



■ 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—			

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

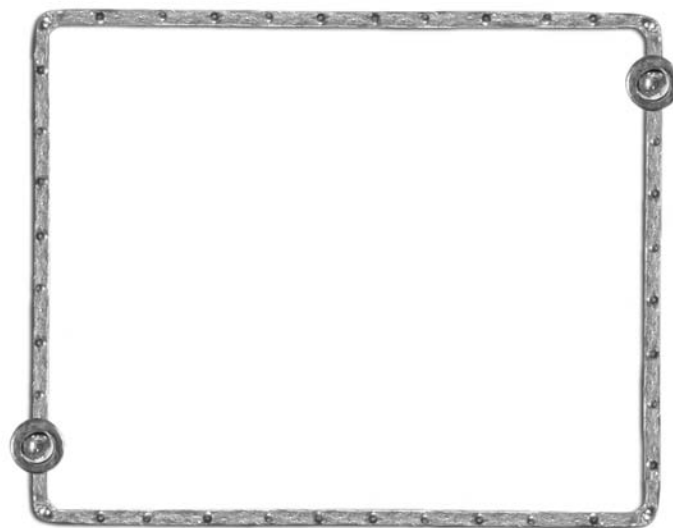
AC BONUS

WEIGHT

SPECIAL PROPERTIES

AFFILIATIONS AND ENEMIES

RACIAL TRAITS



CHARACTER ILLUSTRATION OR DRAGONMARK

CLASS FEATURES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

NOTES

CLASS FEATURE

PAGE REF.

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.