

character name Barbarian 7 player LongtoothShifter
class and level Medium 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	17	+3			6	74			40 ft. (40 ft. base)
DEX dexterity	14	+2			4	18	= 10 + +6 + +2 + +2 + +2 + +2 + +2 + +2		
CON constitution	14	+2			6	12			
INT intelligence	8	-1			2	18			
WIS wisdom	13	+1			5				
CHA charisma	8	-1			2				

HP hit points 74 AC armor class 18 = 10 + +6 + +2 + +2 + +2 + +2 + +2 + +2

TOUCH armor class 12 FLAT-FOOTED armor class 18

INITIATIVE modifier +2 = +2 + +2

SAVING THROWS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	+5	+2				
REFLEX (dexterity)	+4	+2	+2				
WILL (wisdom)	+3	+2	+1				

BASE ATTACK BONUS +7 SPELL RESISTANCE AP action points 5

GRAPPLE modifier +7 = +4 + +3 + +2 + +2

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	Appraise	int	-1	-1	0	
	Balance	dex*	+4	+2	0	+2
	Bluff	cha	-1	-1	0	
	Climb	str*	+12	+3	7	+2
	Concentration	con	+2	+2	0	
	Craft () int	-1	-1	0	
	Craft () int	-1	-1	0	
	Craft () int	-1	-1	0	
	Decipher Script	int				
	Diplomacy	cha	-1	-1	0	
	Disable Device	int				
	Disguise	cha	-1	-1	0	
	Escape Artist	dex*	+2	+2	0	
	Forgery	int	-1	-1	0	
	Gather Information	cha	-1	-1	0	
	Handle Animal	cha	-1	-1	0	
	Heal	wis	+1	+1	0	
	Hide	dex*	+2	+2	0	
	Intimidate	cha	-1	-1	0	
	Jump	str*	+16	+3	7	+6
	Knowledge () int				
	Knowledge () int				
	Knowledge () int				
	Knowledge () int				
	Knowledge () int				
	Listen	wis	+11	+1	10	
	Move Silently	dex*	+1	+2	0	
	Open Lock	dex				
	Perform () cha				
	Perform () cha				
	Perform () cha				
	Profession () wis				
	Profession () wis				
	Ride	dex	+1	+1	0	
	Search	int	-1	-1	0	
	Sense Motive	wis	+1	+1	0	
	Sleight of Hand	dex*				
	Spellcraft	int				
	Spot	wis	+1	+1	0	
	Survival	wis	+1	+1	0	
	Swim	str*	+9	+3	6	
	Tumble	dex*				
	Use Magic Device	cha				
	Use Rope	dex	+2	+2	0	

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

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.)

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
+2 greatsword	+12/+7 melee	2d6+5	19-20/x2

RANGE TYPE NOTES

Slashing

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Bite (while shifting)	+8 melee (or +3 with full attack)	1d6+5	x2

RANGE TYPE NOTES

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Shortbow	+9/+4 ranged	1d6	x3

RANGE TYPE NOTES

60 ft. piercing

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE TYPE NOTES

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE TYPE NOTES

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE TYPE NOTES

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE TYPE NOTES

AMMUNITION 20 arrows

experience points

GEAR

ARMOR/PROTECTIVE ITEM

+2 mithral chain shirt

TYPE

Light

AC BONUS

+5

MAX DEX

+6

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

10 %

30 ft.

20 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.
Shortbow	120	2 lb.			
20 arrows	114	5 lb.			
Traveler's outfit	131	0 lb.			
2 sunrods	128	2 lb.			
backpack	131	2 lb.			
- bedroll	130	5 lb.			
- flint and steel	126	0 lb.			
- silk rope, 50 ft.	127	5 lb.			
-waterskin	127	4 lb.			
-2 alchemist's fire	128	3 lb.			
-2 vials of acid	128	1 lb.			
Standard identification papers*	EB	0 lb.			
*bonus equipment			BASIC POSSESSIONS GP VALUE	219.1gp	
BASIC WT.	31 lb.	+ MAGIC WT.	33 lb.	= TOTAL WEIGHT CARRIED	64 lb.

66 lb

133 lb

200 lb

200 lb

400 lb

1000 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 — 40

pp —

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

Common

conditional modifiers

EBERRON

Magic and Stack Sheet

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	+2 <i>mithral chain shirt</i>	5,100 gp	20lb
Belt			
Cloak, cape, or mantle			
Pair of bracers or bracelets			
One glove, pair of gloves, or pair of gauntlets	<i>Gauntlets of ogre power</i>	4000 gp	4 lb
Ring			
Ring			
Boots or Shoes			
Shield			

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

The unlock ability for this character grants a +1 bonus to the number of rounds your shifting lasts.

[illegible][illegible]

character name Barbarian 7
 class and level

player Shifter
 race region



MARK OF HEROES
 Progression Sheet

CoH
 Cash on Hand

53.9 = 8 + -1 + + + 40.9 +
 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	Barbarian		
2nd	Barbarian	450 gp	
3rd	Barbarian	1,350 gp	
4th	Barbarian	2,700 gp	
5th	Barbarian	4,500 gp	
6th	Barbarian	6,500 gp	
7th	Barbarian	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	