

character name Ranger 7 player Elf
class and level Medium race alignment deity
size age gender height weight eyes hair skin



MARK OF HEROES Character Record Sheet

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR strength	13	+1			5	43			30 ft. (30 ft. base)
DEX dexterity	20	+6			8	22			
CON constitution	12	+1			6				
INT intelligence	10	+0			2	16			
WIS wisdom	12	+1			4				
CHA charisma	8	-1			0				

HP hit points **AC** armor class **TOUCH** armor class **INITIATIVE** modifier

FLAT-FOOTED armor class

WOUNDS/CURRENT HP **ARMOR BONUS** **SHIELD BONUS** **DEX MODIFIER** **SIZE MODIFIER** **NATURAL ARMOR** **DEFLECTION MODIFIER** **MISC MODIFIER** **DAMAGE REDUCTION**

SKILLS MAX RANKS (CLASS/CROSS-CLASS) **10/5**

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	+5	+1	+1			Immune to magic sleep effects. +2 racial bonus against enchantment spells or effects.
REFLEX (dexterity)	+12	+5	+6	+1			
WILL (wisdom)	+4	+2	+1	+1			

BASE ATTACK BONUS	+7	SPELL RESISTANCE		AP action points	5		
GRAPPLE modifier	+8	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER	CURRENT

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Cold iron short sword	+8/+4 melee	1d6+1	19-20/x2
RANGE	TYPE	NOTES	
	Piercing		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
+1 composite longbow (+1 Str)	+15/+10	1d8+2	x3
RANGE	TYPE	NOTES	
110 ft.	Piercing	Rapid Shot: +13/+8/+13; Manyshot: +11	

AMMUNITION 60 arrows, 10 alchemical silver arrows

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

<input type="checkbox"/> Appraise	int	+0	= +0 + 0	
<input type="checkbox"/> Balance	dex*	+6	= +6 + 0	-2
<input type="checkbox"/> Bluff	cha	-1	= -1 + 0	
<input type="checkbox"/> Climb	str*	+1	= +1 + 0	
<input type="checkbox"/> Concentration	con	+1	= +1 + 0	
<input type="checkbox"/> Craft ()	int	+0	= +0 + 0	
<input type="checkbox"/> Craft ()	int	+0	= +0 + 0	
<input type="checkbox"/> Craft ()	int	+0	= +0 + 0	
<input type="checkbox"/> Decipher Script	int		= + +	
<input type="checkbox"/> Diplomacy	cha	-1	= -1 + 0	
<input type="checkbox"/> Disable Device	int		= + +	
<input type="checkbox"/> Disguise	cha	-1	= -1 + 0	
<input type="checkbox"/> Escape Artist	dex*	+6	= +6 + 0	
<input type="checkbox"/> Forgery	int	+0	= +0 + 0	
<input type="checkbox"/> Gather Information	cha	-1	= -1 + 0	
<input type="checkbox"/> Handle Animal	cha	-1	= -1 +	
<input type="checkbox"/> Heal	wis	+1	= +1 + 0	
<input type="checkbox"/> Hide	dex*	+13	= +6 + 7	
<input type="checkbox"/> Intimidate	cha	-1	= -1 +	
<input type="checkbox"/> Jump	str*	+1	= +1 + 0	
<input type="checkbox"/> Knowledge (dungeoneering)	int		= + +	
<input type="checkbox"/> Knowledge (geography)	int	+5	= +0 + 5	
<input type="checkbox"/> Knowledge (nature)	int	+5	= +0 + 5	
<input type="checkbox"/> Knowledge ()	int		= + +	
<input type="checkbox"/> Knowledge ()	int		= + +	
<input type="checkbox"/> Listen	wis	+12	= +1 + 10	+2
<input type="checkbox"/> Move Silently	dex*	+14	= +6 + 8	
<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	+4	= +6 + 0	
<input type="checkbox"/> Search	int	+7	= +0 + 5	+2
<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	+13	= +1 + 10	+2
<input type="checkbox"/> Survival	wis	+11	= +1 + 10	
<input type="checkbox"/> Swim	str*	+1	= +1 + 0	
<input type="checkbox"/> Tumble	dex*		= + +	
<input type="checkbox"/> Use Magic Device	cha		= + +	
<input type="checkbox"/> Use Rope	dex	+6	= +6 + 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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Magic and Stack Sheet

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: Elf Warrior (ABERRATIONS 16/60)

The unlock ability for this character swaps out the usual composite longbow [+0] with a composite longbow [+1]. Furthermore, it reduces the price of any magical composite longbow taken later in your character's career by 100 gp.

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	+2 <i>mithral chain shirt</i>	5,100 gp	10 lb
Belt			
Cloak, cape, or mantle	<i>Cloak of resitance</i>	1,000 gp	1 lb
Pair of bracers or bracelets	<i>Lesser bracers of archery</i>	5,000 gp	1 lb
One glove, pair of gloves, or pair of gauntlets	<i>Gloves of dexterity</i> +2	4,000 gp	--lb
Ring			
Ring			
Boots or Shoes			
Shield			

Starting Gold + Craft/Prof. Bonus

Web Tracking EV

Character's Max EV

359.1gp

240 gp

18,000

▶ 18,240 gp

+

15,100 gp

+

2,500 gp

1	+
---	---

250 gp

2

209.1 gp

Magic Items Worn

Magic Weapons and Other

Consumable Magic Items

Total EV

[illegible][illegible]

experience points

GEAR

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

+2 mithral chain shirt

Light

+5

+6

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

10%

30 ft.

10 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.
Cold iron short sword	121	2 lb.			
60 arrows	114	9 lb.			
10 alchemical silver arrows	114	3 lb.			
Traveler's outfit	131	6 lb.			
Sunrod	128	1 lb.			
Flask of acid	128	1 lb.			
Smokestick	128	.5 lb.			
Backpack	126	2 lb.			
-bedroll	126	5 lb.			
- flint and steel	126	0 lb.			
-silken rope, 50 ft.	127	5 lb.			
-waterskin	127	4 lb.			
Standard identification papers*	EB	0 lb.			
*bonus equipment			BASIC POSSESSIONS GP VALUE	359.1gp	
BASIC WT.	38.5	+ MAGIC WT.	14 lb.	= TOTAL WEIGHT CARRIED	52.5

50 lb

100 lb

150 lb

150 lb

300 lb

750 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 — 30

pp —

FEATS	
Endurance ^B	PG. 93
Point Blank Shot	98
Precise Shot	98
Rapid Shot ^B	99
Track ^B	101
Manyshot ^B	97
Improved Initiative	96

B = bonus feat

SPECIAL ABILITIES

PG.

Low-light vision

Immune to sleep effects

+2 racial save on enchantment
Spells and effects

Weapon Proficiency in rapier,
longsword, longbow and shortbow

+2 racial bonus on Listen, Search
and Spot Checks

Favored Enemy +4 (undead)
Favored Enemy +2 (giant)

Wild empathy
Woodland Stride

Weapon Proficiency in rapier,
longsword, longbow and shortbow

+2 racial bonus on Listen, Search
and Spot Checks

Favored Enemy +4 (undead)
Favored Enemy +2 (giant)

Wild empathy
Woodland Stride

Hawk Animal Companion:

Tiny animal; HD 3d8; hp 13; Init +4; Spd 10 ft.; fly 60 ft. (average); AC 20 , touch 16, flat-footed 16; Base Atk +1; Grp -9; Atk and Full Atk +6 melee (1d4-2, talons); Space/Reach 2 ½ ft./0 ft.; SQ evasion, link, low-light vision, share spells; AL N; SV Fort +2 (+2), Ref +3 (+6), Will +0 (+2); Str 7, Dex 18, Con 10, Int 2, Wis 14, Cha 6.

Skills, Feats and Tricks: Listen +0 (+4), Spot +4 (+16); Alertness, Weapon Finesse^B; Come^B, Attack, Attack, Fetch^B, Seek^B.

LANGUAGES

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

Common, Elven

SPELLS

DOMAINS OR SPECIALTY SCHOOLS

o: _____

1st: *entangle, longstrider*

2nd: _____

3rd: _____

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

10

%

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		o		o
	12	1ST	1	1
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

character name _____ player _____
 Ranger 7 Elf _____
 class and level _____ race _____ region _____



MARK OF HEROES
 Progression Sheet

CoH
 Cash on Hand

43.9 = 14 + -1 + + + 30.9 +

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	Ranger		
2nd	Ranger	450 gp	
3rd	Ranger	1,350 gp	
4th	Ranger	2,700 gp	
5th	Ranger	4,500 gp	
6th	Ranger	6,500 gp	
7th	Ranger	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	