

character name Fighter 7 player Human
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	18	+4			8	HP hit points 60			20 ft. (30 ft. base)
DEX dexterity	13	+1			5	AC armor class 22	= 10 + +8 + +3 + +0 + +1 +		DAMAGE REDUCTION
CON constitution	14	+2			6	TOUCH armor class 11	FLAT-FOOTED armor class 21		
INT intelligence	12	+1			4	INITIATIVE modifier +1			
WIS wisdom	10	+0			2				
CHA charisma	8	-1			0				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+8	= +5	+2	+1			
REFLEX (dexterity)	+4	= +2	+1	+1			
WILL (wisdom)	+5	= +2	+0	+1	+2		

BASE ATTACK BONUS	+7	SPELL RESISTANCE		AP action points 5					
GRAPPLE modifier	+11	= +7	+4						
TOTAL		BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER				

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
+1 shocking longsword	+13/+8 melee	1d8+6 +1d6 electric	19-20/x2
RANGE	TYPE	NOTES	
	Slashing	Weapon Focus (longsword) grants +1 to attack, Weapon Specialization (longsword) grants +2 to damage	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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AMMUNITION _____

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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AMMUNITION _____

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	Appraise	int	+1	+1	0	
	Balance	dex*	-6	+1	0	-7
	Bluff	cha	-1	-1	0	
	Climb	str*	-1	+4	2	-7
	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*	-6	+1	0	-7
	Forgery	int	+1	+1	0	
	Gather Information	cha	-1	-1	0	
	Handle Animal	cha	+4	-1	5	
	Heal	wis	+0	+0	0	
	Hide	dex*	-6	+1	0	-7
	Intimidate	cha	+4	-1	5	
	Jump	str*	-9	+4	0	-13
	Knowledge () int				
	Knowledge () int				
	Knowledge () int				
	Knowledge () int				
	Knowledge () int				
	Listen	wis	+0	+0	0	
	Move Silently	dex*	-6	+1	0	-7
	Open Lock	dex				
	Perform () cha				
	Perform () cha				
	Perform () cha				
	Profession () wis				
	Profession () wis				
	Ride	dex	+11	+1	10	
	Search	int	+1	+1	0	
	Sense Motive	wis	+0	+0	0	
	Sleight of Hand	dex*				
	Spellcraft	int				
	Spot	wis	+0	+0	0	
	Survival	wis	+0	+0	0	
	Swim	str*	-4	+3	7	-14
	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	
+1 <i>Half-Plate</i>		Medium		+7	
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
-6	40%	20 ft.	50 lb		
SHIELD/PROTECTIVE ITEM		AC BONUS		WEIGHT	
+1 <i>Heavy wooden shield</i>		+2		10 lb	
CHECK PENALTY		WEIGHT		SPECIAL PROPERTIES	
-1					
PROTECTIVE ITEM		AC BONUS		WEIGHT	
PROTECTIVE ITEM		AC BONUS		WEIGHT	
BASIC POSSESSIONS					
ITEM		PG.	WT.	ITEM	
Traveler's outfit		125	0 lb.		
Backpack		131	2 lb.		
- bedroll		130	5 lb.		
- crowbar		CS	5 lb.		
- flint and steel		126	10 lb.		
- hempen rope, 50 ft.		127	0 lb.		
-waterskin		127	4 lb.		
Standard identification papers*		EB	0 lb.		
*bonus equipment				BASIC POSSESSIONS GP VALUE	
				7.1gp	
BASIC WT.	26 lb.	+ MAGIC WT.	75 lb.	= TOTAL WEIGHT CARRIED	
				101 lb.	
66 lb	133 lb	230lb	230 lb	460 lb	1150 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 — 10					
pp —					

Dodge	PG. 93
Iron Will	93
Power Attack ^B	93
Powerful Charge	EB
Weapon Focus (longsword) ^B	102
Weapon Specialization (longsword) ^B	102
Cleave	92
Great Cleave	94

SPECIAL ABILITIES

PG.

DOMAINS OR SPECIALTY SCHOOLS

[illegible]

DC MOD

55%

conditional modifiers

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

Common, Goblin

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	0
<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"/>
<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

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 <i>half-plate</i>	1,750	50lb
Belt			
Cloak, cape, or mantle	<i>Cloak of resistance +1</i>	1,000	1 lb
Pair of bracers or bracelets			
One glove, pair of gloves, or pair of gauntlets	<i>Gauntlets of ogre power</i>	4,000	4 lb
Ring	<i>Ring of protection +1</i>	2,000	--lb
Ring			
Boots or Shoes			
Shield	+1 <i>heavy wooden shield</i>	1,157	10lb

CAMPAIGN CARD STACK	
One Slot Per Maximum Action Points	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	

Miniature: Man-at-Arms (ABERRATIONS 8/60)
The unlock ability for this character swaps out the human's breastplate with a masterwork breastplate. Furthermore, it reduces the price of any magical armor (not shield) taken later in your character's career by 150 gp.

[illegible][illegible]

character name _____ player _____
 Fighter 7 _____ Human _____
 class and level _____ race _____ region _____



MARK OF HEROES
 Progression Sheet

CoH
 Cash on Hand

23.9 = 14 + -1 + + + 10.9 +

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