

character name \_\_\_\_\_ player \_\_\_\_\_  
Wizard 1 \_\_\_\_\_  
class and level \_\_\_\_\_ race \_\_\_\_\_ alignment \_\_\_\_\_ deity \_\_\_\_\_  
Medium \_\_\_\_\_  
size \_\_\_\_\_ age \_\_\_\_\_ gender \_\_\_\_\_ height \_\_\_\_\_ weight \_\_\_\_\_ eyes \_\_\_\_\_ hair \_\_\_\_\_ skin \_\_\_\_\_



## MARK OF HEROES Character Record Sheet

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY	TEMPORARY MODIFIER	POINT BUY	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR strength	10	+0			2	6			30 ft. (30 ft. base)
DEX dexterity	14	+2			6	14			
CON constitution	15	+2			5				
INT intelligence	15	+2			8				
WIS wisdom	10	+0			4				
CHA charisma	6	-2			0				

HP hit points	AC armor class	TOUCH armor class	FLAT-FOOTED armor class	INITIATIVE modifier
6	14	12	12	+2

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER	DAMAGE REDUCTION
10	+2		+2					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY
FORTITUDE (constitution)	+2	+0	+2			
REFLEX (dexterity)	+2	+0	+2			
WILL (wisdom)	+2	+2	+0			

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points
+0		3

GRAPPLE modifier	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER
+0		+0	+0	+0	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Slam	+0 melee	1d4	x2

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Quarterstaff	+0 melee	1d6	x2

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Light crossbow	+2 ranged	1d8	19-20/x2

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

SKILLS					MAX RANKS (CLASS/CROSS-CLASS)
					4/2
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER

<input type="checkbox"/> Appraise	int	+2	= +2	+ 0	+
<input type="checkbox"/> Balance	dex*	+2	= +2	+ 0	+
<input type="checkbox"/> Bluff	cha	-2	= -2	+ 0	+
<input type="checkbox"/> Climb	str*	+0	= +0	+ 0	+
<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	+6	= +2	+ 4	+
<input type="checkbox"/> Diplomacy	cha	-2	= -2	+ 0	+
<input type="checkbox"/> Disable Device	int		=	+ +	
<input type="checkbox"/> Disguise	cha	-2	= -2	+ 0	+
<input type="checkbox"/> Escape Artist	dex*	+2	= +2	+ 0	+
<input type="checkbox"/> Forgery	int	+2	= +2	+ 0	+
<input type="checkbox"/> Gather Information	cha	-2	= -2	+ 0	+
<input type="checkbox"/> Handle Animal	cha		=	+ +	
<input type="checkbox"/> Heal	wis	+0	= +0	+ 0	+
<input type="checkbox"/> Hide	dex*	+2	= +2	+ 0	+
<input type="checkbox"/> Intimidate	cha	-2	= -2	+ 0	+
<input type="checkbox"/> Jump	str*	+0	= +0	+ 0	+
<input type="checkbox"/> Knowledge (arcana)	int	+6	= +2	+ 4	+
<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*	+2	= +2	+ 0	+
<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	+2	= +2	+ 0	+
<input type="checkbox"/> Search	int	+2	= +2	+ 0	+
<input type="checkbox"/> Sense Motive	wis	+0	= +0	+ 0	+
<input type="checkbox"/> Sleight of Hand	dex*		=	+ +	
<input type="checkbox"/> Spellcraft	int	+6	= +2	+ 4	+
<input type="checkbox"/> Spot	wis	+0	= +0	+ 0	+
<input type="checkbox"/> Survival	wis	+0	= +0	+ 0	+
<input type="checkbox"/> Swim	str*	+0	= +0	+ 0	+
<input type="checkbox"/> Tumble	dex*		=	+ +	
<input type="checkbox"/> Use Magic Device	cha		=	+ +	
<input type="checkbox"/> Use Rope	dex	+2	= +2	+ 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.)

AMMUNITION \_\_\_\_\_

AMMUNITION 10 Bolts \_\_\_\_\_

AMMUNITION \_\_\_\_\_

AMMUNITION \_\_\_\_\_

[illegible]

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	12	0	3	0
<input type="text"/>	13	1ST	1	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  
 Wizard 1  
 class and level

player  
 Warforged  
 race region



MARK OF HEROES  
 Progression Sheet

CoH  
 Cash on Hand

44 = 2 + -2 + + 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	Wizard		
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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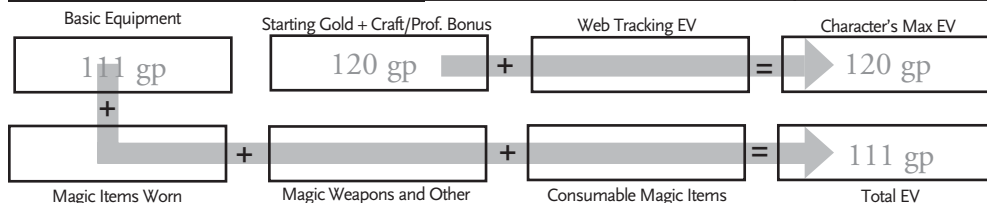
WORN MAGIC ITEMS			
Item Type	Item	Cost	Wt
Headband, hat, helmet, or phylactery			
Pair of lenses or goggles			
Amulet, brooch, medallion, necklace or scarab			
Vest, vestment or shirt			
Robe or suit of armor	--	--	--
Belt			
Cloak, cape, or mantle			
Pair of bracers or bracelets			
One glove, pair of gloves, or pair of gauntlets			
Ring			
Ring			
Boots or Shoes			
Shield			

1	
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12	
13	

### MINIATURE UNLOCK

Use the listed D&D Miniature and Get the Bonus

**Miniature:** Warforged Wizard (DEATHKNELL 11/60)  
This unlock ability allows you to spend an action point to reroll an arcane spell failure roll.

[illegible][illegible]