

character name Rogue 7 player Changeling
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	10	+0			2	37			30 ft. (30 ft. base)
DEX dexterity	16	+3			5	19	10 + +5 + +3 + +1 +		DAMAGE REDUCTION
CON constitution	12	+1			4	14	FLAT-FOOTED armor class		
INT intelligence	14	+2			6	14	FLAT-FOOTED armor class		
WIS wisdom	10	+0			2	3	INITIATIVE modifier		
CHA charisma	14	+2			6	3	INITIATIVE modifier		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+4	+2	+1	+1			+2 racial bonus on sleep and charm effects
REFLEX (dexterity)	+8	+5	+2	+1			
WILL (wisdom)	+3	+2	+0	+1			

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points
+5		5

GRAPPLE modifier	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER
+3		+3	+0		

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
+1 keen rapier		+9 melee	1d6	16-20/x2
RANGE	TYPE	NOTES		
	Piercing			

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Cold iron dagger		+8 melee or ranged	1d4	19-20
RANGE	TYPE	NOTES		
10 ft.	Piercing			

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

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	Appraise	int	+2	+2	0	
	Balance	dex*	+3	+3	0	+2
	Bluff	cha	+16	+2	10	+4
	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	+8	+2	2	+4
	Diplomacy	cha	+15	+2	10	+2
	Disable Device	int	+12	+2	0	+10
	Disguise	cha	+2	+3	0	
	Escape Artist	dex*	+2	+2	0	
	Forgery	int	+7	+2	3	+2
	Gather Information	cha				
	Handle Animal	cha	+0	+0	0	
	Heal	wis	+9	+3	6	
	Hide	dex*	+8	+2	0	+6
	Intimidate	cha	+2	+0	0	+2
	Jump	str*	+7	+2	5	
	Knowledge (local)	int				
	Knowledge ()	int				
	Knowledge ()	int				
	Knowledge ()	int				
	Knowledge ()	int				
	Listen	wis	+0	+0	0	
	Move Silently	dex*	+9	+3	6	
	Open Lock	dex	+14	+3	9	+2
	Perform ()	cha				
	Perform ()	cha				
	Perform ()	cha				
	Profession ()	wis				
	Profession ()	wis				
	Ride	dex	+3	+3	0	
	Search	int	+11	+2	9	
	Sense Motive	wis	+10	+0	8	+2
	Sleight of Hand	dex*				
	Spellcraft	int				
	Spot	wis	+9	+0	9	
	Survival	wis	+0	+0	0	
	Swim	str*	+0	+0	0	
	Tumble	dex*	+13	+3	10	
	Use Magic Device	cha	+12	+2	10	
	Use Rope	dex	+3	+3	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

+1 mithral chain shirt

TYPE

Light

AC BONUS

+5

MAX DEX

+6

CHECK PENALTY

+0

SPELL FAILURE

10%

SPEED

30 ft.

WEIGHT

10 lb

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.
Cold iron agger	116	1 lb.			
Traveler's outfit	131	0 lb.			
Masterwork thieves' tools	130	2 lb.			
Flask of acid	128	1 lb.			
3 sunrods	128	3 lb			
thunderstone	128	3 lb			
Standard identification papers*	EB	0 lb.			
*bonus equipment			BASIC POSSESSIONS GP VALUE	390 gp	
BASIC WT.	7 lb	+ MAGIC WT.	33 lb.	= TOTAL WEIGHT CARRIED	40 lb.

33 lb

66 lb

100 lb

100 lb

200 lb

500 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 — 90

pp —

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

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

Language)

[illegible]

10%

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

EBERRON

Magic and Stack Sheet

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: Sharn Cutthroat (ABERRATIONS 20/60)

This unlock 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.



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	+1 mithral chain shirt	2,200 gp	10lb
Belt			
Cloak, cape, or mantle	cloak of resistance +1	1,000 gp	1 lb
Pair of bracers or bracelets			
One glove, pair of gloves, or pair of gauntlets	gloves of dexterity+2	4,000 gp	--
Ring	ring of protection +1	2,000 gp	--
Ring			
Boots or Shoes			
Shield			

Starting Gold + Craft/Prof. Bonus

Web Tracking EV

Character's Max EV

390 gp

200 gp

18,000 gp

▶ 18,200 gp

+

9,200 gp

8,320 gp

Consumable Magic Items

Total EV

CONSUMABLE MAGIC ITEMS

[illegible][illegible]

character name _____ player _____
 Rogue 7 _____ Changeling _____
 class and level _____ race _____ region _____



MARK OF HEROES
 Progression Sheet

CoH
 Cash on Hand

106 = 14 + +2 + + 90 +

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