

# EBERRON

ABILITY NAME	ABILITY SCORE	ABILITY MOD.	TEMPORARY	TEMPORARY MODIFIER	JOINT BUY	TOTAL				WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED							
<b>STR</b> strength	16	+3			8	<b>HP</b> hit points	36						20 ft. (30 ft. base)						
<b>DEX</b> dexterity	13	+1			5	<b>AC</b> armor class	20	= 10 +				+6	+3	+1					DAMAGE REDUCTION
<b>CON</b> constitution	14	+2			6		TOTAL			ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER			
<b>INT</b> intelligence	12	+1			4	<b>TOUCH</b> armor class	11	<b>FLAT-FOOTED</b> armor class	18										
<b>WIS</b> wisdom	10	+0			2	<b>INITIATIVE</b> modifier	+1	= +1 +											
<b>CHA</b> charisma	8	-1			0	TOTAL				DEX MODIFIER	MISC MODIFIER								
										<div> <div> <div>CLASS SKILL</div> <div>SKILL NAME</div> </div> <div> <div>KEY ABILITY</div> <div>int</div> </div> <div> <div>SKILL MODIFIER</div> <div>+1</div> </div> <div> <div>ABILITY MODIFIER</div> <div>= +1</div> </div> <div> <div>RANKS</div> <div>0</div> </div> <div> <div>MISC MODIFIER</div> <div>+ 0</div> </div> </div> <div> <div>MAX RANKS (CLASS/CROSS-CLASS)</div> <div>7 / 3</div> </div>									
										<div> <div>Appraise</div> <div>3</div> <div>+1</div> <div>= +1</div> <div>0</div> <div>+ 0</div> </div>									

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY	conditional modifiers
<b>FORTITUDE</b> (constitution)	+6 =	+4	+2				
<b>REFLEX</b> (dexterity)	+2 =	+1	+1				
<b>WILL</b> (wisdom)	+3 =	+1	+0		+2		

BASE ATTACK BONUS		+4		SPELL RESISTANCE				AP action points	
GRAPPLE modifier		+7		=		+4		4	
TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC MODIFIER	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
+1 <i>longsword</i>		+9 melee	1d8+6	19-20/x2
RANGE	TYPE	NOTES		
	Slashing	Weapon Focus (longsword) grants +1 to attack, Weapon Specialization (longsword) grants +2 to damage		

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
cold iron shortspear		+7 melee or +5 ranged	1d6+3	x2
RANGE	TYPE	NOTES		
20 ft.	piercing			

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			

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ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			

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ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			

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- | CLASS SKILL 13           | SKILL NAME           | KEY ABILITY | SKILL MODIFIER | MAX RANKS (CLASS/CROSS-CLASS) |       |     | MISC MODIFIER |
|--------------------------|----------------------|-------------|----------------|-------------------------------|-------|-----|---------------|
|                          |                      |             |                | ABILITY MODIFIER              | RANKS | 7/3 |               |
| <input type="checkbox"/> | Appraise ■           | int         | +1             | =                             | +1    | 0   |               |
| <input type="checkbox"/> | Balance ■            | dex*        | -3             | =                             | +1    | 0   | -4            |
| <input type="checkbox"/> | Bluff ■              | cha         | -1             | =                             | -1    | 0   |               |
| <input type="checkbox"/> | Climb ■              | str*        | +1             | =                             | +3    | 2   | -4            |
| <input type="checkbox"/> | Concentration ■      | con         | +2             | =                             | +2    | 0   |               |
| <input type="checkbox"/> | Craft ■ (            | ) int       | +1             | =                             | +1    | 0   |               |
| <input type="checkbox"/> | Craft ■ (            | ) int       | +1             | =                             | +1    | 0   |               |
| <input type="checkbox"/> | Craft ■ (            | ) int       | +1             | =                             | +1    | 0   |               |
| <input type="checkbox"/> | Decipher Script      | int         |                | =                             |       |     |               |
| <input type="checkbox"/> | Diplomacy ■          | cha         | -1             | =                             | -1    | 0   |               |
| <input type="checkbox"/> | Disable Device       | int         |                | =                             |       |     |               |
| <input type="checkbox"/> | Disguise ■           | cha         | -1             | =                             | -1    | 0   |               |
| <input type="checkbox"/> | Escape Artist ■      | dex*        | -3             | =                             | +1    | 0   | -4            |
| <input type="checkbox"/> | Forgery ■            | int         | +1             | =                             | +1    | 0   |               |
| <input type="checkbox"/> | Gather Information ■ | cha         | -1             | =                             | -1    | 0   |               |
| <input type="checkbox"/> | Handle Animal        | cha         | +3             | =                             | -1    | 4   |               |
| <input type="checkbox"/> | Heal ■               | wis         | +0             | =                             | +0    | 0   |               |
| <input type="checkbox"/> | Hide ■               | dex*        | -3             | =                             | +1    | 0   | -4            |
| <input type="checkbox"/> | Intimidate ■         | cha         | +4             | =                             | -1    | 5   |               |
| <input type="checkbox"/> | Jump ■               | str*        | -7             | =                             | +3    | 0   | -10           |
| <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         | +0             | =                             | +0    | 0   |               |
| <input type="checkbox"/> | Move Silently ■      | dex*        | -3             | =                             | +1    | 0   | -4            |
| <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         | +8             | =                             | +1    | 7   |               |
| <input type="checkbox"/> | Search ■             | int         | +1             | =                             | +1    | 0   |               |
| <input type="checkbox"/> | Sense Motive ■       | wis         | +0             | =                             | +0    | 0   |               |
| <input type="checkbox"/> | Sleight of Hand      | dex*        |                | =                             |       |     |               |
| <input type="checkbox"/> | Spellcraft           | int         |                | =                             |       |     |               |
| <input type="checkbox"/> | Spot ■               | wis         | +0             | =                             | +0    | 0   |               |
| <input type="checkbox"/> | Survival ■           | wis         | +0             | =                             | +0    | 0   |               |
| <input type="checkbox"/> | Swim ■               | str*        | +0             | =                             | +3    | 5   | -8            |
| <input type="checkbox"/> | Tumble               | dex*        |                | =                             |       |     |               |
| <input type="checkbox"/> | Use Magic Device     | cha         |                | =                             |       |     |               |
| <input type="checkbox"/> | Use Rope ■           | dex         | +1             | =                             | +1    | 0   |               |
| <input type="checkbox"/> | _____                | _____       |                | =                             |       |     |               |
| <input type="checkbox"/> | _____                | _____       |                | =                             |       |     |               |
| <input type="checkbox"/> | _____                | _____       |                | =                             |       |     |               |

■ After the skill denotes a skill that can be used untrained.  
☐ Fill in this box if the skill is a class skill for the character.  
 \* Armor check penalty, if any, applies. (Double penalty for Swim.)

experience points

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
<i>+1 Breastplate</i>		Medium	+5	+3
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-5	35%	20 ft.	50 lb	

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
<i>+1 Heavy wooden shield</i>	+2	10 lb	-1
SPELL FAILURE	SPECIAL PROPERTIES		
15%			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

BASIC POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
cold iron shortspear	121	3 lb.			
Traveler's outfit	125	0 lb.			
Backpack	131	2 lb.			
- bedroll	130	5 lb.			
- crowbar	CS	5 lb.			
- flint and steel	126	10 lb.			
- hempen rope, 50 ft.	127	0 lb.			
- waterskin	127	4 lb.			
2 flasks of alchemist's fire	128	2 lb.			
Standard identification papers*	EB	0 lb.			
*bonus equipment			BASIC POSSESSIONS GP VALUE	209.1gp	
BASIC WT.	31 lb.	+ MAGIC WT.	44 lb.	= TOTAL WEIGHT CARRIED	75 lb.

66 lb

LIGHT LOAD

133 lb

MEDIUM LOAD

230lb

HEAVY LOAD

230 lb

LIFT OVER HEAD  
EQUALS MAX LOAD

460 lb

LIFT OFF GROUND  
2 x MAX LOAD

1150 lb

PUSH OR DRAG  
5 x MAX LOAD

MONEY

cp —  
  
sp — 9  
  
gp — 8  
  
pp —

Dodge	PG. 93
Iron Will	93
Power Attack <sup>B</sup>	93
Powerful Charge	EB
Weapon Focus (longsword) <sup>B</sup>	102
Weapon Specialization (longsword) <sup>B</sup>	102

PG.

[illegible]

DOMAINS OR SPECIALTY SCHOOLS	
0:	
1st:	
2nd:	
3rd:	

	DC MOD
ARCANE SPELL FAILURE	50%
conditional modifiers	

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

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## Magic and Stack Sheet

## CAMPAIGN CARD STACK

**CAMPAIGN CARD STACK**  
One Slot Per Maximum Action Points

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	

Starting Gold + Craft/Prof. Bonus

Web Tracking EV

Character's Max EV

209.1 gp

240 gp

5,000 gp

► 5,240 gp

2707 gp

2,315 gp

### Consumable Magic Items

Total EV

## MINIATURE UNLOCK

### MINIATURE UNLOCK

Use the listed D&D Miniature and Get the Bonus

## Fine Protection

**Miniature:** Man-at-Arms (ABERRATIONS 8/60)

The unlock ability for this character swaps out the human's breastplate with a masterwork breastplate. Furthermore, it reduces the price of any magical armor (not shield) taken later in your character's career by 150 gp.



## CONSUMABLE MAGIC ITEMS

[illegible]