

character name _____ player _____
Wizard 4 _____ Kobold _____
class and level _____ race _____ alignment _____ deity _____
Small _____
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	6	-2			2	HP hit points 18			20 ft. (30 ft. base)
DEX dexterity	12	+1			2	AC armor class 14	10 + +1 + +1 + +1 + +1 +		DAMAGE REDUCTION
CON constitution	14	+2			8	TOUCH armor class 12	FLAT-FOOTED armor class 13		
INT intelligence	16	+3			10	INITIATIVE modifier +1			
WIS wisdom	10	+0			2				
CHA charisma	9	-1			1				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY	conditional modifiers
FORTITUDE (constitution)	+6	+1	+2	+1	+2		
REFLEX (dexterity)	+3	+1	+1	+1			
WILL (wisdom)	+5	+4	+0	+1			

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points
+2		4

GRAPPLE modifier	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER
-4		+2	-2	-4	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Quarterstaff		+1 melee	1d4-2	x2
RANGE	TYPE	NOTES		
	Bludgeoning			

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Light crossbow		+4 ranged	1d6	19-20/x2
RANGE	TYPE	NOTES		
80 ft.	piercing			

AMMUNITION 10 Bolts

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Dagger		+1 melee	1d3-2	19-20/x2
RANGE	TYPE	NOTES		
10 ft.	piercing			

AMMUNITION

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	Appraise	int	+3	+3	0	
	Balance	dex*	+1	+1	0	
	Bluff	cha	-1	-1	0	
	Climb	str*	-2	-2	0	
	Concentration	con	+6	+2	4	
	Craft (trapmaking)	int	+5	+3	0	+2
	Craft ()	int	+3	+3	0	
	Craft ()	int				
	Decipher Script	int	+8	+3	5	
	Diplomacy	cha	-1	-1	0	
	Disable Device	int				
	Disguise	cha	-1	-1	0	
	Escape Artist	dex*	+1	+1	0	
	Forgery	int	+3	+3	0	
	Gather Information	cha	-1	-1	0	
	Handle Animal	cha				
	Heal	wis	+0	+0	0	
	Hide	dex*	+5	+1	0	+4
	Intimidate	cha	-1	-1	0	
	Jump	str*	-2	-2	0	
	Knowledge (arcana)	int	+10	+3	7	
	Knowledge (history)	int	+8	+3	5	
	Knowledge (the planes)	int	+10	+3	7	
	Knowledge ()	int				
	Knowledge ()	int				
	Listen	wis	+0	+0	0	
	Move Silently	dex*	+1	+1	0	
	Open Lock	dex				
	Perform ()	cha				
	Perform ()	cha				
	Perform ()	cha				
	Profession ()	wis				
	Profession ()	wis				
	Ride	dex	+1	+1	0	
	Search	int	+5	+3	0	+2
	Sense Motive	wis	+0	+0	0	
	Sleight of Hand	dex*				
	Spellcraft	int	+12	+3	7	+2
	Spot	wis	+0	+0	0	
	Survival	wis	+0	+0	0	
	Swim	str*	-2	-2		
	Tumble	dex*				
	Use Magic Device	cha				
	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.)

experience points

GEAR

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

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.
Quarterstaff	120	2 lb.			
Dagger	116	1 lb.			
Light crossbow	115	2 lb.			
10 bolts	115	.5 lb.			
Scholar's outfit	131	0 lb.			
Flask of acid	128	0 lb.			
Glyphbook	EB	2 lb.			
Spellbook	130	3 lb.			
Spell component pouch	130	2 lb.			
Standard identification papers*	EB	0 lb.			
*bonus equipment			BASIC POSSESSIONS GP VALUE	114gp	
BASIC WT.	13 lb.	+ MAGIC WT.	3 lb.	= TOTAL WEIGHT CARRIED	16 lb.

15 lb

30 lb

45 lb

45 lb

90 lb

225 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 —

gp — 65

pp —

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	13	0	4	0
<input type="text"/>	14	1ST	3	1
<input type="text"/>	14	2ND	2	1
<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"/>

EBERRON

Magic and Stack Sheet

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	<i>Cloak of resistance +1</i>	1,000 gp	1 lb
Pair of bracers or bracelets	<i>Bracers of armor +1</i>	1,000 gp	1 lb
One glove, pair of gloves, or pair of gauntlets			
Ring			
Ring			
Boots or Shoes			
Shield			

CAMPAIGN CARD STACK
One Slot Per Maximum Action Points

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: Kobold Sorcerer (ABERRATIONS 26/60)
The unlock ability for this character grants a bonus feat: Daylight Adaptation (see *Races of Eberron*).



Starting Gold + Starting Net Bonds	Web Tracking EV	Character's Max EV
114 gp	120 gp + 5,000 gp	5,120 gp

2,000 gp

600 gp

2,341 gp

,055 }

Category	EV
Magic Items Worn	10
Magic Weapons and Other	10
Consumable Magic Items	10
Total EV	30

[illegible][illegible]

character name
 Wizard 4
 class and level

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 race

region



MARK OF HEROES
 Progression Sheet

CoH
 Cash on Hand

71 = 8 + -1 + + + 65 +

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	Wizard	450 gp	
3rd	Wizard	1,350 gp	
4th	Wizard	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	