

character name Barbarian 1 player LongtoothShifter
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	TEMPORARY MODIFIER	POINT BUY	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR strength	14	+2			6	14			40 ft. (40 ft. base)
DEX dexterity	14	+2			4	15	10 + 3 + 2		
CON constitution	14	+2			6				
INT intelligence	8	-1			2	12	FLAT-FOOTED armor class 13		
WIS wisdom	13	+1			5				
CHA charisma	8	-1			2				

HP hit points 14
AC armor class 15 = 10 + 3 + 2
TOUCH armor class 12
INITIATIVE modifier +2 = +2 +
TOTAL DEX MODIFIER MISC MODIFIER

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

BASE ATTACK BONUS	+1	SPELL RESISTANCE		AP action points	3
GRAPPLE modifier	+3	BASE ATTACK BONUS	+1	STRENGTH MODIFIER	+2
TOTAL		SIZE MODIFIER		MISC MODIFIER	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Greatsword	+3 melee	2d6+3	19-20/x2
RANGE	TYPE	NOTES	
	Slashing		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Shortbow	+3 ranged	1d6	x3
RANGE	TYPE	NOTES	
60 ft.	piercing		

AMMUNITION 20 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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	int	-1	-1	0	
Balance	dex*	+3	+2	0	+1
Bluff	cha	-1	-1	0	
Climb	str*	+7	+2	4	+1
Concentration	con	+2	+2	0	
Craft ()	int	-1	-1	0	
Craft ()	int	-1	-1	0	
Craft ()	int	-1	-1	0	
Decipher Script	int	-1	-1	0	
Diplomacy	cha				
Disable Device	int	-1	-1	0	
Disguise	cha	+1	+2	0	-1
Escape Artist	dex*	-1	-1	0	
Forgery	int	-1	-1	0	
Gather Information	cha	-1	-1	0	
Handle Animal	cha	+1	+1	0	
Heal	wis	+1	+2	0	-1
Hide	dex*	-1	-1	0	
Intimidate	cha	+11	+2	4	+5
Jump	str*				
Knowledge ()	int				
Knowledge ()	int				
Knowledge ()	int				
Knowledge ()	int				
Knowledge ()	int	+5	+1	4	
Listen	wis	+1	+2	0	-1
Move Silently	dex*				
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*	+2	+2	2	-2
Tumble	dex*				
Use Magic Device	cha				
Use Rope	dex	+2	+2	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.)

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experience points

GEAR

ARMOR/PROTECTIVE ITEM		TYPE		AC BONUS	MAX DEX
Studded leather armor		Light		+3	+5
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
–1	15%	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.
Greatsword			118	8 lb.			
Shortbow			120	2 lb.			
20 arrows			114	5 lb.			
Studded leather armor			126	20 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.			
Standard identification papers*			EB	0 lb.			
*bonus equipment							
					BASIC POSSESSIONS GP VALUE		144.1gp
BASIC WT.	51 lb.	+ MAGIC WT.			= TOTAL WEIGHT CARRIED		51 lb.

58 lb	116 lb	175 lb	175 lb	350 lb	875 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 — 15
pp —

FEATS

Shifter Ferocity PG.
EB[illegible]

B = bonus feat

SPECIAL ABILITIES

PG

Low-light vision

+2 racial bonus on Balance,

Climb, and Jump checks
Longtooth Shifting (Su): gains a

+2 Strength bonus, and fangs
grow and can be used as a natural

weapon that does 1d6 points of
damage. 1/day (lasts 6 rounds)

Fast movement

Illiteracy

Rage 1/day (lasts 7 rounds)

[illegible]

LANGUAGES

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

Common _____

SPELLS

DOMAINS OR SPECIALTY SCHOOLS

[illegible]

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

15%

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 Barbarian 1
 class and level

player Shifter
 race region



MARK OF HEROES
 Progression Sheet

CoH
 Cash on Hand

16.9 = 2 + -1 + + + 15.9 +
 TOTAL BASE CoH CHA RANKS ITM CREATE EQUIP GP MISC
 (LVL x2) MODIFIER MODIFIER MODIFIER BONUS MODIFIER

LEVEL	CLASS TAKEN/PREREQS	GP LIMIT	EXPANDED ITEM AND SOURCE
1st	Barbarian		
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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Magic and Stack Sheet

CAMPAIGN CARD STACK

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: Longtooth Barbarian (ABERRATIONS 19/60)



CONSUMABLE MAGIC ITEMS

[illegible]