

EBERRON

ABILITY NAME	ABILITY SCORE	ABILITY MOD.	TEMPORARY	TEMPORARY MODIFIER	POINT BUY	WOUNDS/CURRENT HP				NONLETHAL DAMAGE		SPEED	
STR strength	14	+2			6	HP hit points	14					40 ft. (40 ft. base)	
DEX dexterity	14	+2			4	AC armor class	15	= 10 + <input type="text" value="+3"/> + <input type="text" value=""/> + <input type="text" value="+2"/> + <input type="text" value=""/> + <input type="text" value=""/> + <input type="text" value=""/> + <input type="text" value=""/>				DAMAGE REDUCTION	
CON constitution	14	+2			6	TOTAL							
INT intelligence	8	-1			2	TOUCH armor class	12	FLAT-FOOTED armor class	13				
WIS wisdom	13	+1			5	INITIATIVE modifier		+2 = +2 + <input type="text" value=""/>					
CHA charisma	8	-1			2	TOTAL							

CLASS SKILL >	SKILLS					MAX RANKS (CLASS/CROSS-CLASS)
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	
<input type="checkbox"/> Appraise ■						
	int		-1			
			+3	+2	0	+1

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

BASE ATTACK BONUS	+1	SPELL RESISTANCE		AP action points
GRAPPLE modifier	+3			3
TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER
	+1	+2		
				CURRENT

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Greatsword		+3 melee	2d6+3	19–20/x2
RANGE	TYPE	NOTES		
	Slashing			

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Shortbow		+3 ranged	1d6	x3
RANGE	TYPE	NOTES		
60 ft.	piercing			

AMMUNITION 20 arrows

[illegible]

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

- | | | | | | | | | |
|------------------------|-------|-----|---|----|---|---|---|----|
| ■ Appraise ■ | int | -1 | = | -1 | + | 0 | + | |
| □ Balance ■ | dex* | +3 | = | +2 | + | 0 | + | +1 |
| □ Bluff ■ | cha | -1 | = | -1 | + | 0 | + | |
| ■ Climb ■ | str* | +7 | = | +2 | + | 4 | + | +1 |
| □ Concentration ■ | con | +2 | = | +2 | + | 0 | + | |
| ■ Craft ■ (|) int | -1 | = | -1 | + | 0 | + | |
| ■ Craft ■ (|) int | -1 | = | -1 | + | 0 | + | |
| ■ Craft ■ (|) int | -1 | = | -1 | + | 0 | + | |
| □ Decipher Script | int | | = | | + | | + | |
| □ Diplomacy ■ | cha | -1 | = | -1 | + | 0 | + | |
| □ Disable Device | int | | = | | + | | + | |
| □ Disguise ■ | cha | -1 | = | -1 | + | 0 | + | |
| □ Escape Artist ■ | dex* | +1 | = | +2 | + | 0 | + | -1 |
| □ Forgery ■ | int | -1 | = | -1 | + | 0 | + | |
| □ Gather Information ■ | cha | -1 | = | -1 | + | 0 | + | |
| ■ Handle Animal | cha | -1 | = | -1 | + | | + | |
| □ Heal ■ | wis | +1 | = | +1 | + | 0 | + | |
| □ Hide ■ | dex* | +1 | = | +2 | + | 0 | + | -1 |
| ■ Intimidate ■ | cha | -1 | = | -1 | + | | + | |
| ■ Jump ■ | str* | +11 | = | +2 | + | 4 | + | +5 |
| □ Knowledge (|) int | | = | | + | | + | |
| □ Knowledge (|) int | | = | | + | | + | |
| □ Knowledge (|) int | | = | | + | | + | |
| □ Knowledge (|) int | | = | | + | | + | |
| □ Knowledge (|) int | | = | | + | | + | |
| ■ Listen ■ | wis | +5 | = | +1 | + | 4 | + | |
| □ Move Silently ■ | dex* | +1 | = | +2 | + | 0 | + | -1 |
| □ Open Lock | dex | | = | | + | | + | |
| □ Perform (|) cha | | = | | + | | + | |
| □ Perform (|) cha | | = | | + | | + | |
| □ Perform (|) cha | | = | | + | | + | |
| □ Profession (|) wis | | = | | + | | + | |
| □ Profession (|) wis | | = | | + | | + | |
| ■ Ride ■ | dex | +1 | = | +1 | + | 0 | + | |
| □ Search ■ | int | -1 | = | -1 | + | 0 | + | |
| □ Sense Motive ■ | wis | +1 | = | +1 | + | 0 | + | |
| □ Sleight of Hand | dex* | | = | | + | | + | |
| □ Spellcraft | int | | = | | + | | + | |
| □ Spot ■ | wis | +1 | = | +1 | + | 0 | + | |
| ■ Survival ■ | wis | +1 | = | +1 | + | 0 | + | |
| ■ Swim ■ | str* | +2 | = | +2 | + | 2 | + | -2 |
| □ Tumble | dex* | | = | | + | | + | |
| □ Use Magic Device | cha | | = | | + | | + | |
| □ Use Rope ■ | dex | +2 | = | +2 | + | 0 | + | |
| □ _____ | _____ | | = | | + | | + | |
| □ _____ | _____ | | = | | + | | + | |
| □ _____ | _____ | | = | | + | | + | |

■ 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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experience points

GEAR

ARMOR/PROTECTIVE ITEM		TYPE		AC BONUS	MAX DEX
Studded leather armor		Light		+3	+5
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
–1	15%	30 ft.	20 lb		

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

BASIC POSSESSIONS

ITEM			PG.	WT.	ITEM	PG.	WT.
Greatsword			118	8 lb.			
Shortbow			120	2 lb.			
20 arrows			114	5 lb.			
Studded leather armor			126	20 lb.			
2 sunrods			128	2 lb.			
backpack			131	2 lb.			
– bedroll			130	5 lb.			
– flint and steel			126	0 lb.			
– silk rope, 50 ft.			127	5 lb.			
–waterskin			127	4 lb.			
Standard identification papers*			EB	0 lb.			
*bonus equipment							
					BASIC POSSESSIONS GP VALUE		144.1gp
BASIC WT.	51 lb.	+ MAGIC WT.			= TOTAL WEIGHT CARRIED		51 lb.

58 lb	116 lb	175 lb	175 lb	350 lb	875 lb
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

MONEY

cp —
sp — 9
gp — 15
pp —

FEATS

PG.
EB[illegible]

B = bonus feat

SPECIAL ABILITIES

PG

Low-light vision

+2 racial bonus on Balance,

Climb, and Jump checks
Longtooth Shifting (Su): gains a

+2 Strength bonus, and fangs
grow and can be used as a natural

weapon that does 1d6 points of damage. 1/day (lasts 6 rounds)

Fast movement

Illiteracy

Rage 1/day (lasts 7 rounds)

[illegible]

LANGUAGES

Initial languages = Common + racial
languages + one per point of Int bonus

Common

SPELLS

DOMAINS OR SPECIALTY SCHOOLS

[illegible]

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

15%

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	<input type="text"/>
<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"/>

character name Barbarian 1
 class and level

player Shifter
 race region



MARK OF HEROES
 Progression Sheet

CoH
 Cash on Hand

16.9 = 2 + -1 + + + 15.9 +

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	Barbarian		
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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Magic and Stack Sheet

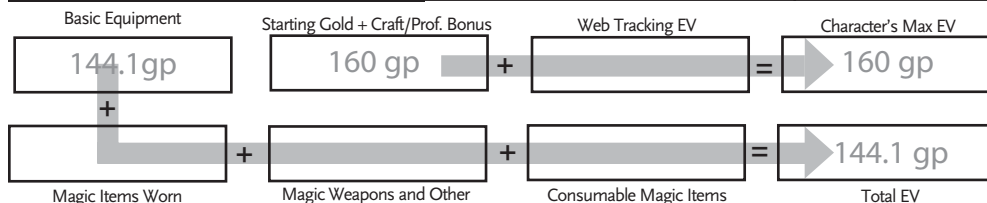
WORN MAGIC ITEMS			
Item Type	Item	Cost	Wt
Headband, hat, helmet, or phylactery			
Pair of lenses or goggles			
Amulet, brooch, medallion, necklace or scarab			
Vest, vestment or shirt			
Robe or suit of armor			
Belt			
Cloak, cape, or mantle			
Pair of bracers or bracelets			
One glove, pair of gloves,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

CAMPAIGN CARD STACK	
One Slot Per Maximum Action Points	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	

MINIATURE UNLOCK

Use the listed D&D Miniature and Get the Bonus

Miniature: Longtooth Barbarian (ABERRATIONS 19/60)

[illegible][illegible]