

EBERRON

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST						TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED		
STR strength	18	+4			8	HP hit points	60							20 ft. (30 ft. base)		
DEX dexterity	13	+1			5	AC armor class	22	= 10 +	+8	+3	+0			+1		DAMAGE REDUCTION
CON constitution	14	+2			6	TOTAL			ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER	
INT intelligence	12	+1			4	TOUCH armor class	11	FLAT-FOOTED armor class	21							
WIS wisdom	10	+0			2	INITIATIVE modifier	+1	=	+1							
CHA charisma	8	-1			0	TOTAL			DEX MODIFIER	MISC MODIFIER						

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	Appraise	int	+1	+1	0	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+8 =	+5	+2	+1			
REFLEX (dexterity)	+4 =	+2	+1	+1			
WILL (wisdom)	+5 =	+2	+0	+1	+2		

BASE ATTACK BONUS		+7		SPELL RESISTANCE				AP action points	
GRAPPLE modifier		+11		=		+7		+	
TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC MODIFIER	
		+4							
								5	
								CURRENT	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
+1 <i>shocking longsword</i>		+13/+8 melee	1d8+6 +1d6 electric	19-20/x2
RANGE	TYPE	NOTES		
	Slashing	Weapon Focus (longsword) grants +1 to attack, Weapon Specialization (longsword) grants +2 to damage		

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			

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AMMUNITION _____ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			

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ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
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- | CLASS SKILL 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 | +1 | = | +1 | 0 | + | |
| <input type="checkbox"/> Balance ■ | dex* | -6 | = | +1 | 0 | + | -7 |
| <input type="checkbox"/> Bluff ■ | cha | -1 | = | -1 | 0 | + | |
| ■ Climb ■ | str* | -1 | = | +4 | 2 | + | -7 |
| <input type="checkbox"/> Concentration ■ | con | +2 | = | +2 | 0 | + | |
| ■ Craft ■ (|) int | +1 | = | +1 | 0 | + | |
| ■ Craft ■ (|) int | +1 | = | +1 | 0 | + | |
| ■ Craft ■ (|) int | +1 | = | +1 | 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 | = | +1 | 0 | + | -7 |
| <input type="checkbox"/> Forgery ■ | int | +1 | = | +1 | 0 | + | |
| <input type="checkbox"/> Gather Information ■ | cha | -1 | = | -1 | 0 | + | |
| ■ Handle Animal | cha | +4 | = | -1 | 5 | + | |
| <input type="checkbox"/> Heal ■ | wis | +0 | = | +0 | 0 | + | |
| <input type="checkbox"/> Hide ■ | dex* | -6 | = | +1 | 0 | + | -7 |
| ■ Intimidate ■ | cha | +4 | = | -1 | 5 | + | |
| ■ Jump ■ | str* | -9 | = | +4 | 0 | + | -13 |
| <input type="checkbox"/> Knowledge (|) int | | = | | | + | |
| <input type="checkbox"/> Knowledge (|) int | | = | | | + | |
| <input type="checkbox"/> Knowledge (|) int | | = | | | + | |
| <input type="checkbox"/> Knowledge (|) int | | = | | | + | |
| <input type="checkbox"/> Knowledge (|) int | | = | | | + | |
| <input type="checkbox"/> Listen ■ | wis | +0 | = | +0 | 0 | + | |
| <input type="checkbox"/> Move Silently ■ | dex* | -6 | = | +1 | 0 | + | -7 |
| <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 | | = | | | + | |
| ■ Ride ■ | dex | +11 | = | +1 | 10 | + | |
| <input type="checkbox"/> Search ■ | int | +1 | = | +1 | 0 | + | |
| <input type="checkbox"/> Sense Motive ■ | wis | +0 | = | +0 | 0 | + | |
| <input type="checkbox"/> Sleight of Hand | dex* | | = | | | + | |
| <input type="checkbox"/> Spellcraft | int | | = | | | + | |
| <input type="checkbox"/> Spot ■ | wis | +0 | = | +0 | 0 | + | |
| <input type="checkbox"/> Survival ■ | wis | +0 | = | +0 | 0 | + | |
| ■ Swim ■ | str* | -4 | = | +3 | 7 | + | -14 |
| <input type="checkbox"/> Tumble | dex* | | = | | | + | |
| <input type="checkbox"/> Use Magic Device | cha | | = | | | + | |
| <input type="checkbox"/> Use Rope ■ | dex | +1 | = | +1 | 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.)

experience points					
GEAR					
ARMOR/PROTECTIVE ITEM		TYPE		AC BONUS	
+1 <i>Half-Plate</i>		Medium		+7	
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
-6	40%	20 ft.	50 lb		
SHIELD/PROTECTIVE ITEM		AC BONUS		WEIGHT	
+1 <i>Heavy wooden shield</i>		+2		10 lb	
CHECK PENALTY		WEIGHT		SPECIAL PROPERTIES	
-1					
PROTECTIVE ITEM		AC BONUS		WEIGHT	
PROTECTIVE ITEM		AC BONUS		WEIGHT	
BASIC POSSESSIONS					
ITEM	PG.	WT.	ITEM	PG.	WT.
Traveler's outfit	125	0 lb.			
Backpack	131	2 lb.			
- bedroll	130	5 lb.			
- crowbar	CS	5 lb.			
- flint and steel	126	10 lb.			
- hempen rope, 50 ft.	127	0 lb.			
- waterskin	127	4 lb.			
Standard identification papers*	EB	0 lb.			
*bonus equipment			BASIC POSSESSIONS GP VALUE	7.1gp	
BASIC WT.	26 lb.	+ MAGIC WT.	75 lb.	= TOTAL WEIGHT CARRIED	101 lb.
<div style="display: flex; justify-content: space-around; align-items: flex-end;"> <div style="text-align: center;"> <div style="border: 1px solid black; padding: 5px; width: 60px;">66 lb</div> <div style="font-size: 0.8em;">LIGHT LOAD</div> </div> <div style="text-align: center;"> <div style="border: 1px solid black; padding: 5px; width: 60px;">133 lb</div> <div style="font-size: 0.8em;">MEDIUM LOAD</div> </div> <div style="text-align: center;"> <div style="border: 1px solid black; padding: 5px; width: 60px;">230lb</div> <div style="font-size: 0.8em;">HEAVY LOAD</div> </div> <div style="text-align: center;"> <div style="border: 1px solid black; padding: 5px; width: 60px;">230 lb</div> <div style="font-size: 0.8em;">LIFT OVER HEAD <small>EQUALS MAX LOAD</small></div> </div> <div style="text-align: center;"> <div style="border: 1px solid black; padding: 5px; width: 60px;">460 lb</div> <div style="font-size: 0.8em;">LIFT OFF GROUND <small>2 x MAX LOAD</small></div> </div> <div style="text-align: center;"> <div style="border: 1px solid black; padding: 5px; width: 60px;">1150 lb</div> <div style="font-size: 0.8em;">PUSH OR DRAG <small>5 x MAX LOAD</small></div> </div> </div>					
MONEY					
cp — sp — 9 gp — 10 pp —					

Dodge	PG. 93
Iron Will	93
Power Attack ^B	93
Powerful Charge	EB
Weapon Focus (longsword) ^B	102
Weapon Specialization (longsword) ^B	102
Cleave	92
Great Cleave	94

SPECIAL ABILITIES

PG.

DOMAINS OR SPECIALTY SCHOOLS

[illegible]

DC MOD

55%

conditional modifiers

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

Common, Goblin

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"/>	<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"/>

EBERRON

Magic and Stack Sheet

CAMPAIGN CARD STACK

One Slot Per Maximum Action Points

CAMPAIGN CARD STACK
One Slot Per Maximum Action Points

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	

Character's Max EV

18,240

Total EV

MINIATURE UNLOCK

Use the listed D&D Miniature and Get the Bonus

Miniature: Man-at-Arms (ABERRATIONS 8/60)

The unlock ability for this character swaps out the human's breastplate with a masterwork breastplate. Furthermore, it reduces the price of any magical armor (not shield) taken later in your character's career by 150 gp.



CONSUMABLE MAGIC ITEMS

[illegible]

character name _____ player _____
 Fighter 7 _____ Human _____
 class and level _____ race _____ region _____



MARK OF HEROES
 Progression Sheet

CoH
 Cash on Hand

23.9 = 14 + -1 + + + 10.9 +

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