character Cleric 4 class and				player Gnome race		Neutral Good	Balinor deity		原民			
Small size	age	gender	height	weight	eyes	hair	skin	_ M A	RK O	F H E	ROES	5
3120	age	gender	neight	Weight	cycs	nan	SKIII	Char	acter ]	Recor	d She	eet
ABILITY NAM	ABILITY ABILITY SCORE MODI-	TEMPO TEMPORA RARY MODIFI		TOT	AL	WOUNDS/CURRENT HP		NON DA	ILETHAL MAGE		SPEED	
STR strength	12 +1			HP 31		WOONEDS/COMMENT III					(20 ft. b	pase)
		_				[.5]	.2 1		╗		<u> </u>	E REDUCTION
DEX dexterity	8 -1		arm	AC nor class	= 10	<sup>J</sup> T L	+2 + -1 HIELD DEX	+ L + l + L NATUI	+ L	H MISC	J	LE REDUCTION
CON	14 +2		4	TOT	AL		ONUS MODIFIER	MODIFIER ARMO			R	
INT	10 +0		2 TO	DUCH 10	) FLA	AT-FOOTED 1	7		SKILL:	\$ (5).50	MAX RANI	7/3
intelligenc	e		arm	OUCH nor class		armor class			KEY		CROSS-CLAS	14155
WIS wisdom	16 +3		8	VITIATIVE modifier	-1	1 +	— § SKILL N	NAME	ABILITY	MODIFIER MO	DDIFIER RAN	MODIFIER
CHA	13 +1		5	modifier	TOT	┛¯└──」゚└─	 sc □ Apprais	e <b>■</b>	int	+0 =_	+0 + 0	+
charisma					TEMPO-	AL DEX MIS MODIFIER MODI	<sup>FIER</sup> □ Balance		dex*	-1 =	-1 + 0	
		TOTAL BAS	E MODIFIER MO	AGIC MISC.		conditional modifier	☐ DIUII ■		cha	+1 =_	+1 + 0	
FOR	TITUDE nstitution)	+7 = +4	+ +2 +	+1 +	+	+2 racial bonus on saving throws again	□ Climb ■		str*	+5 =_	+2 , 3	+
Ŗ	FLEX lexterity)	+3 = +1	+ -1 +	+1 + +2	+	illusions.	■ Concen	tration ■ (alchemy)	con int	+2 =	+0 + 0	+ +2
		+8 <sub>=</sub> +4	+3 +	+1 +		11	■ Craft ■		) int	+0 =_	+0 + 0	+
()	WILL visdom)	=+9	+ 1 + 1	' <sup>+</sup> L	+		■ Craft ■		) int	+0 =_	+0 + 0	+
					-1.1	A.D.	□ Deciphe	•	int	+6	+1 5	+
BA	SE ATTAC	K BONU:	+3	SPE RESIST		AP action poi	ints ■ Diplom	,	cha · ·	=-	+	+
						4	☐ □ Disable ☐ □ Disguis		int cha	+1 =	+1 + 0	+
C	GRAPPLE modifier	+0		+ + + + + +	4	+ CURREN	Escape		dex*	-2 =_	-1 + 0	+
		TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER	□ Forgery		int	+0 =_	+0 + 0	+
								Information ■	cha	+1 =_	+1 + 0	+
	ATTACK		ATTACK BOI		DAMAG		□ Handle	Animal	cha	+3	+3 . 0	+
Mast	terwork heavy	mace	+6 mele	ee	1d6+1	. x2	■ Heal ■ □ Hide ■		wis dex*	-2 =-	-1 + 0	-1
RANGE	TYPE			NOTES			□ Intimid	ate ■	cha	+1 =_	+1 + 0	+
	Bludgeoning						□ Jump <b>■</b>		str*	-6 =_	+1 + 0	+
								dge (arcana)	int	=-	+0 + 0	+
								dge (history) dge (religion)	int int	+5 =_	+0 + 5	+
	ATTACK		ATTACK BOI	1	DAMAG			dge (the planes)	int		+0 + 0	+
	Light crossbo	)W	+3 range	ed	1d6	19-20		dge (nature)	int	+1 =_	+0 + 1	+
RANGE	TYPE			NOTES			□ Listen <b>■</b>		wis	+5 =_	+3 + 0	
80 ft.	Piercing						□ Move S	•	dex*	-2 =_	-1 + 0	+1
AMMUNIT	ION5 cold in	ron bolts	aaaaa AMMUN	ITION5a	lchemical silve	er bolts	□ Open L □ Perform		dex ) cha		+	+
							□ Perform	•	) cha		+	+
	ATTACK		ATTACK BOI	NUS	DAMAG	E CRITICAL	□ Perform	•	) cha	=_	+	+
							■ Profess	`	) wis	=_	+_	+
RANGE	TYPE			NOTES		,	■ Profess	ion (	) wis	-1	-1 . 0	+
							□ Ride ■ □ Search	_	dex int	+0 =	+0 + 0	+
AMMUNIT	ION		00000 00000 0	0000 00000 0	0000 00	300	— □ Sense N	<del></del>	wis	+3 =_	+3 + 0	+
							□ Sleight	of Hand	dex*	=_	+	+
	ATTACK		ATTACK BOI	NUS	DAMAG	E CRITICAL	■ Spellcra	ıft	int	+2 =	+3 , 0	+
							□ Spot ■		wis	+2 =_	+3 + 0	—_⊤
RANGE	TYPE			NOTES			□ Surviva	· <b>=</b>	wis str*	-1 =	+1 + 0	+
							□ Tumble		dex*		+	+
AMMUNIT	ION		00000 00000 0		חם בכבבו	200		gic Device	cha	=_	+	+
						-	□ Use Ro	•	dex	-1 =_	-1 + 0	+
	ATTACK		ATTACK BOI	NUS	DAMAG	E CRITICAL				-	+	+
							<u> </u>				+	+
RANGE	TYPE			NOTES								'
							1	ill denotes a skill that o				
AMMINIT	ION	1			0000	000		oox if the skill is a class c penalty, if any, applies				

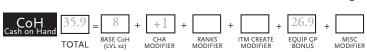
Eberron - Mark of Hero	es					FEATS			TYP	CAL SP	ELLS	
campaign						Extra Turning	PG. 94	DOMAIN Knowledge (s	S: Animal (spea nature) is a cleri	k with animals 1/d class skill), Earth d and rebuke, com ebukes undead, 4/	ay as a spell-like (turn or destroy	ability and air creatures
						Lightning Reflexes	97					
experience points						_ 0		o: create t	water, detect	poison, detect	magic, ligh	t, resis-
	G	EAR						unce				
ARMOR/PROTECTIVE ITI	FM T	YPE AC B	ONUIC	MAX	DEV							
+1 chain shirt			ONUS -4	MAX +4	.							
CHECK PENALTY SPELL FAILU	RE SPEED	WEIGHT	SPECIAL PROP	PERTIE	S							
-1 20%	20 ft.							1st: <u>bane</u>	, bless, mag	c stone <sup>D</sup> , mag	ic weapon, p	protection
								from e	vil			
SHIELD/PROTECTIVE ITEN darkwood heavy wooden shield	//6 5		CHECK F		TY							
SPELL FAILURE		_,,		,								
15%		PECIAL PROPERTIE	\$			(b) = bonus feat						
PROTECTIVE ITEM	AC BON	US WEIGHT S	SPECIAL PROP	EDTIE	s	SPECIAL ABILIT						
	AC BON	OS WEIGHT .	FECIAL FROF		,	Low-light vision	PG. 17					
						Weapon Familiarity:		2nd: <i>aid</i> ,	hold person,	soften earth a	nd stone <sup>D</sup> , s	piritual
PROTECTIVE ITEM	AC BON	US WEIGHT S	SPECIAL PROP	ERTIE:	S	hooked hammers	17	weapon	п.			
						+2 racial bonus on saving throws a	against					
E	BASIC PO	SSESSIONS				illusions of all kinds	17					
ITEM	PG. WT.	ITEM		PG.	WT.	Add +1 to DC for illusion spells c	ast by					
Masterwork heavy mace	119 4 lb.	Flint and steel		126	0lb.	gnomes	17					
Light crossbow	115 2 lb.	Waterskin		127	1lb.	+1 racial bonus on attacks to kobo	olds and	3rd:				
5 alchemcial silver cold iron bolts		Standard identifica	tion papers*	EB	0 lb.	goblinoids	17	3ra:				
Masterwork chain shirt	124 12.5 lb	l.				+4 dodge bonus to AC against gia	nts 17					
darkwood heavy wooden shield	125 2.5 lb					+2 racial bonus on Listen and Cra						
Traveler's outfit	131 0 lb.					(alchemy) checks	17					
Cleric's vestments	130 1.5 lb					Spell-Like abilities: 1/daydancing	lights,					
Silver holy symbol	130 1 lb.					ghost sound (DC 11), prestidigit						
2 flasks of acid	128 2 lb.					speak with animal (burrowing			SPEL	L SAVE	+3	}
Antitoxin	128 0 lb.					only; lasts 1 minute). Caster le					DC M	
Alchemist's fire	128 1 lb.					Turn undead 4/day	33	ARC	ANE SPE	LL FAILU	RE 3	5 %
3 flasks of holy water	128 3 lb.								al modifiers			
Sunrod	128 1 lb.					Spontaneously cast <i>cure</i> spells	33	+1 to DC	when castin	g illusion spells.		
Backpack	126 .5 lb.							CDELLO	CDELL		CDELLC	DOM::C
Bedroll	126 1.25 lb.							SPELLS	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
*bonus equipment		BASIC POSSESSIO	NS GP VALUE	1548	.1 gp				13	0	5	0
BASIC WT. 30.75 + MAG	ıс wт. 13.5	lb. = total weig	GHT CARRIED	34	.25				14	1ST	3+1	1
									15	2ND	2+1	1
32 lb 65 lb	98 lb	98 lb 19	6 lb 490	lb		LANGUAGE						
LIGHT MEDIUM	HEAVY	LIFT OVER LIFT	OFF PUSH			LANGUAGES  Initial languages = Common -				3RD		
LOAD LOAD	LOAD	HEAD GRO	DUND DR	X LOAD		languages + one per point of Ir				4TH		
	MC	DNEY				Common, Gnome				5TH		
cn —										6TH		
cp — sp — 9										7TH		
sp — 9 gp — 26												
"										8TH		Щ
pp —										οTH		

						į	PREF	PRO	NI	
character name Cleric 4	pla	yer				ě				
class and level		GA #	Event name	e		MARK OF HEROES				
								d Stack Sh		
W	ORN MAGI	C ITEMS					CAMPAIG One Slot Per N	N CARD STACK Maximum Action Points		
Item Type		ltem		Cost	Wt	1				
Headband, hat, helmet, or phylacter	у				$\vdash\vdash$	2				
Pair of lenses or goggles  Amulet, brooch, medallion, necklace or sca					Н	3				
	rab				Н	4				
Vest, vestment or shirt  Robe or suit of armor	1 1 '	1		1.250		5				
Belt	+1 chair	i shirt		1,250 gp	12.5lb	6				
Cloak, cape, or mantle	C1 1 C			1.000	1 11	7				
Pair of bracers or bracelets	Cloak of	resistance +1		1,000 gp	1 lb	8				
	a to			+	$\vdash\vdash$	9				
One glove, pair of gloves, or pair of gauntle	ets				Н	10				
Ring					Н	11				
Ring Boots or Shoes					$\vdash$	12				
					Н	13				
Shield					Ш		MINIATI	IDE LINILOCK		
Basic Equipment Starting Gold + Cra		Web Tracking E		Character's Max				URE UNLOCK Miniature and Get the Bo	nus	
1548.1 gp 200 g	gp +	5,000 g <sub>I</sub>	) =	5,200 g	р	d	Miniature:	of My God Cleric of Garl Glittergold		
+						4	(Aberration The unlock	ons 14/ 60) ability for this character s	waps out	
2,250 gp + 1,000	gp +	375 gp	=	5,173.1	gp	-	the usual lig	ght mace with a battleaxe nus Weapon Proficiency (	and also	
Magic Items Worn Magic Weapons	and Other	Consumable Magic	ltems	Total EV			tial—battle		1141-	
MAGIC WEAPONS AND	OTHER MA	AGIC ITEMS			C	ONSUN	ABLE MAGIC	TITEMS		
ltem		Cost	Wt			Item		Cost	Wt	
Pearl of power (1st-level)		1,000 gp	0 lb	3 scroll of	cure li	ght wou	ands (CL 1)	375 gp	0 lb	
<u> </u>							,			
			$\Box$						$\top$	
			$\top$						$\top$	
			$\dagger$						1	
			+						$\top$	
			+						+	
			+						+	
			+						+	
		<del> </del>	+						+-	

character name	player	
Cleric 4	Gnome	
class and level	race	region



MARK OF HEROES Progression Sheet



I EVEL	TOTAL (LVL x2)	MODIFIER MOD	TAKEN/PREREGS	MODIFIER	GP LIMIT	EYDANDED ITEM AND SOURCE
LEVEL	Cleric	<del></del>			GP LIMIT	EXPANDED ITEM AND SOURCE
ıst	Cienc					
2nd	Cleric				450 gp	
					., 01	
3rd	Cleric				1,350 gp	
	Cleric					
4th	Cicric				2,700 gp	
5th					4,500 gp	
) iii					-17- 8F	
6th					6,500 gp	
7th					9,500 gp	
0+12					12.500.00	
8th					13,500 gp	
9th					18,000 gp	
					10,000 др	
10th					24,500 gp	
11th					33,000 gp	
- 0.4/-					44,000,00	
12th					44,000 gp	
13th					56,000 gp	
14th					75,000 gp	
15th					100,000 gp	
16th					100,000 gp	
10111					.00,000 бр	
17th					100,000 gp	
18th					100,000 gp	
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