

character name Rogue 4 player Changeling  
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 MOD.	TEMPORARY	TEMPORARY MODIFIER	POINT BUY	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR strength	10	+0			2	22			30 ft. (30 ft. base)
DEX dexterity	14	+2			5	17			
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	FLAT-FOOTED armor class	INITIATIVE modifier
22	17	12	14	+1

  

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER	DAMAGE REDUCTION
10	+5		+2					

  

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY	conditional modifiers
FORTITUDE (constitution)	+3	+1	+1	+1			+2 racial bonus on sleep and charm effects
REFLEX (dexterity)	+6	+4	+1	+1			
WILL (wisdom)	+2	+1	+0	+1			

  

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points
+3		4

  

GRAPPLE modifier	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER
+3		+3	+0		

SKILLS					MAX RANKS (CLASS/CROSS-CLASS)
					7/3
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER

■ Appraise ■	int	+2	= +2	+ 0	+ +
■ Balance ■	dex*	+4	= +2	+ 0	+ +2
■ Bluff ■	cha	+9	= +2	+ 5	+ +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	+8	= +2	+ 2	+ +4
■ Diplomacy ■	cha	+10	= +2	+ 6	+ +2
■ Disable Device	int	+12	= +2	+ 0	+ +10
■ Disguise ■	cha	+2	= +2	+ 0	+ +
■ Escape Artist ■	dex*	+2	= +2	+ 0	+ +
■ Forgery ■	int	+10	= +2	+ 6	+ +2
■ Gather Information ■	cha		= +	+ +	+ +
□ Handle Animal	cha	+0	= +0	+ 0	+ +
□ Heal ■	wis	+5	= +2	+ 3	+ +
■ Hide ■	dex*	+6	= +2	+ 0	+ +4
■ Intimidate ■	cha	+2	= +0	+ 0	+ +2
■ Jump ■	str*	+7	= +2	+ 5	+ +
■ Knowledge (local)	int		= +	+ +	+ +
□ Knowledge (	) int		= +	+ +	+ +
□ Knowledge (	) int		= +	+ +	+ +
□ Knowledge (	) int		= +	+ +	+ +
□ Knowledge (	) int	+0	= +0	+ 0	+ +
■ Listen ■	wis	+5	= +2	+ 3	+ +
■ Move Silently ■	dex*	+10	= +2	+ 6	+ +2
■ Open Lock	dex		= +	+ +	+ +
■ Perform (	) cha		= +	+ +	+ +
■ Perform (	) cha		= +	+ +	+ +
■ Perform (	) cha		= +	+ +	+ +
■ Profession (	) wis		= +	+ +	+ +
■ Profession (	) wis	+2	= +2	+ 0	+ +
□ Ride ■	dex	+7	= +2	+ 6	+ +
■ Search ■	int	+7	= +0	+ 5	+ +2
■ Sense Motive ■	wis		= +	+ +	+ +
■ Sleight of Hand	dex*		= +	+ +	+ +
□ Spellcraft	int	+6	= +0	+ 6	+ +
■ Spot ■	wis	+0	= +0	+ 0	+ +
□ Survival ■	wis	+0	= +0	+ 0	+ +
■ Swim ■	str*	+9	= +2	+ 7	+ +
■ Tumble	dex*	+9	= +2	+ 7	+ +
■ Use Magic Device	cha	+2	= +2	+ 0	+ +
■ Use Rope ■	dex		= +	+ +	+ +
□			= +	+ +	+ +
□			= +	+ +	+ +
□			= +	+ +	+ +

■ 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.)

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY	conditional modifiers
FORTITUDE (constitution)	+3	+1	+1	+1			+2 racial bonus on sleep and charm effects
REFLEX (dexterity)	+6	+4	+1	+1			
WILL (wisdom)	+2	+1	+0	+1			

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points
+3		4

  

GRAPPLE modifier	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER
+3		+3	+0		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Masterwork cold iron rapier	+6 melee	1d6	18-20/x2
RANGE	TYPE	NOTES	
	Piercing		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Dagger	+5 melee or ranged	1d4	19-20
RANGE	TYPE	NOTES	
10 ft.	Piercing		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Dart	+5 ranged	1d3	x2
RANGE	TYPE	NOTES	
20 ft.	Piercing		

AMMUNITION                                                                                                                                                        

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION                                                                                                                                                        

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

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## GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
+1 mithral chain shirt		Light	+4	+6
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
+0	10%	30 ft.	10 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.
Masterwork cold iron rapier		120	3 lb.			
Dagger		116	1 lb.			
10 darts		116	5 lb.			
Mithral chain shirt			10 lb.			
Traveler's outfit		131	0 lb.			
Darkweave entertainer's outfit		EB	4 lb.			
Glamerweave courtier's outfit		EB	5 lb.			
Flint and steel		126	0 lb.			
Masterwork thieves' tools		130	2 lb.			
Flask of acid		128	1 lb.			
Alchemist's fire		128	1 lb.			
Standard identification papers*		EB	0 lb.			
*bonus equipment				BASIC POSSESSIONS GP VALUE		837 gp
BASIC WT.	22 lb	+ MAGIC WT.	11 lb.	= TOTAL WEIGHT CARRIED		33 lb.

MONEY	
cp	—
sp	—
gp	— 33
pp	—

FEATS	
Urban Tracking	PG. EB
Weapon Finesse	102

[illegible]

## 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 +2d6	50
Trapfinding +1	50
Evasion	50
Uncanny dodge	50

# 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"/>

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## Magic and Stack Sheet

## CAMPAIGN CARD STACK

**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	
14	
15	
16	
17	
18	

Starting Gold + Craft/Prof. Bonus

Web Tracking EV

Character's Max EV

837 gp

200 gp

5,000 gp

► 5,200 gp

3,200 gp

## Magic Weapons and Other

## Consumable Magic Items

Total EV

## CONSUMABLE MAGIC ITEMS

[illegible]

character name \_\_\_\_\_  
 Rogue 4  
 class and level \_\_\_\_\_

player \_\_\_\_\_  
 Changeling  
 race \_\_\_\_\_ region \_\_\_\_\_



MARK OF HEROES  
 Progression Sheet

CoH  
 Cash on Hand

43 = 8 + 2 + + + 33 +

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	Rogue	450 gp	
3rd	Rogue	1,350 gp	
4th	Rogue	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	