

character name \_\_\_\_\_ player \_\_\_\_\_  
Fighter 1 \_\_\_\_\_  
class and level \_\_\_\_\_ Human \_\_\_\_\_ alignment \_\_\_\_\_ deity \_\_\_\_\_  
Medium \_\_\_\_\_  
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	15	+2			8	HP hit points 12			20 ft. (30 ft. base)
DEX dexterity	13	+1			5	AC armor class 18	= 10 + +5 + +2 + +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 17		
WIS wisdom	10	+0			2	INITIATIVE modifier +1	= +1 + +		
CHA charisma	8	-1			0	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)	+1	= +0	+1				
WILL (wisdom)	+0	= +0	+0				

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

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Longsword	+4 melee	1d8+2	19-20/x2
RANGE	TYPE	NOTES	
	Slashing	Weapon Focus (longsword) grants +1 to attack	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Cold iron shortspear	+3 melee or +2 ranged	1d6+2	x2
RANGE	TYPE	NOTES	
20 ft.	piercing		

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 \_\_\_\_\_

SKILLS	MAX RANKS (CLASS/CROSS-CLASS)	4 / 2			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	int	+1	= +1	+ 0	+
Balance	dex*	-5	= +1	+ 0	-6
Bluff	cha	-1	= -1	+ 0	+
Climb	str*	-2	= +2	+ 2	-6
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		=	+ 0	+
Disable Device	int	-1	= -1	+ 0	+
Disguise	cha	-5	= +1	+ 0	-6
Escape Artist	dex*	+1	= +1	+ 0	+
Forgery	int	-1	= -1	+ 0	+
Gather Information	cha	+3	= -1	+ 4	+
Handle Animal	cha	+0	= +0	+ 0	+
Heal	wis	-5	= +1	+ 0	-6
Hide	dex*	+3	= -1	+ 4	+
Intimidate	cha	-10	= +2	+ 0	-12
Jump	str*		=	+ 0	+
Knowledge	int		=	+ 0	+
Knowledge	int		=	+ 0	+
Knowledge	int		=	+ 0	+
Knowledge	int		=	+ 0	+
Knowledge	int		=	+ 0	+
Listen	wis	+0	= +0	+ 0	+
Move Silently	dex*	-5	= +1	+ 0	-6
Open Lock	dex		=	+ 0	+
Perform	cha		=	+ 0	+
Perform	cha		=	+ 0	+
Perform	cha		=	+ 0	+
Profession	wis		=	+ 0	+
Profession	wis		=	+ 0	+
Ride	dex	+5	= +1	+ 4	+
Search	int	+1	= +1	+ 0	+
Sense Motive	wis	+0	= +0	+ 0	+
Sleight of Hand	dex*		=	+ 0	+
Spellcraft	int	+0	= +0	+ 0	+
Spot	wis	+0	= +0	+ 0	+
Survival	wis	+0	= +0	+ 0	+
Swim	str*	-8	= +2	+ 2	-12
Tumble	dex*		=	+ 0	+
Use Magic Device	cha		=	+ 0	+
Use Rope	dex	+1	= +1	+ 0	+
			=	+ 0	+
			=	+ 0	+
			=	+ 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.)

experience points

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
Breastplate		Medium	+5	+3
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-6	35%	20 ft.	50 lb	

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
Heavy wooden shield	+2	10 lb	-2
SPELL FAILURE	SPECIAL PROPERTIES		
15%			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

BASIC POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Longsword	119	4 lb.			
Cold iron shortspear	121	3 lb.			
Breastplate	115	30 lb.			
Heavy wooden shield	124	25 lb.			
Traveler's outfit	125	0 lb.			
Backpack	131	2 lb.			
- bedroll	130	5 lb.			
- crowbar	CS	5 lb.			
- hempen rope, 50 ft.	127	10 lb.			
-waterskin		4 lb.			
Standard identification papers*	EB	0 lb.			
*bonus equipment					
			BASIC POSSESSIONS GP VALUE	231.1gp	
BASIC WT.	88 lb.	+ MAGIC WT.		= TOTAL WEIGHT CARRIED	88 lb.

66 lb

LIGHT  
LOAD

133 lb

MEDIUM  
LOAD

230lb

HEAVY  
LOAD

230 lb

LIFT OVER  
HEAD  
EQUALS  
MAX LOAD

460 lb

LIFT OFF  
GROUND  
2 x  
MAX LOAD

1150 lb

PUSH OR  
DRAG  
5 x  
MAX LOAD

MONEY

cp —  
sp — 9  
gp — 8  
pp —

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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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 Fighter 1 \_\_\_\_\_ Human \_\_\_\_\_  
 class and level \_\_\_\_\_ race \_\_\_\_\_ region \_\_\_\_\_



MARK OF HEROES  
Progression Sheet

CoH  
Cash on Hand
  $\boxed{19.9}$  =  $\boxed{2}$  +  $\boxed{-1}$  +  $\boxed{\phantom{00}}$  +  $\boxed{\phantom{00}}$  +  $\boxed{\phantom{00}}$  +  $\boxed{18.9}$  +  $\boxed{\phantom{00}}$   
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		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	

# EBERRON

## Magic and Stack Sheet

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			
Belt			
Cloak, cape, or mantle			
Pair of bracers or bracelets			
One glove, pair of gloves, or pair of gauntlets			
Ring			
Ring			
Boots or Shoes			
Shield			

**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

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.



The diagram illustrates the calculation of Total EV. It consists of two rows of boxes and arrows. The top row shows 'Basic Equipment' (231.1 gp) and 'Starting Gold + Craft/Prof. Bonus' (240 gp) being added to 'Web Tracking EV' to reach 'Character's Max EV' (240 gp). The bottom row shows 'Magic Items Worn' (231.1 gp) being added to 'Magic Weapons and Other' and 'Consumable Magic Items' to reach 'Total EV' (231.1 gp).

[illegible][illegible]