

character name Cleric 7 player Gnome Neutral Good Balino
class and level Small 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	12	+1			6	HP hit points 52			20 ft. (20 ft. base)
DEX dexterity	8	-1			0	AC armor class 18	= 10 + +5 + +3 + -1 + +1 + + + +		DAMAGE REDUCTION
CON constitution	14	+2			4	TOTAL	ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER		
INT intelligence	10	+0			2	TOUCH armor class 10	FLAT-FOOTED armor class 18		
WIS wisdom	18	+4			8	INITIATIVE modifier -1	= -1 + +		
CHA charisma	13	+1			5	TOTAL	DEX MODIFIER MISC MODIFIER		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+8	= +5	+2	+1			+2 racial bonus on saving throws against illusions.
REFLEX (dexterity)	+5	= +2	-1	+1	+2		
WILL (wisdom)	+10	= +5	+4	+1			

BASE ATTACK BONUS	+5	SPELL RESISTANCE		AP action points	5		
GRAPPLE modifier	+2	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER	CURRENT

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
+1 heavy mace	+8 melee	1d6+2	x2
RANGE	TYPE	NOTES	
	Bludgeoning		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
+1 light crossbow	+5 ranged	1d6+1	19-20
RANGE	TYPE	NOTES	
80 ft.	Piercing		

AMMUNITION 5 cold iron bolts ☐ ☐ ☐ ☐ AMMUNITION 5 alchemical silver bolts

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 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
■	Appraise	int	+0	= +0	+ 0	+ -
	Balance	dex*	-1	= -1	+ 0	+ -1
	Bluff	cha	+1	= +1	+ 0	+ -
	Climb	str*	+0	= +1	+ 0	+ -1
	Concentration	con	+5	= +2	+ 3	+ -
	Craft (alchemy)	int	+2	= +0	+ 0	+ +2
	Craft ()) int	+0	= +0	+ 0	+ -
	Craft ()) int	+0	= +0	+ 0	+ -
	Decipher Script	int		= +	+ +	
	Diplomacy	cha	+9	= +1	+ 8	+ -
	Disable Device	int		= +	+ +	
	Disguise	cha	+1	= +1	+ 0	+ -
	Escape Artist	dex*	-2	= -1	+ 0	+ -1
	Forgery	int	+0	= +0	+ 0	+ -
	Gather Information	cha	+1	= +1	+ 0	+ -
	Handle Animal	cha		= +	+ +	
	Heal	wis	+4	= +4	+ 0	+ -
	Hide	dex*	-2	= -1	+ 0	+ -1
	Intimidate	cha	+1	= +1	+ 0	+ -
	Jump	str*	-6	= +1	+ 0	+ -7
Knowledge (arcana)	int		= +0	+ 0	+ -	
Knowledge (history)	int		= +0	+ 0	+ -	
Knowledge (religion)	int	+8	= +0	+ 8	+ -	
Knowledge (the planes)	int		= +0	+ 0	+ -	
Knowledge (nature)	int	+1	= +0	+ 1	+ -	
Listen	wis	+5	= +4	+ 0	+ +2	
Move Silently	dex*	-2	= -1	+ 0	+ -1	
Open Lock	dex		= +	+ +		
Perform ()) cha		= +	+ +		
Perform ()) cha		= +	+ +		
Perform ()) cha		= +	+ +		
Profession ()) wis		= +	+ +		
Profession ()) wis		= +	+ +		
Ride	dex	-1	= -1	+ 0	+ -	
Search	int	+0	= +0	+ 0	+ -	
Sense Motive	wis	+3	= +4	+ 0	+ -	
Sleight of Hand	dex*		= +	+ +		
Spellcraft	int		= +	+ +		
Spot	wis	+4	= +4	+ 0	+ -	
Survival	wis	+4	= +4	+ 0	+ -	
Swim	str*	-1	= +1	+ 0	+ -2	
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.)

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GEAR

ARMOR/PROTECTIVE ITEM		TYPE		AC BONUS	MAX DEX
+1 chain shirt		Light		+5	+4
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
-1	20%	20 ft.	12.5 lb		

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
+1 heavy darkwood shield	+3	2.5 lb	0
SPELL FAILURE	SPECIAL PROPERTIES		
15%			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

ITEM			PG.	WT.	ITEM	PG.	WT.
5 alchemical silver cold iron bolts				.5 lb.			
Traveler's outfit			131	0 lb.			
Cleric's vestments			130	1.5 lb			
Silver holy symbol			130	1 lb.			
Antitoxin			128	0 lb.			
Alchemist's fire			128	1 lb.			
3 flasks of holy water			128	3 lb.			
Sunrod			128	1 lb.			
Backpack			126	.5 lb.			
Bedroll			126	1.25 lb.			
Flint and steel			126	0lb.			
Waterskin			127	1lb.			
Standard identification papers*			EB	0 lb.			
*bonus equipment					BASIC POSSESSIONS GP VALUE	700 gp	
BASIC WT.	12.75	+ MAGIC WT.	16 lb.	=	TOTAL WEIGHT CARRIED		28.75

cp —
sp —
gp — 46
pp —

[illegible]

SPECIAL ABILITIES

	PG.
Low-light vision	17

hooked hammers 17

illusions of all kinds 17

gnomes
17

goblinoids
17

+2 racial bonus on Listen and Craft

(alchemy) checks 17

Spell-Like abilities: 1/day--*dancing lights*,

ghost sound (DC 11), *prestidigitation*,

speak with animal (burrowing mammals)

only; lasts 1 minute). Caster level 1st17

Turn undead 8/day 33

Spontaneously cast *cure* spells 33

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

Common, Gnome

DOMAINS: Animal (*speak with animals* 1/day as a spell-like ability and Knowledge (nature) is a cleric class skill), Earth (turn or destroy air creatures as a good cleric turns undead and rebuke, command, or bolster earth creatures as an evil cleric rebukes undead, 4/day, +1, 2D6+3, 2nd).

o: create water, detect poison, detect magic, light, read magic, resistance

2nd: aid, bull's strength, hold person, soften earth and
stone^D, spiritual weapon.

3rd: blindness/deafness, stone shape^D, searing light, speak
with dead..

4th: divine power, freedom of movement, spike stones^D.

+4

DC MOD

35%

conditional modifiers

+1 to DC when casting illusion spells.

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	14	0	6	0
<input type="text"/>	15	1ST	4+1	1
<input type="text"/>	16	2ND	3+1	1
<input type="text"/>	17	3RD	2+1	1
<input type="text"/>	18	4TH	1+1	1
<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"/>

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Magic and Stack Sheet

CAMPAIGN CARD STACK

One Slot Per Maximum Action Points

CAMPAIGN CARD STACK
One Slot Per Maximum Action Points

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: Cleric of Garl Glittergold
(ABERRATIONS 14/ 60)

The unlock ability for this character swaps out the usual light mace with a battleaxe and also grants a bonus Weapon Proficiency (martial—battleaxe), and changes the Weapon Focus to battleaxe.

Character's Max EV

▶ 18,200 gp

+

18,154

Total EV

CONSUMABLE MAGIC ITEMS

[illegible]

character name _____ player _____
 Cleric 7 _____ Gnome _____
 class and level _____ race _____ region _____



MARK OF HEROES
 Progression Sheet

CoH
 Cash on Hand

61 = 14 + +1 + + 46 +

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