CLASS FEATURE PAGE REF. CLASS FEATURE PAGE REF. CLASS FEATURE PAGE REF.	CLASS FEATURE	PAGE REF.
NOTES CLASS FEATURE PAGE REF. CLASS FEATURE PAGE REF.	NOTES	
CLASS FEATURE PAGE REF. CLASS FEATURE PAGE REF.	CLASS FEATURE	PAGE REF.
NOTES CLASS FEATURE PAGE REF.	NOTES	
CLASS FEATURE PAGE REF.	CLASS FEATURE	PAGE REF.
	NOTES	
NOTES	CLASS FEATURE	PAGE REF.
	NOTES	

© 2004 WIZARDS OF THE COAST, INC.

Permission granted to photocopy for personal use only. The EBERRON and the DUNGEONS & DRAGONS logos are registered trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc.

