

character name Wizard 7 player Kobold
class and level Small race alignment deity
size age gender height weight eyes hair skin



MARK OF HEROES Character Record Sheet

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED				
STR strength	6	-2			2	HP hit points 33			20 ft. (30 ft. base)				
DEX dexterity	12	+1			2	AC armor class 14	= 10 +	+1	+1	+1	+1	+1	DAMAGE REDUCTION
CON constitution	14	+2			8	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER
INT intelligence	18	+4			10	TOUCH armor class 12	FLAT-FOOTED armor class 13						
WIS wisdom	10	+0			2	INITIATIVE modifier +1	= +1						
CHA charisma	9	-1			1	TOTAL	DEX MODIFIER	MISC MODIFIER					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+5	= +2	+2	+1			
REFLEX (dexterity)	+4	= +2	+1	+1			
WILL (wisdom)	+6	= +5	+0	+1			

BASE ATTACK BONUS	+3	SPELL RESISTANCE		AP action points	5		
GRAPPLE modifier	-3	=	+3	-2	-4		CURRENT
TOTAL		BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER		

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

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
+1 light crossbow	+6 ranged	1d6+1	19-20/x2
RANGE	TYPE	NOTES	
80 ft.	piercing		

AMMUNITION 10 Bolts

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Dagger	+2 melee	1d3-2	19-20/x2
RANGE	TYPE	NOTES	
10 ft.	piercing		

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	+4	= +4	+0	+
	Balance	dex*	+1	= +1	+0	+
	Bluff	cha	-1	= -1	+0	+
	Climb	str*	-2	= -2	+0	+
	Concentration	con	+6	= +2	+4	+
	Craft (trapmaking)	int	+6	= +4	+0	+2
	Craft ()	int	+4	= +4	+0	+
	Craft ()	int		=	+	+
	Decipher Script	int	+12	= +4	+8	+
	Diplomacy	cha	-1	= -1	+0	+
	Disable Device	int		=	+	+
	Disguise	cha	-1	= -1	+0	+
	Escape Artist	dex*	+1	= +1	+0	+
	Forgery	int	+4	= +4	+0	+
	Gather Information	cha	-1	= -1	+0	+
	Handle Animal	cha		=	+	+
	Heal	wis	+0	= +0	+0	+
	Hide	dex*	+5	= +1	+0	+4
	Intimidate	cha	-1	= -1	+0	+
	Jump	str*	-2	= -2	+0	+
	Knowledge (arcana)	int	+14	= +4	+10	+
	Knowledge (history)	int	+12	= +4	+8	+
	Knowledge (the planes)	int	+14	= +4	+10	+
	Knowledge ()	int		=	+	+
	Knowledge ()	int		=	+	+
	Listen	wis	+0	= +0	+0	+
	Move Silently	dex*	+1	= +1	+0	+
	Open Lock	dex		=	+	+
	Perform ()	cha		=	+	+
	Perform ()	cha		=	+	+
	Perform ()	cha		=	+	+
	Profession ()	wis		=	+	+
	Profession ()	wis		=	+	+
	Ride	dex	+1	= +1	+0	+
	Search	int	+5	= +4	+0	+2
	Sense Motive	wis	+0	= +0	+0	+
	Sleight of Hand	dex*		=	+	+
	Spellcraft	int	+16	= +4	+10	+2
	Spot	wis	+0	= +0	+0	+
	Survival	wis	+0	= +0	+0	+
	Swim	str*	-2	= -2	+	+
	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

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.			
10 bolts	115	.5 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	79 gp	
BASIC WT.	11 lb.	+ MAGIC WT.	3 lb.	= TOTAL WEIGHT CARRIED	16 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
2 x
MAX LOAD

PUSH OR DRAG
5 x
MAX LOAD

MONEY

cp —

sp —

gp — 38

pp —

[illegible][illegible]

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

Common, Draconic, Goblin,

Undercommon

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

1st: *color spray, comprehend languages, detect secret door, disguise self, enlarge person, grease, identify, mage armor, magic missile, protection from evil, ray of enfeeblement, repair light damage, true strike*

2nd: *glitterdust, false life, invisibility, knock, locate object, rope trick, scouring ray*

3rd: *displacement, fireball, haste, lightning bolt, stinking cloud*

4th: *dimension door, Evard's black tentacles, wall of fire*

5th: _____

6th: _____

7th: _____

8th: _____

+4

DC MOD

7%

conditional modifiers

+2 DC for evocation spells

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	14	0	4	0
<input type="text"/>	15	1ST	4	1
<input type="text"/>	16	2ND	3	1
<input type="text"/>	17	3RD	2	1
<input type="text"/>	18	4TH	1	1
<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"/>

EBERRON

Magic and Stack Sheet

CAMPAIGN CARD STACK
One Slot Per Maximum Action Points

WORN MAGIC ITEMS			
Item Type	Item	Cost	Wt
Headband, hat, helmet, or phylactery	<i>Headband of intellect +1</i>	4,000 gp	--
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	<i>Cloak of resistance +1</i>	1,000 gp	1 lb
Pair of bracers or bracelets	<i>Bracers of armor +1</i>	1,000 gp	1 lb
One glove, pair of gloves, or pair of gauntlets			
Ring			
Ring			
Boots or Shoes			
Shield			

MINIATURE UNLOCK

MINIATURE UNLOCK

Use the listed D&D Miniature and Get the Bonus



Sun Lover

Miniature: Kobold Sorcerer (ABERRATIONS 26/60)

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

[illegible]

character name _____ player _____
 Wizard 7 Kobold
 class and level _____ race _____ region _____



MARK OF HEROES
 Progression Sheet

CoH
 Cash on Hand

61 = 14 + -1 + + 10 + 38 +

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	Wizard		
2nd	Wizard	450 gp	
3rd	Wizard	1,350 gp	
4th	Wizard	2,700 gp	
5th	Wizard	4,500 gp	
6th	Wizard	6,500 gp	
7th	Wizard	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	