

character name Ranger 7 player Elf  
class and level Medium race Elf alignment deity  
size Medium 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	13	+1			5	43			30 ft. (30 ft. base)
DEX dexterity	20	+6			8	22			
CON constitution	12	+1			6				
INT intelligence	10	+0			2				
WIS wisdom	12	+1			4				
CHA charisma	8	-1			0				

  

HP hit points	AC armor class	TOUCH armor class	FLAT-FOOTED armor class	INITIATIVE modifier
43	22	16	16	+10

  

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER	DAMAGE REDUCTION
10	+6		+6					

  

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	+5	+1	+1			Immune to magic sleep effects. +2 racial bonus against enchantment spells or effects.
REFLEX (dexterity)	+12	+5	+6	+1			
WILL (wisdom)	+4	+2	+1	+1			

  

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points
+7		5

  

GRAPPLE modifier	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER
+8		+7	+1		

SKILLS					MAX RANKS (CLASS/CROSS-CLASS)
					10/5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER

<input type="checkbox"/> Appraise	int	+0	= +0	+ 0	
<input type="checkbox"/> Balance	dex*	+6	= +6	+ 0	-2
<input type="checkbox"/> Bluff	cha	-1	= -1	+ 0	
<input type="checkbox"/> Climb	str*	+1	= +1	+ 0	
<input type="checkbox"/> Concentration	con	+1	= +1	+ 0	
<input type="checkbox"/> Craft ( )	int	+0	= +0	+ 0	
<input type="checkbox"/> Craft ( )	int	+0	= +0	+ 0	
<input type="checkbox"/> Craft ( )	int	+0	= +0	+ 0	
<input type="checkbox"/> Decipher Script	int		=	+ +	
<input type="checkbox"/> Diplomacy	cha	-1	= -1	+ 0	
<input type="checkbox"/> Disable Device	int		=	+ +	
<input type="checkbox"/> Disguise	cha	-1	= -1	+ 0	
<input type="checkbox"/> Escape Artist	dex*	+6	= +6	+ 0	
<input type="checkbox"/> Forgery	int	+0	= +0	+ 0	
<input type="checkbox"/> Gather Information	cha	-1	= -1	+ 0	
<input type="checkbox"/> Handle Animal	cha	-1	= -1	+ +	
<input type="checkbox"/> Heal	wis	+1	= +1	+ 0	
<input type="checkbox"/> Hide	dex*	+13	= +6	+ 7	
<input type="checkbox"/> Intimidate	cha	-1	= -1	+ +	
<input type="checkbox"/> Jump	str*	+1	= +1	+ 0	
<input type="checkbox"/> Knowledge (dungeoneering)	int		=	+ +	
<input type="checkbox"/> Knowledge (geography)	int	+5	= +0	+ 5	
<input type="checkbox"/> Knowledge (nature)	int	+5	= +0	+ 5	
<input type="checkbox"/> Knowledge ( )	int		=	+ +	
<input type="checkbox"/> Knowledge ( )	int		=	+ +	
<input type="checkbox"/> Listen	wis	+12	= +1	+ 10	+2
<input type="checkbox"/> Move Silently	dex*	+14	= +6	+ 8	
<input type="checkbox"/> Open Lock	dex		=	+ +	
<input type="checkbox"/> Perform ( )	cha		=	+ +	
<input type="checkbox"/> Perform ( )	cha		=	+ +	
<input type="checkbox"/> Perform ( )	cha		=	+ +	
<input type="checkbox"/> Profession ( )	wis		=	+ +	
<input type="checkbox"/> Profession ( )	wis		=	+ +	
<input type="checkbox"/> Ride	dex	+4	= +6	+ 0	
<input type="checkbox"/> Search	int	+7	= +0	+ 5	+2
<input type="checkbox"/> Sense Motive	wis	+1	= +1	+ 0	
<input type="checkbox"/> Sleight of Hand	dex*		=	+ +	
<input type="checkbox"/> Spellcraft	int		=	+ +	
<input type="checkbox"/> Spot	wis	+13	= +1	+ 10	+2
<input type="checkbox"/> Survival	wis	+11	= +1	+ 10	
<input type="checkbox"/> Swim	str*	+1	= +1	+ 0	
<input type="checkbox"/> Tumble	dex*		=	+ +	
<input type="checkbox"/> Use Magic Device	cha		=	+ +	
<input type="checkbox"/> Use Rope	dex	+6	= +6	+ 0	
<input type="checkbox"/> _____	_____		=	+ +	
<input type="checkbox"/> _____	_____		=	+ +	
<input type="checkbox"/> _____	_____		=	+ +	

■ 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 BONUS	DAMAGE	CRITICAL
Cold iron short sword	+8/+4 melee	1d6+1	19-20/x2
RANGE	TYPE	NOTES	
	Piercing		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
+1 composite longbow (+1 Str)	+15/+10	1d8+2	x3
RANGE	TYPE	NOTES	
110 ft.	Piercing	Rapid Shot: +13/+8/+13; Manyshot: +11	

AMMUNITION 60 arrows, 10 alchemical silver 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

# EBERRON

## Magic and Stack Sheet

**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: Elf Warrior (ABERRATIONS 16/60)

The unlock ability for this character swaps out the usual composite longbow [+0] with a composite longbow [+1]. Furthermore, it reduces the price of any magical composite longbow taken later in your character's career by 100 gp.

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 mithral chain shirt	5,100 gp	10 lb
Belt			
Cloak, cape, or mantle	<i>Cloak of resitance</i>	1,000 gp	1 lb
Pair of bracers or bracelets	<i>Lesser bracers of archery</i>	5,000 gp	1 lb
One glove, pair of gloves, or pair of gauntlets	<i>Gloves of dexterity</i> +2	4,000 gp	--lb
Ring			
Ring			
Boots or Shoes			
Shield			

Starting Gold + Craft/Prof. Bonus

Web Tracking EV

Character's Max EV

359.1gp

240 gp

18,000

► 18,240 gp

+

15,100 gp

2,500 gp

250 gp

209.1 gp

### Magic Items Worn

### Magic Weapons and Other

### Consumable Magic Items

Total EV

[illegible][illegible]

experience points					
<b>GEAR</b>					
<b>ARMOR/PROTECTIVE ITEM</b>		<b>TYPE</b>		<b>AC BONUS</b>	
+2 mithral chain shirt		Light		+5	
<b>CHECK PENALTY</b>		<b>SPEED</b>		<b>WEIGHT</b>	
10%		30 ft.		10 lb	
<b>SPECIAL PROPERTIES</b>					
<b>SHIELD/PROTECTIVE ITEM</b>		<b>AC BONUS</b>		<b>WEIGHT</b>	
<b>SPELL FAILURE</b>		<b>SPECIAL PROPERTIES</b>			
<b>PROTECTIVE ITEM</b>		<b>AC BONUS</b>		<b>WEIGHT</b>	
<b>SPECIAL PROPERTIES</b>					
<b>PROTECTIVE ITEM</b>		<b>AC BONUS</b>		<b>WEIGHT</b>	
<b>SPECIAL PROPERTIES</b>					
<b>BASIC POSSESSIONS</b>					
<b>ITEM</b>		<b>PG.</b>		<b>WT.</b>	
Cold iron short sword		121		2 lb.	
60 arrows		114		9 lb.	
10 alchemical silver arrows		114		3 lb.	
Traveler's outfit		131		6 lb.	
Sunrod		128		1 lb.	
Flask of acid		128		1 lb.	
Smokestick		128		.5 lb.	
Backpack		126		2 lb.	
-bedroll		126		5 lb.	
-flint and steel		126		0 lb.	
-silken rope, 50 ft.		127		5 lb.	
-waterskin		127		4 lb.	
Standard identification papers*		EB		0 lb.	
*bonus equipment					
BASIC POSSESSIONS GP VALUE				359.1gp	
BASIC WT. 38.5		+ MAGIC WT. 14 lb.		= TOTAL WEIGHT CARRIED 52.5	
50 lb		100 lb		150 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	
<b>MONEY</b>					
cp —					
sp — 9					
gp — 30					
pp —					

Common, Elven

[illegible]

conditional modifiers

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"/>	12	1ST	1	1
<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 \_\_\_\_\_  
 Ranger 7 Elf  
 class and level \_\_\_\_\_ race \_\_\_\_\_ region \_\_\_\_\_



MARK OF HEROES  
 Progression Sheet

CoH  
 Cash on Hand

43.9 = 14 + -1 + + + 30.9 +

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