EBERRON

MARK OF HEROES
Character Record Sheet

character name _____ player _____

class and level _____ race _____ alignment _____ deity _____

size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____

ABILITY NAME	ABILITY SCORE	ABILITY MODI-	TEMPO-RARY	TEMPORARY MODIFIER	POINT BUY
STR strength					
DEX dexterity					
CON constitution					
INT intelligence					
WIS wisdom					
CHA charisma					

HP hit points — TOTAL □ WOUNDS/CURRENT HP □ NONLETHAL DAMAGE □ SPEED □

AC armor class — TOTAL □ = 10+ □ + □ + □ + □ + □ + □ + □

ARMOR BONUS / SHIELD BONUS / DEX MODIFIER / SIZE MODIFIER / NATURAL ARMOR / DEFLECTION MODIFIER / MISC MODIFIER

DAMAGE REDUCTION □

TOUCH armor class □ **FLAT-FOOTED** armor class □

INITIATIVE modifier — □ = □ + □ TOTAL / DEX MODIFIER / MISC MODIFIER

SAVING THROWS

	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPO-RARY
FORTITUDE (constitution)	□	=	□	+	□	+	□	+	□	+	□
REFLEX (dexterity)	□	=	□	+	□	+	□	+	□	+	□
WILL (wisdom)	□	=	□	+	□	+	□	+	□	+	□

conditional modifiers

BASE ATTACK BONUS □   **SPELL RESISTANCE** □   **AP** action points □ CURRENT

GRAPPLE modifier □ = □ + □ + □ + □
TOTAL / BASE ATTACK BONUS / STRENGTH MODIFIER / SIZE MODIFIER / MISC MODIFIER

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 _____ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

ATTACK

	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

ATTACK

	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

SKILLS

MAX RANKS (CLASS/CROSS-CLASS) ___/___

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER
□	Appraise ■	int		=		+		+	
□	Balance ■	dex*		=		+		+	
□	Bluff ■	cha		=		+		+	
□	Climb ■	str*		=		+		+	
□	Concentration ■	con		=		+		+	
□	Craft ■ ( )	int		=		+		+	
□	Craft ■ ( )	int		=		+		+	
□	Craft ■ ( )	int		=		+		+	
□	Decipher Script	int		=		+		+	
□	Diplomacy ■	cha		=		+		+	
□	Disable Device	int		=		+		+	
□	Disguise ■	cha		=		+		+	
□	Escape Artist ■	dex*		=		+		+	
□	Forgery ■	int		=		+		+	
□	Gather Information ■	cha		=		+		+	
□	Handle Animal	cha		=		+		+	
□	Heal ■	wis		=		+		+	
□	Hide ■	dex*		=		+		+	
□	Intimidate ■	cha		=		+		+	
□	Jump ■	str*		=		+		+	
□	Knowledge ( )	int		=		+		+	
□	Knowledge ( )	int		=		+		+	
□	Knowledge ( )	int		=		+		+	
□	Knowledge ( )	int		=		+		+	
□	Knowledge ( )	int		=		+		+	
□	Listen ■	wis		=		+		+	
□	Move Silently ■	dex*		=		+		+	
□	Open Lock	dex		=		+		+	
□	Perform ( )	cha		=		+		+	
□	Perform ( )	cha		=		+		+	
□	Perform ( )	cha		=		+		+	
□	Profession ( )	wis		=		+		+	
□	Profession ( )	wis		=		+		+	
□	Ride ■	dex		=		+		+	
□	Search ■	int		=		+		+	
□	Sense Motive ■	wis		=		+		+	
□	Sleight of Hand	dex*		=		+		+	
□	Spellcraft	int		=		+		+	
□	Spot ■	wis		=		+		+	
□	Survival ■	wis		=		+		+	
□	Swim ■	str*		=		+		+	
□	Tumble ■	dex*		=		+		+	
□	Use Magic Device	cha		=		+		+	
□	Use Rope ■	dex		=		+		+	
h	_____	____		=		+		+	
h	_____	____		=		+		+	
h	_____	____		=		+		+	

■ 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.)

Eberron – Mark of Heroes

campaign

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.
			BASIC POSSESSIONS GP VALUE		

BASIC WT. ___ + MAGIC WT. ___ = TOTAL WEIGHT CARRIED ___

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 —

pp —

FEATS

PG.

B = bonus feat

SPECIAL ABILITIES

PG.

LANGUAGES

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

SPELLS

DOMAINS OR SPECIALTY SCHOOLS

0: _____

1st: _____

2nd: _____

3rd: _____

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE %

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		