

EBERRON

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY	TEMPORARY MODIFIER	POINT BUY	TOTAL					WOUNDS/CURRENT HP		NONLETHAL DAMAGE	SPEED				
STR strength	12	+1			6	HP hit points	31							20 ft. (20 ft. base)				
DEX dexterity	8	-1			0	AC armor class	17	= 10 + +5 + +2 + -1 + +1 + + + +					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		17	CLASS SKILL							
WIS wisdom	16	+3			8	INITIATIVE modifier	-1	= -1 +		SKILLS								
CHA charisma	13	+1			5	TOTAL		DEX MODIFIER		MISC MODIFIER	MAX RANKS (CLASS/CROSS-CLASS) 7/3							
										Appraise		int	+0	= +0	0	+	+	
													1	=	1	0	+	+

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY	conditional modifiers
FORTITUDE (constitution)	+7	= +4	+2	+1			+2 racial bonus on saving throws against illusions.
REFLEX (dexterity)	+3	= +1	-1	+1	+2		
WILL (wisdom)	+8	= +4	+3	+1			

Diagram illustrating the calculation of the total grapple modifier:

- BASE ATTACK BONUS**: +3
- GRAPPLE modifier**: +0
- TOTAL**: +3
- Breakdown of Total**:
 - BASE ATTACK BONUS: +3
 - STRENGTH MODIFIER: +1
 - SIZE MODIFIER: -4
 - MISC MODIFIER: 0

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Masterwork heavy mace		+6 melee	1d6+1	x2
RANGE	TYPE	NOTES		
	Bludgeoning			

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Light crossbow		+3 ranged	1d6	19-20
RANGE	TYPE	NOTES		
80 ft.	Piercing			

AMMUNITION 5 cold iron bolts AMMUNITION 5 alchemical silver bolts

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			

[illegible]

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			

AMMUNITION _____

- ☐ Appraise ■
- ☐ Balance ■
- ☐ Bluff ■
- ☐ Climb ■
- ☒ Concentration ■
- ☒ Craft ■ (alchemy)
- ☒ Craft ■ ()
- ☒ Craft ■ ()
- ☐ Decipher Script
- ☒ Diplomacy ■
- ☐ Disable Device
- ☐ Disguise ■
- ☐ Escape Artist ■
- ☐ Forgery ■
- ☐ Gather Information ■
- ☐ Handle Animal
- ☒ Heal ■
- ☐ Hide ■
- ☐ Intimidate ■
- ☐ Jump ■
- ☒ Knowledge (arcana)
- ☒ Knowledge (history)
- ☒ Knowledge (religion)
- ☒ Knowledge (the planes)
- ☐ Knowledge (nature)
- ☐ Listen ■
- ☐ Move Silently ■
- ☐ Open Lock
- ☐ Perform ()
- ☐ Perform ()
- ☐ Perform ()
- ☒ Profession ()
- ☒ Profession ()
- ☐ Ride ■
- ☐ Search ■
- ☐ Sense Motive ■
- ☐ Sleight of Hand
- ☒ Spellcraft
- ☐ Spot ■
- ☐ Survival ■
- ☐ Swim ■
- ☐ Tumble
- ☐ Use Magic Device
- ☐ Use Rope ■

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)			7 / 3
				ABILITY MODIFIER	RANKS	MISC MODIFIER	
<input type="checkbox"/> Appraise ■	int	+0	=	+0	0		
<input type="checkbox"/> Balance ■	dex*	-1	=	-1	0	-1	
<input type="checkbox"/> Bluff ■	cha	+1	=	+1	0		
<input type="checkbox"/> Climb ■	str*	+0	=	+1	0	-1	
■ Concentration ■	con	+5	=	+2	3		
■ Craft ■ (alchemy)	int	+2	=	+0	0	+2	
■ Craft ■ ()) int	+0	=	+0	0		
■ Craft ■ ()) int	+0	=	+0	0		
<input type="checkbox"/> Decipher Script	int		=				
■ Diplomacy ■	cha	+6	=	+1	5		
<input type="checkbox"/> Disable Device	int		=				
<input type="checkbox"/> Disguise ■	cha	+1	=	+1	0		
<input type="checkbox"/> Escape Artist ■	dex*	-2	=	-1	0	-1	
<input type="checkbox"/> Forgery ■	int	+0	=	+0	0		
<input type="checkbox"/> Gather Information ■	cha	+1	=	+1	0		
<input type="checkbox"/> Handle Animal	cha		=				
■ Heal ■	wis	+3	=	+3	0		
<input type="checkbox"/> Hide ■	dex*	-2	=	-1	0	-1	
<input type="checkbox"/> Intimidate ■	cha	+1	=	+1	0		
<input type="checkbox"/> Jump ■	str*	-6	=	+1	0	-7	
■ Knowledge (arcana)	int		=	+0	0		
■ Knowledge (history)	int		=	+0	0		
■ Knowledge (religion)	int	+5	=	+0	5		
■ Knowledge (the planes)	int		=	+0	0		
<input type="checkbox"/> Knowledge (nature)	int	+1	=	+0	1		
<input type="checkbox"/> Listen ■	wis	+5	=	+3	0	+2	
<input type="checkbox"/> Move Silently ■	dex*	-2	=	-1	0	-1	
<input type="checkbox"/> Open Lock	dex		=				
<input type="checkbox"/> Perform ()) cha		=				
<input type="checkbox"/> Perform ()) cha		=				
<input type="checkbox"/> Perform ()) cha		=				
■ Profession ()) wis		=				
■ Profession ()) wis		=				
<input type="checkbox"/> Ride ■	dex	-1	=	-1	0		
<input type="checkbox"/> Search ■	int	+0	=	+0	0		
<input type="checkbox"/> Sense Motive ■	wis	+3	=	+3	0		
<input type="checkbox"/> Sleight of Hand	dex*		=				
■ Spellcraft	int		=				
<input type="checkbox"/> Spot ■	wis	+2	=	+3	0		
<input type="checkbox"/> Survival ■	wis	+2	=	+3	0		
<input type="checkbox"/> Swim ■	str*	-1	=	+1	0	-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.)

experience points

GEAR

ARMOR/PROTECTIVE ITEM

+1 *chain shirt*

TYPE

Light

AC BONUS

+4

MAX DEX

+4

CHECK PENALTY

-1

SPELL FAILURE

20%

SPEED

20 ft.

WEIGHT

12.5 lb

SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

darkwood heavy wooden shield

AC BONUS

+2

WEIGHT

2.5 lb

CHECK PENALTY

0

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.
Masterwork heavy mace	119	4 lb.	Flint and steel	126	0lb.
Light crossbow	115	2 lb.	Waterskin	127	1lb.
5 alchemcial silver cold iron bolts		.5 lb.	Standard identification papers*	EB	0 lb.
Masterwork chain shirt	124	12.5 lb.			
darkwood heavy wooden shield	125	2.5 lb.			
Traveler's outfit	131	0 lb.			
Cleric's vestments	130	1.5 lb.			
Silver holy symbol	130	1 lb.			
2 flasks of acid	128	2 lb.			
Antitoxin	128	0 lb.			
Alchemist's fire	128	1 lb.			
3 flasks of holy water	128	3 lb.			
Sunrod	128	1 lb.			
Backpack	126	.5 lb.			
Bedroll	126	1.25 lb.			
*bonus equipment			BASIC POSSESSIONS GP VALUE	1548.1 gp	
BASIC WT.	30.75	+ MAGIC WT.	13.5 lb.	= TOTAL WEIGHT CARRIED	34.25

32 lb

65 lb

98 lb

98 lb

196 lb

490 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 — 26

pp —

[illegible]

	PG.
Low-light vision	17
Weapon Familiarity:	
hooked hammers	17
+2 racial bonus on saving throws against illusions of all kinds	17
Add +1 to DC for illusion spells cast by gnomes	17
+1 racial bonus to attacks to kobolds and goblinoids	17
+4 dodge bonus to AC against giants	17
+2 racial bonus on Listen and Craft (alchemy) checks	17
Spell-Like abilities: 1/day-- <i>dancing lights</i> ,	

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).

O: create water, detect poison, detect magic, light, resistance

1st: bane, bless, magic stone^D, magic weapon, protection from evil

2nd: aid, hold person, soften earth and stone^D, spiritual weapon.

3rd: _____

+3

DC MOD

35%

conditional modifiers

+1 to DC when casting illusion spells.

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	13	0	5	0
<input type="text"/>	14	1ST	3+1	1
<input type="text"/>	15	2ND	2+1	1
<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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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	+1 <i>chain shirt</i>	1,250 gp	12.5 lb
Belt			
Cloak, cape, or mantle	<i>Cloak of resistance +1</i>	1,000 gp	1 lb
Pair of bracers or bracelets			
One glove, pair of gloves, or pair of gauntlets			
Ring			
Ring			
Boots or Shoes			
Shield			

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

Basic Equipment	Starting Gold + Craft/Prof. Bonus	Web Tracking EV	Character's Max EV
1548.1 gp	200 gp	5,000 gp	5,200 gp
2,250 gp	1,000 gp	375 gp	5,173.1 gp
Magic Items Worn	Magic Weapons and Other	Consumable Magic Items	Total 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]

character name
Cleric 4

player
Gnome

class and level
race region



MARK OF HEROES
Progression Sheet

CoH
Cash on Hand

35.9 = 8 + 1 + + + 26.9 +

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	Cleric	450 gp	
3rd	Cleric	1,350 gp	
4th	Cleric	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	