

character name _____ player _____
Rogue 1 _____
class and level _____ race _____ alignment _____ deity _____
Medium _____
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	10	+0			2	7			30 ft. (30 ft. base)
DEX dexterity	13	+1			5	13			
CON constitution	12	+1			4				
INT intelligence	14	+2			6				
WIS wisdom	10	+0			2				
CHA charisma	14	+2			6				

HP hit points	AC armor class	TOUCH armor class	INITIATIVE modifier	FLAT-FOOTED armor class
7	13	11	+1	12

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER	DAMAGE REDUCTION
10	+2		+1					

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

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points
+0		3

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

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Rapier	+0 melee	1d6	18-20/x2

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Dart	+1 ranged	1d4	x2

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

SKILLS					MAX RANKS (CLASS/CROSS-CLASS)
					4 / 2
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER

■ Appraise ■	int	+2	= +2	+ 0	+
■ Balance ■	dex*	+1	= +1	+ 0	+
■ Bluff ■	cha	+6	= +2	+ 2	+2
■ 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		=	+	+
■ Diplomacy ■	cha	+4	= +2	+ 2	+
■ Disable Device	int	+7	= +2	+ 3	+2
■ Disguise ■	cha	+12	= +2	+ 0	+10
■ Escape Artist ■	dex*	+1	= +1	+ 0	+
■ Forgery ■	int	+2	= +2	+ 0	+
■ Gather Information ■	cha	+5	= +2	+ 3	+
□ Handle Animal	cha		=	+	+
□ Heal ■	wis	+0	= +0	+ 0	+
■ Hide ■	dex*	+3	= +1	+ 2	+
■ Intimidate ■	cha	+4	= +2	+ 0	+2
■ Jump ■	str*	+0	= +0	+ 0	+
■ Knowledge (local)	int	+6	= +2	+ 4	+
□ Knowledge () int		=	+	+
□ Knowledge () int		=	+	+
□ Knowledge () int		=	+	+
□ Knowledge () int		=	+	+
■ Listen ■	wis	+0	= +0	+ 0	+
■ Move Silently ■	dex*	+3	= +1	+ 2	+
■ Open Lock	dex	+6	= +1	+ 3	+2
■ Perform () cha		=	+	+
■ Perform () cha		=	+	+
■ Perform () cha		=	+	+
■ Profession () wis		=	+	+
■ Profession () wis		=	+	+
□ Ride ■	dex	+1	= +1	+ 0	+
■ Search ■	int	+5	= +2	+ 3	+
■ Sense Motive ■	wis	+4	= +0	+ 2	+2
■ Sleight of Hand	dex*		=	+	+
□ Spellcraft	int		=	+	+
■ Spot ■	wis	+3	= +0	+ 3	+
□ Survival ■	wis	+0	= +0	+ 0	+
■ Swim ■	str*	+0	= +0	+ 0	+
■ Tumble	dex*	+5	= +1	+ 4	+
■ Use Magic Device	cha	+6	= +2	+ 4	+
■ 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.)

AMMUNITION _____

AMMUNITION _____

AMMUNITION _____

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experience points

GEAR

ARMOR/PROTECTIVE ITEM		TYPE		AC BONUS	MAX DEX
Leather armor		Light		+2	+6
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
+0	10%	30 ft.	15 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.
Rapier	120	3 lb.			
10 darts	116	5 lb.			
Leather armor	125	15 lb.			
Traveler's outfit	131	0 lb.			
Flint and steel	126	0 lb.			
Masterwork thieves' tools	130	2 lb.			
Flask of acid	128	1 lb.			
Standard identification papers®	EB	0 lb.			

*bonus equipment

			BASIC POSSESSIONS GP VALUE		186 gp
BASIC WT.	26 lb.	+ MAGIC WT.		= TOTAL WEIGHT CARRIED	26 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 — 14
pp —

FEATS

Urban Tracking PG.
EB[illegible]

(b) = bonus feat

SPECIAL ABILITIES

	PG.
+2 racial saving throw bonus on sleep and charm effects	EB
+2 racial bonus on Bluff, Intimidate, and Sense Motive checks.	EB
Natural Linguist	EB

Minor Change Shape (Su): may alter appearance as the disguise self spell that affects their bodies but not possessions.	
this is not an illusion effect.	EB
Sneak attack +1d6	50
Trapfinding +1	50

[illegible]

LANGUAGES

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

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

Language)

TYPICAL SPELLS

[illegible]

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

10%

conditional modifiers

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

character name _____ player _____
 Rogue 1 _____ Changeling _____
 class and level _____ race _____ region _____



MARK OF HEROES
 Progression Sheet

CoH
 Cash on Hand

18	=	2	+	+2	+		+		+	14	+	
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		450 gp	
3rd		1,350 gp	
4th		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	

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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			
Belt			
Cloak, cape, or mantle			
Pair of bracers or bracelets			
One glove, pair of gloves, or pair of gauntlets			
Ring			
Ring			
Boots or Shoes			
Shield			

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 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

The diagram illustrates the calculation of Total EV. It consists of two rows of boxes and arrows. The top row shows 'Basic Equipment' (186 gp) plus 'Starting Gold + Craft/Prof. Bonus' (200 gp) equals 'Character's Max EV' (200 gp). The bottom row shows 'Magic Items Worn' plus 'Magic Weapons and Other' plus 'Consumable Magic Items' equals 'Total EV' (186 gp). A vertical arrow connects the 186 gp in the top row to the 'Total EV' box in the bottom row.

[illegible][illegible]