

character name _____ player _____
Wizard 1 _____ Kobold _____
class and level _____ race _____ alignment _____ deity _____
Small _____
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	6	-2			2	HP hit points 5			30 ft. (30 ft. base)
DEX dexterity	12	+1			2	AC armor class 13	10 + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>		
CON constitution	13	+1			8	TOUCH armor class 12	FLAT-FOOTED armor class 12		
INT intelligence	16	+3			10	INITIATIVE modifier +1			
WIS wisdom	10	+0			2				
CHA charisma	9	-1			1				

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY
FORTITUDE (constitution)	+3	+0	+1		+2	
REFLEX (dexterity)	+1	+0	+1			
WILL (wisdom)	+2	+2	+0			

BASE ATTACK BONUS +0 **SPELL RESISTANCE** **AP action points** 3

GRAPPLE modifier -6 = +0 + -2 + -4 + **TOTAL**

SKILLS					MAX RANKS (CLASS/CROSS-CLASS)
CLASS SKILL 3					4 / 2
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER

<input type="checkbox"/> Appraise	int	+3	= +3 + 0 +
<input type="checkbox"/> Balance	dex*	+1	= +1 + 0 +
<input type="checkbox"/> Bluff	cha	-1	= -1 + 0 +
<input type="checkbox"/> Climb	str*	-2	= -2 + 0 +
<input type="checkbox"/> Concentration	con	+4	= +1 + 3 +
<input type="checkbox"/> Craft (trapmaking)	int	+5	= +3 + 0 + +2
<input type="checkbox"/> Craft ()) int	+3	= +3 + 0 +
<input type="checkbox"/> Craft ()) int		= + + +
<input type="checkbox"/> Decipher Script	int	+5	= +3 + 2 +
<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*	+1	= +1 + 0 +
<input type="checkbox"/> Forgery	int	+3	= +3 + 0 +
<input type="checkbox"/> Gather Information	cha	-1	= -1 + 0 +
<input type="checkbox"/> Handle Animal	cha		= + + +
<input type="checkbox"/> Heal	wis	+0	= +0 + 0 +
<input type="checkbox"/> Hide	dex*	+5	= +1 + 0 + +4
<input type="checkbox"/> Intimidate	cha	-1	= -1 + 0 +
<input type="checkbox"/> Jump	str*	-2	= -2 + 0 +
<input type="checkbox"/> Knowledge (arcana)	int	+7	= +3 + 4 +
<input type="checkbox"/> Knowledge (history)	int	+6	= +3 + 3 +
<input type="checkbox"/> Knowledge (the planes)	int	+7	= +3 + 4 +
<input type="checkbox"/> Knowledge ()) int		= + + +
<input type="checkbox"/> Knowledge ()) int		= + + +
<input type="checkbox"/> Listen	wis	+0	= +0 + 0 +
<input type="checkbox"/> Move Silently	dex*	+1	= +1 + 0 +
<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	+1	= +1 + 0 +
<input type="checkbox"/> Search	int	+5	= +3 + 0 + +2
<input type="checkbox"/> Sense Motive	wis	+0	= +0 + 0 +
<input type="checkbox"/> Sleight of Hand	dex*		= + + +
<input type="checkbox"/> Spellcraft	int	+7	= +3 + 4 +
<input type="checkbox"/> Spot	wis	+0	= +0 + 0 +
<input type="checkbox"/> Survival	wis	+0	= +0 + 0 +
<input type="checkbox"/> Swim	str*	-2	= -2 + + +
<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.)

ATTACK

	ATTACK BONUS	DAMAGE	CRITICAL
Quarterstaff	-1 melee	1d4-2	x2
RANGE	TYPE	NOTES	
	Bludgeoning		

ATTACK

	ATTACK BONUS	DAMAGE	CRITICAL
Light crossbow	+2 ranged	1d6	19-20/x2
RANGE	TYPE	NOTES	
80 ft.	piercing		

ATTACK

	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION 20 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

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experience points

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

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.	
Quarterstaff			120	2 lb.						
Dagger			116	1 lb.						
Light crossbow			115	2 lb.						
20 bolts			115	1 lb.						
Scholar's outfit			131	0 lb.						
Flask of acid			128	0 lb.						
Glyphbook			EB	2 lb.						
Spellbook			130	3 lb.						
Spell component pouch			130	2 lb.						
Standard identification papers*			EB	0 lb.						
*bonus equipment										
					BASIC POSSESSIONS GP VALUE			114gp		
BASIC WT.	13 lb.	+ MAGIC WT.			= TOTAL WEIGHT CARRIED				13 lb.	

15 lb	30 lb	45 lb	45 lb	90 lb	225 lb
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2X MAX LOAD	PUSH OR DRAG 5X MAX LOAD

MONEY

cp —
sp —
gp — 6
pp —

FEATS

Great Fortitude	PG. 94
Scribe Scroll ^B	99

[illegible]

B = bonus feat

SPECIAL ABILITIES

PG.	
Darkvison 60 ft.	MM162

+2 racial bonus on Craft

(trapmaking), Profession

(miner), and Search checks

+1 natural armor bonus

Light sensitivity MM161

[illegible]

LANGUAGES

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

Common, Draconic, Goblin,

Undercommon

SPELLBOOK

o: acid splash, arcane mark, dancing lights, daze, detect poison,
detect magic, disrupt undead, flare, ghost sound, light, mage-
hand, mending, message, open/close, prestidigitation, ray of
frost, read magic, resistance, touch of fatigue.

1st: color spray, enlarge person, grease, mage armor, magic missile, ray of enfeeblement.

2nd: _____

3rd: _____

SPELL SAVE

+3

DC MOD

ARCANE SPELL FAILURE

1%

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	13	0	3	0
<input type="text"/>	14	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 Wizard 1
 class and level

player Kobold
 race region



MARK OF HEROES
 Progression Sheet

CoH
 Cash on Hand

7 = 2 + -1 + + + 6 +

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	<u>Wizard</u>		
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	

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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	

MINIATURE UNLOCK

Use the listed D&D Miniature and Get the Bonus

Miniature: Kobold Sorcerer (ABERRATIONS 26/60)

The unlock ability for this character grants a bonus feat: Daylight Adaptation (see *Races of Eberron*).

[illegible][illegible]