

character name Cleric 1 player Gnome
class and level Small race Neutral Good Balinor
size age gender height weight eyes hair skin deity



MARK OF HEROES Character Record Sheet

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY	TEMPORARY MODIFIER	POINT BUY	HP hit points	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED				
STR strength	12	+1			6	10	10			20 ft. (20 ft. base)				
DEX dexterity	8	-1			0	AC armor class	16	= 10 + $\boxed{+4}$ + $\boxed{+2}$ + $\boxed{-1}$ + $\boxed{+1}$ + $\boxed{}$ + $\boxed{}$ + $\boxed{}$ 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	16					
WIS wisdom	15	+2			8	INITIATIVE modifier	-1	= $\boxed{-1}$ + $\boxed{}$						
CHA charisma	13	+1			5	TOTAL		DEX MODIFIER	MISC MODIFIER					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY	conditional modifiers
FORTITUDE (constitution)	+4	= +2	+2				+2 racial bonus on saving throws against illusions.
REFLEX (dexterity)	-1	= +0	-1				
WILL (wisdom)	+4	= +2	+2				

BASE ATTACK BONUS	+0	SPELL RESISTANCE		AP action points	3		
GRAPPLE modifier	-3	=	+0	+1	-4	+ MISC MODIFIER	CURRENT
TOTAL		BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER		

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

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Sling	+0 ranged	1d3+1	x2
RANGE	TYPE	NOTES	
50 ft.	Bludgeoning		

AMMUNITION 10 sling bullets ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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*	-5	= -1	+0	-4
	Bluff	cha	+1	= +1	+0	
	Climb	str*	-3	= +1	+0	-4
	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	+3	= +1	+2	
	Disable Device	int		=		
	Disguise	cha	+1	= +1	+0	
	Escape Artist	dex*	-5	= -1	+0	-4
	Forgery	int	+0	= +0	+0	
	Gather Information	cha	+1	= +1	+0	
	Handle Animal	cha		=		
	Heal	wis	+2	= +2	+0	
	Hide	dex*	-5	= -1	+0	-4
	Intimidate	cha	+1	= +1	+0	
	Jump	str*	-9	= +1	+0	-10
Knowledge (arcana)	int		= +0	+0		
Knowledge (history)	int		= +0	+0		
Knowledge (religion)	int	+2	= +0	+2		
Knowledge (the planes)	int		= +0	+0		
Knowledge (nature)	int	+1	= +0	+1		
Listen	wis	+4	= +2	+0	+2	
Move Silently	dex*	-5	= -1	+0	-4	
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	+2	= +2	+0		
Sleight of Hand	dex*		=			
Spellcraft	int		=			
Spot	wis	+2	= +2	+0		
Survival	wis	+2	= +2	+0		
Swim	str*	-7	= +1	+0	-8	
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
Chain shirt		Light		+4	+4
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
-2	20%	20 ft.	12.5 lb		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

BASIC POSSESSIONS								
ITEM			PG.	WT.	ITEM		PG.	WT.
Heavy mace			119	4 lb.				
Sling			121	0 lb.				
10 sling bullets			115	2.5 lb.				
Chain shirt			124	12.5 lb.				
Heavy wooden shield			125	5 lb.				
Traveler's outfit			131	0 lb.				
Wooden holy symbol			130	0 lb.				
Adventurer's standard pack			CS	6 lb.				
-flask of acid			127	1 lb.				
Standard identification papers*			EB	0 lb.				
*bonus equipment								
				BASIC POSSESSIONS GP VALUE			174.1 gp	
BASIC WT.		31 lb.	+ MAGIC WT.				= TOTAL WEIGHT CARRIED	31 lb.

MONEY	
cp	—
sp	— 9
gp	— 15
pp	—

Extra Turning	PG. 94
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(b) = bonus feat

	PG.
Low-light vision	17

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).

SPELL SAVE $+2$

ARCANE SPELL FAILURE 35%

conditional modifiers

+1 to DC when casting illusion spells.

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	12	0	3	0
<input type="text"/>	13	1ST	1+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 _____ player _____
 Cleric 1 _____ Gnome _____
 class and level _____ race _____ region _____



MARK OF HEROES
 Progression Sheet

CoH
 Cash on Hand

28.9 = 2 + 1 + + + 25.9 +
 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	Cleric		
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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WORN MAGIC ITEMS			
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 diagram illustrates the calculation of Total EV. It consists of two rows of boxes and arrows. The top row shows 'Basic Equipment' (174.1 gp) plus 'Starting Gold + Craft/Prof. Bonus' (200 gp) equals 'Character's Max EV' (200 gp). The bottom row shows 'Magic Items Worn' plus 'Magic Weapons and Other' plus 'Consumable Magic Items' equals 'Total EV' (174.1 gp). A large grey arrow points from the 'Total EV' box to the 'Character's Max EV' box, indicating that the total EV is capped at the character's max EV.



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).

[illegible][illegible]