

character name _____ player _____
Fighter 4 _____
class and level _____ Human _____
Medium _____ alignment _____
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	16	+3			8	HP hit points 36			20 ft. (30 ft. base)
DEX dexterity	13	+1			5	AC armor class 20	10 + 6 + 3 + 1 + + + +		DAMAGE REDUCTION
CON constitution	14	+2			6	TOUCH armor class 11	FLAT-FOOTED armor class 18		
INT intelligence	12	+1			4	INITIATIVE modifier +1			
WIS wisdom	10	+0			2				
CHA charisma	8	-1			0				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY
FORTITUDE (constitution)	+6	+4	+2			
REFLEX (dexterity)	+2	+1	+1			
WILL (wisdom)	+3	+1	+0		+2	

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points
+4		4

GRAPPLE modifier	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER
+7		+4	+3		

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
+1 longsword		+9 melee	1d8+6	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
cold iron shortspear		+7 melee or +5 ranged	1d6+3	x2
RANGE	TYPE	NOTES		
20 ft.	piercing			

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	Appraise	int	+1	+1	0	
	Balance	dex*	-3	+1	0	-4
	Bluff	cha	-1	-1	0	
	Climb	str*	+1	+3	2	-4
	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				
	Disable Device	int	-1	-1	0	
	Disguise	cha	-3	+1	0	-4
	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	-3	+1	0	-4
	Hide	dex*	+4	-1	5	
	Intimidate	cha	-7	+3	0	-10
	Jump	str*				
	Knowledge	int				
	Knowledge	int				
	Knowledge	int				
	Knowledge	int				
	Knowledge	int	+0	+0	0	
	Listen	wis	-3	+1	0	-4
	Move Silently	dex*				
	Open Lock	dex				
	Perform	cha				
	Perform	cha				
	Perform	cha				
	Profession	wis				
	Profession	wis				
	Ride	dex	+8	+1	7	
	Search	int	+1	+1	0	
	Sense Motive	wis	+0	+0	0	
	Sleight of Hand	dex*				
	Spellcraft	int				
	Spot	wis	+0	+0	0	
	Survival	wis	+0	+0	0	
	Swim	str*	+0	+3	5	-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.)

experience points

GEAR

ARMOR/PROTECTIVE ITEM

+1 *Breastplate*

TYPE

Medium

AC BONUS

+5

MAX DEX

+3

CHECK PENALTY

-5

SPELL FAILURE

35%

SPEED

20 ft.

WEIGHT

50 lb

SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

+1 *Heavy wooden shield*

AC BONUS

+2

WEIGHT

10 lb

CHECK PENALTY

-1

SPELL FAILURE

15%

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

BASIC POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
cold iron shortspear	121	3 lb.			
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.			
2 flasks of alchemist's fire	128	2 lb.			
Standard identification papers*	EB	0 lb.			
*bonus equipment			BASIC POSSESSIONS GP VALUE	209.1gp	
BASIC WT.	31 lb.	+ MAGIC WT.	44 lb.	= TOTAL WEIGHT CARRIED	75 lb.

66 lb

133 lb

230lb

230 lb

460 lb

1150 lb

LIGHT LOAD

MEDIUM LOAD

HEAVY LOAD

LIFT OVER HEAD
EQUALS
MAX LOAD

LIFT OFF GROUND
2 x
MAX LOAD

PUSH OR DRAG
5 x
MAX LOAD

MONEY

cp —

sp — 9

gp — 8

pp —

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

PG.

$\text{Initial languages} = \text{Common} + \text{racial languages} + \text{one per point of Int bonus}$

Common, Goblin

DOMAINS OR SPECIALTY SCHOOLS

0: _____

1st: _____

2nd: _____

3rd: _____

	DC MOD
ARCANE SPELL FAILURE	50%
conditional modifiers	

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"/>

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EBERRON
 DUNGEONS & DRAGONS
 WISDOM BROTHERS

Magic and Stack Sheet

CAMPAIGN CARD STACK

CAMPAIGN CARD STACK
One Slot Per Maximum Action Points

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

Starting Gold + Craft/Prof. Bonus

Web Tracking EV

Character's Max EV

209.1 gp

240 gp

5,000 gp

► 5,240 gp

2707 gp

2,315 gp

Consumable Magic Items

Total EV

MINIATURE UNLOCK

Use the listed D&D Miniature and Get the Bonus

Fine Protection

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]