

character name _____ player _____
Rogue 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	7			30 ft. (30 ft. base)
DEX dexterity	13	+1			5	13			
CON constitution	12	+1			4				
INT intelligence	14	+2			6				
WIS wisdom	10	+0			2				
CHA charisma	14	+2			6				

HP hit points	AC armor class	TOUCH armor class	FLAT-FOOTED armor class	INITIATIVE modifier
7	13	11	12	+1

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER	DAMAGE REDUCTION
10	+2		+1					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY
FORTITUDE (constitution)	+1	+0	+1			
REFLEX (dexterity)	+3	+2	+1			
WILL (wisdom)	+0	+0	+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		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Rapier	+0 melee	1d6	18-20/x2

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Dart	+1 ranged	1d4	x2

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	Appraise	int	+2	+2	0	
	Balance	dex*	+1	+1	0	
	Bluff	cha	+6	+2	2	+2
	Climb	str*	+0	+0	0	
	Concentration	con	+1	+1	0	
	Craft	int	+2	+2	0	
	Craft	int	+2	+2	0	
	Craft	int	+2	+2	0	
	Decipher Script	int				
	Diplomacy	cha	+4	+2	2	
	Disable Device	int	+7	+2	3	+2
	Disguise	cha	+12	+2	0	+10
	Escape Artist	dex*	+1	+1	0	
	Forgery	int	+2	+2	0	
	Gather Information	cha	+5	+2	3	
	Handle Animal	cha				
	Heal	wis	+0	+0	0	
	Hide	dex*	+3	+1	2	
	Intimidate	cha	+4	+2	0	+2
	Jump	str*	+0	+0	0	
	Knowledge (local)	int	+6	+2	4	
	Knowledge	int				
	Knowledge	int				
	Knowledge	int				
	Knowledge	int				
	Listen	wis	+0	+0	0	
	Move Silently	dex*	+3	+1	2	
	Open Lock	dex	+6	+1	3	+2
	Perform	cha				
	Perform	cha				
	Perform	cha				
	Profession	wis				
	Profession	wis				
	Ride	dex	+1	+1	0	
	Search	int	+5	+2	3	
	Sense Motive	wis	+4	+0	2	+2
	Sleight of Hand	dex*				
	Spellcraft	int				
	Spot	wis	+3	+0	3	
	Survival	wis	+0	+0	0	
	Swim	str*	+0	+0	0	
	Tumble	dex*	+5	+1	4	
	Use Magic Device	cha	+6	+2	4	
	Use Rope	dex	+1	+1	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.)

AMMUNITION _____

AMMUNITION _____

AMMUNITION _____

GEAR

ARMOR/PROTECTIVE ITEM		TYPE		AC BONUS	MAX DEX
Leather armor		Light		+2	+6
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
+0	10%	30 ft.	15 lb		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

BASIC POSSESSIONS						
ITEM		PG.	WT.	ITEM	PG.	WT.
Rapier		120	3 lb.			
10 darts		116	5 lb.			
Leather armor		125	15 lb.			
Traveler's outfit		131	0 lb.			
Flint and steel		126	0 lb.			
Masterwork thieves' tools		130	2 lb.			
Flask of acid		128	1 lb.			
Standard identification papers*		EB	0 lb.			
*bonus equipment						
				BASIC POSSESSIONS GP VALUE	186 gp	
BASIC WT.	26 lb.	+ MAGIC WT.		= TOTAL WEIGHT CARRIED	26 lb.	

MONEY	
cp	—
sp	—
gp	— 14
pp	—

Urban Tracking PG.
EB[illegible]

	PG.
+2 racial saving throw bonus on sleep and charm effects	EB
+2 racial bonus on Bluff, Intimidate, and Sense Motive checks.	EB
Natural Linguist	EB

Minor Change Shape (Su): may alter appearance as the disguise self spell that affects their bodies but not possessions.	
this is not an illusion effect.	EB
Sneak attack +1d6	50
Trapfinding +1	50

[illegible]

DC MOD

10%

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"/>
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<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

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

Common, Dwarven, Elven, Goblin,
Halfling, Orc (3 ranks in Speak

Language)

character name _____ player _____
 Rogue 1 _____ Changeling _____
 class and level _____ race _____ region _____



MARK OF HEROES
Progression Sheet

CoH
Cash on Hand
 $\boxed{18}$ = $\boxed{2}$ + $\boxed{+2}$ + $\boxed{}$ + $\boxed{}$ + $\boxed{}$ + $\boxed{14}$ + $\boxed{}$
 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	Rogue		
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			

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13	

MINIATURE UNLOCK

Use the listed D&D Miniature and Get the Bonus

Miniature: Sharn Cutthroat (ABERRATIONS 20/60)

The unlock ability for this character grants the following bonus equipment: disguise kit, and any one outfit (except royal outfit) in the clothing section of “Chapter 7: Equipment” in the Player’s Handbook. The choice of outfit can be retooled each event



The diagram illustrates the calculation of Total EV (186 gp) from various sources. It is structured as follows:

- Basic Equipment:** 186 gp
- Starting Gold + Craft/Prof. Bonus:** 200 gp
- Web Tracking EV:** (represented by a grey bar)
- Character's Max EV:** 200 gp
- Magic Items Worn:** (represented by a grey bar)
- Magic Weapons and Other:** (represented by a grey bar)
- Consumable Magic Items:** (represented by a grey bar)
- Total EV:** 186 gp

The calculation is shown in two rows:

- Row 1: Basic Equipment (186 gp) + Starting Gold + Craft/Prof. Bonus (200 gp) + Web Tracking EV = Character's Max EV (200 gp)
- Row 2: Magic Items Worn + Magic Weapons and Other + Consumable Magic Items = Total EV (186 gp)

A large grey arrow points from the Total EV (186 gp) box to the Character's Max EV (200 gp) box, indicating that the Total EV is the final result.

[illegible][illegible]