

EBERRON

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY	TEMPORARY MODIFIER	POINT BUY	TOTAL				WOUNDS/CURRENT HP		NONLETHAL DAMAGE	SPEED		
STR strength	10	+0			2	HP hit points	8						30 ft. (30 ft. base)		
DEX dexterity	13	+1			5	AC armor class	14	= 10 + +3 + <input type="text"/> + +1 + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>				DAMAGE REDUCTION			
CON constitution	14	+2			4	TOTAL		ARMOR BONUS		SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER
INT intelligence	15	+2			8	TOUCH armor class	11	FLAT-FOOTED armor class	13						
WIS wisdom	8	-1			0	INITIATIVE modifier		+1		= +1 + <input type="text"/>					
CHA charisma	12	+1			6	TOTAL		DEX MODIFIER		MISC MODIFIER					
<div> <div>CLASS SKILL</div> <div> <div>SKILL NAME</div> <div>KEY ABILITY</div> <div>SKILL MODIFIER</div> <div>ABILITY MODIFIER</div> <div>RANKS</div> <div>MISC MODIFIER</div> </div> </div>															
<div> <div> <input type="checkbox"/> Appraise <input type="checkbox"/> int </div> <div> <div>+2</div> <div>+2</div> <div>0</div> </div> <div> <div>=</div> <div>+1</div> <div>0</div> <div>+1</div> </div> </div>															

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY	conditional modifiers
FORTITUDE (constitution)	+2 =	+0	+2				+2 racial bonus on saves against poison.
REFLEX (dexterity)	+1 =	+0	+1				+2 racial bonus on saves against spells and spell-like abilities.
WILL (wisdom)	+1 =	+2	-1				

Diagram illustrating the calculation of the Grapple modifier:

- BASE ATTACK BONUS: +0
- GRAPPLE modifier: +0
- SPELL RESISTANCE: +0
- AP action points: 5
- CURRENT: (empty box)
- TOTAL: (empty box)

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Heavy mace		+0 melee	1d8	x2
RANGE	TYPE	NOTES		
	Bludgeoning			

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Light crossbow		+1 ranged	1d8	19-20/x2
RANGE	TYPE	NOTES		
80 ft.	piercing			

AMMUNITION 10 Bolts □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

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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|---|-------|----|---|----|---|---|------|
| <input type="checkbox"/> Appraise ■ | int | +2 | = | +2 | + | 0 | + |
| <input type="checkbox"/> Balance ■ | dex* | +0 | = | +1 | + | 0 | + -1 |
| <input type="checkbox"/> Bluff ■ | cha | +1 | = | +1 | + | 0 | + |
| <input type="checkbox"/> Climb ■ | str* | -1 | = | +0 | + | 0 | + -1 |
| <input type="checkbox"/> Concentration ■ | con | +6 | = | +2 | + | 4 | + |
| <input type="checkbox"/> Craft ■ () | int | +2 | = | +2 | + | 0 | + |
| <input type="checkbox"/> Craft ■ () | int | | = | + | | + | |
| <input type="checkbox"/> Craft ■ () | int | | = | + | | + | |
| <input type="checkbox"/> Decipher Script | int | | = | + | | + | |
| <input type="checkbox"/> Diplomacy ■ | cha | +1 | = | +1 | + | 0 | + |
| <input type="checkbox"/> Disable Device | int | +6 | = | +2 | + | 4 | + |
| <input type="checkbox"/> Disguise ■ | cha | +1 | = | +1 | + | 0 | + |
| <input type="checkbox"/> Escape Artist ■ | dex* | +0 | = | +1 | + | 0 | + -1 |
| <input type="checkbox"/> Forgery ■ | int | +2 | = | +2 | + | 0 | + |
| <input type="checkbox"/> Gather Information ■ | cha | +1 | = | +1 | + | 0 | + |
| <input type="checkbox"/> Handle Animal | cha | | = | + | | + | |
| <input type="checkbox"/> Heal ■ | wis | -1 | = | -1 | + | 0 | + |
| <input type="checkbox"/> Hide ■ | dex* | +0 | = | +1 | + | 0 | + -1 |
| <input type="checkbox"/> Intimidate ■ | cha | +1 | = | +1 | + | 0 | + |
| <input type="checkbox"/> Jump ■ | str* | -1 | = | +0 | + | 0 | + -1 |
| <input type="checkbox"/> Knowledge (arcana) | int | +4 | = | +2 | + | 2 | + |
| <input type="checkbox"/> Knowledge (arch and engin) | int | +4 | = | +2 | + | 2 | + |
| <input type="checkbox"/> Knowledge () | int | | = | + | | + | |
| <input type="checkbox"/> Knowledge () | int | | = | + | | + | |
| <input type="checkbox"/> Knowledge () | int | | = | + | | + | |
| <input type="checkbox"/> Listen ■ | wis | -1 | = | -1 | + | 0 | + |
| <input type="checkbox"/> Move Silently ■ | dex* | +0 | = | +1 | + | 0 | + -1 |
| <input type="checkbox"/> Open Lock | dex | +5 | = | +1 | + | 4 | + |
| <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 | +1 | = | +1 | + | 0 | + |
| <input type="checkbox"/> Search ■ | int | +6 | = | +2 | + | 4 | + |
| <input type="checkbox"/> Sense Motive ■ | wis | -1 | = | -1 | + | 0 | + |
| <input type="checkbox"/> Sleight of Hand | dex* | | = | + | | + | |
| <input type="checkbox"/> Spellcraft | int | | = | + | | + | |
| <input type="checkbox"/> Spot ■ | wis | -1 | = | -1 | + | 0 | + |
| <input type="checkbox"/> Survival ■ | wis | -1 | = | -1 | + | 0 | + |
| <input type="checkbox"/> Swim ■ | str* | -2 | = | +0 | + | 0 | + |
| <input type="checkbox"/> Tumble | dex* | | = | + | | + | |
| <input type="checkbox"/> Use Magic Device | cha | +5 | = | +1 | + | 4 | + |
| <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.)

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GEAR

ARMOR/PROTECTIVE ITEM		TYPE		AC BONUS	MAX DEX
Studded Leather Armor		light		+2	+5
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
-1	15%	30 ft.	20 lb.		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

BASIC POSSESSIONS					
ITEM	PG.	WT.	ITEM	PG.	WT.
Studded leather armor	126	20 lb.			
Heavy mace	119	8 lb.			
Light crossbow	115	4 lb.			
10 bolts	115	1 lb.			
Adventurer's standard backpack	CS	18 lb.			
Thieves' tools	130	1 lb.			
Silk rope	127	5 lb.			
Grappling hook	126	4 lb.			
Caltrops	126	2 lb.			
Flask of acid	128	1 lb.			
Standard identification papers*	EB	0 lb.			

BASIC POSSESSIONS GP VALUE	183 gp
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33 lb	66 lb	100 lb	100 lb	200 lb	500 lb
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2x MAX LOAD	PUSH OR DRAG 5x MAX LOAD

cp —
sp —
gp — 17
pp —

Heroic Spirit	PG. EB
Scribe Scroll ^B	99

B = bonus feat

	PG.
Darkvision 60 ft.	14
Stonecunning	15
Weapon familiarity	15
Stability	15

Item creation	EB 32
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Common, Dwarfven, Giant, Goblin

4th: _____

DC MOD

15%

conditional modifiers

SPELLS KNOWN	INFUSIONS SAVE DC	LEVEL	INFUSIONS PER DAY	BONUS INFUSIONS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	13	1ST	2	1
<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"/>

character name
 Artificer 1
 class and level

player
 Dwarf
 race

region



MARK OF HEROES
 Progression Sheet

CoH
 Cash on Hand

19 = 2 + 1 + + + 17 +

TOTAL BASE CoH (LVL x2) CHA MODIFIER RANKS MODIFIER ITM CREATE MODIFIER EQUIP GP BONUS MISC MODIFIER

LEVEL	CLASS TAKEN/PREREQS	GP LIMIT	EXPANDED ITEM AND SOURCE
1st	Artificer		
2nd		450 gp	
3rd		1,350 gp	
4th		2,700 gp	
5th		4,500 gp	
6th		6,500 gp	
7th		9,500 gp	
8th		13,500 gp	
9th		18,000 gp	
10th		24,500 gp	
11th		33,000 gp	
12th		44,000 gp	
13th		56,000 gp	
14th		75,000 gp	
15th		100,000 gp	
16th		100,000 gp	
17th		100,000 gp	
18th		100,000 gp	

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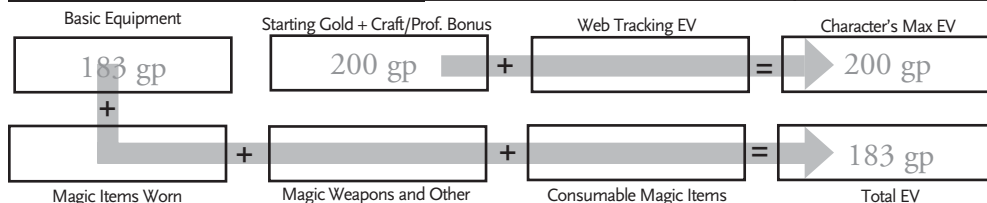
WORN MAGIC ITEMS			
Item Type	Item	Cost	Wt
Headband, hat, helmet, or phylactery			
Pair of lenses or goggles			
Amulet, brooch, medallion, necklace or scarab			
Vest, vestment or shirt			
Robe or suit of armor			
Belt			
Cloak, cape, or mantle			
Pair of bracers or bracelets			
One glove, pair of gloves, or pair of gauntlets			
Ring			
Ring			
Boots or Shoes			
Shield			

1	
2	
3	
4	
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12	
13	

MINIATURE UNLOCK

Use the listed D&D Miniature and Get the Bonus

Miniature: Dwarf Artificer (DEATHKNELL 3/60)

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