| character na<br>Fighter 7 | ame                |                                      |                                | player<br>Human         |                       |                               |   | EB                        | ER             | R                 | 9                   |            |                  |
|---------------------------|--------------------|--------------------------------------|--------------------------------|-------------------------|-----------------------|-------------------------------|---|---------------------------|----------------|-------------------|---------------------|------------|------------------|
| class and le              | vel                |                                      |                                | race                    | al                    | ignment o                     | deity   | 95,                       | ) V O          | F 11              |                     |            | 1/1 35           |
| <u>Medium</u><br>size     | age                | gender                               | neight                         | weight                  | eyes                  | hair                          | skin  |                           | RK O           |                   |                     |            |                  |
|                           | -                  |                                      |                                | Ü                       | ,                     |                               |   | Charac                    |                | Reco              | ord S               | hee        | t                |
| ABILITY NAME              | ABILITY ABILITY T  | EMPORARY TEMPORARY<br>SCORE MODIFIER | POINT BUY<br>COST              | TOTA                    | L <sub>woun</sub>     | IDS/CURRENT HP                |   | NONLETH<br>DAMAG          | HAL<br>E       |                   | SPE                 | ED         |                  |
| STR<br>strength           | 18 +4              |                                      | 8 H                            | P 60                    | ] [                   |                               |   |                           |                | 20 f              | t. (30 f            | t. base    | e)               |
|                           | 13 +1              |                                      | 5 A                            |                         | <u> </u>              | +8 + +3                       | + +0 +  | $\neg \vdash \neg$        |                | 1 [               |                     | DAMAGE R   | EDUCTION         |
| DEX<br>dexterity          |                    |                                      | 5 A                            | C 22                    | ] = 10+               |                               |   | +                         | + L+1          | ] + [             |                     | JAWAGE K   | EDUCTION         |
| CON                       | 14 +2              |                                      | 6                              | TOTA                    | L                     | ARMOR SHIELD<br>BONUS BONUS   | DEX SIZ<br>MODIFIER MOD                                 | ZE NATURAL<br>IFIER ARMOR | MODIFIE        | R MO              | IISC<br>DIFIER      |            |                  |
|                           | 12 +1              |                                      | 4 TOU                          | ICH 11                  | FLAT-FO               | OOTED 21                      | 4   |                           | SKILL          | ς                 | MA<br>LASS/CROS     | X RANKS    | 10/5             |
| INT                       |                    |                                      | armor                          | class                   | armor                 | class                         | SSKILL?   |                           |                |                   |                     |            |                  |
| WIS<br>wisdom             | 10 +0              |                                      | 2                              | TIATI\/E                | .1                    |                               | SKILL NAME  |                           | KEY<br>ABILITY | SKILL<br>MODIFIER | ABILITY<br>MODIFIER | RANKS      | MISC<br>MODIFIER |
| CHA<br>charisma           | 8 -1               |                                      | 0                              | TIATIVE<br>modifier     | +1 =                  | +1 +                          | □ Appraise ■  |                           | int            | +1                | +1                  | + 0        | +                |
| charisma                  |                    |                                      |                                |                         | TOTAL                 | DEX MISC<br>MODIFIER MODIFIER | ☐ Balance ■   |                           | dex*           | -6                | +1                  | + 0        | +7               |
| SAVING                    | THROWS T           | OTAL BASE SAVE                       | ABILITY MAGI<br>MODIFIER MODIF | C MISC.<br>IER MODIFIER | TEMPORARY<br>MODIFIER | conditional modifiers         | □ Bluff ■   |                           | cha            | -1                | 1                   | +0         | +                |
| FORT                      | ITUDE              | +8 = +5                              | + +2 + +1                      | <b>_</b> ++             |                       |                               | ■ Climb ■   |                           | str*           | -1                | = +4                | +2         | +7               |
|                           | titution)          | ==                                   |                                |                         |                       |                               | □ Concentration   | n <b>=</b>                | con            | +2                |                     | +0         | +                |
| KEF<br>(dex               | LEX<br>terity)     | +4 = +2                              | + +1 + +1                      | ++                      |                       |                               | ■ Craft ■ (   |                           | ) int          | +1                | = +1 +1             | + <u>0</u> | .+               |
| W                         | ILL<br>dom)        | +5 = +2                              | + +0 + +1                      | + +2 +                  |                       |                               | ■ Craft ■ (   |                           | ) int          | +1                | +1                  | +0<br>. 0  | .+               |
| (WIS                      | dom)               |                                      |                                |                         |                       |                               | ■ Craft ■ (   |                           | ) int          |                   | =                   | +          | .+               |
| DAC                       | E ATTACK           | DUNIE                                | +7                             | SPEL                    | L _                   | AP<br>action points           | <ul><li>□ Decipher Scri</li><li>□ Diplomacy ■</li></ul> | þι                        | int<br>cha     | -1                | =<br>               | +<br>+ 0   | +                |
| DAS                       | EALIACK            | DOMO3                                | Τ7                             | RESISTA                 | NCE                   | action points                 | ☐ Disable Device  | ·e                        | int            |                   | =                   | +          | +                |
| C                         |                    |                                      |                                |                         |                       | 5                             | □ Disguise ■  |                           | cha            | -1                | =1                  | +0         | +                |
| GF                        | RAPPLE<br>modifier | +11                                  | = +7 +                         | +4 +                    | +                     | CURRENT                       | ☐ Escape Artist   |                           | dex*           | -6                | =                   | +0         | +7               |
|                           |                    | TOTAL                                | BASE ATTACK<br>BONUS           | STRENGTH<br>MODIFIER MO | SIZE M<br>ODIFIER MOD | ISC<br>DIFIER                 | □ Forgery ■   |                           | int            | +1                | = +1                | +0         | +                |
|                           |                    |                                      |                                |                         |                       |                               | □ Gather Inform   | nation =                  | cha            | -1                | = -1                | +0         | +                |
|                           | ATTACK             |                                      | ATTACK BONU                    | s c                     | DAMAGE                | CRITICAL                      | ■ Handle Anima  | al                        | cha            | +4                | = -1 +0             | +          | +                |
| +1 sh                     | ocking longsi      | vord                                 | +13/+8 mel                     | ee 1d8+                 | 6 +1d6 electric       | 19-20/x2                      | □ Heal ■  |                           | wis            | -6                | +1                  | +<br>. 0   | .+               |
| RANGE                     | TYPE               |                                      |                                | NOTES                   |                       |                               | <ul><li>□ Hide ■</li><li>■ Intimidate ■</li></ul>       |                           | dex*           | +4                |                     | - 5        | +                |
| VAINGE                    | Slashing           | Weapon Focu                          | s (longsword) gran             |                         | , Weapon Spec         | cialization (long-            | ■ Jump ■  |                           | cha<br>str*    | -9                | +4                  | + 0        | + -13            |
|                           | 0                  |                                      | sword)                         | grants +2 to da         | image                 |                               | ☐ Knowledge (   |                           | ) int          |                   | =                   | +          | +                |
|                           |                    |                                      |                                |                         |                       |                               | □ Knowledge (   |                           | ) int          |                   | =                   | +          | _+               |
|                           | ATTACK             |                                      |                                |                         |                       |                               | □ Knowledge (   |                           | ) int          |                   | =                   | +          | .+               |
|                           | ATTACK             |                                      | ATTACK BONU                    | S                       | DAMAGE                | CRITICAL                      | □ Knowledge (   |                           | ) int          |                   | =                   | +          | +                |
|                           |                    |                                      |                                |                         |                       |                               | □ Knowledge (   |                           | ) int          | +0                | +0                  | +          | .+               |
| RANGE                     | TYPE               |                                      |                                | NOTES                   |                       |                               | □ Listen ■  | _                         | wis            |                   | = +0 +1             | '          | +                |
|                           |                    |                                      |                                |                         |                       |                               | <ul><li>☐ Move Silently</li><li>☐ Open Lock</li></ul>   | •                         | dex*<br>dex    |                   |                     | ++         | +                |
|                           |                    |                                      |                                |                         |                       |                               | □ Perform (   |                           | ) cha          |                   | =                   | +          | +                |
|                           |                    |                                      |                                |                         |                       |                               | □ Perform (   |                           | ) cha          |                   | =                   | +          | +                |
|                           | ATTACK             |                                      | ATTACK BONU                    | S [                     | DAMAGE                | CRITICAL                      | □ Perform (   |                           | ) cha          |                   | =                   | +          | +                |
|                           |                    |                                      |                                |                         |                       |                               | □ Profession (  |                           | ) wis          |                   | =                   | +          | +                |
| RANGE                     | TYPE               |                                      |                                | NOTES                   |                       |                               | □ Profession (  |                           | ) wis          | +11               |                     | +          | +                |
|                           |                    |                                      |                                |                         |                       |                               | ■ Ride ■  |                           | dex<br>· ·     | +11               |                     | + 10       | +                |
| AMMUNITION                | N.                 |                                      | 00000 0000                     |                         |                       |                               | <ul><li>□ Search ■</li><li>□ Sense Motive</li></ul>     | _                         | int<br>wis     |                   | +0                  |            |                  |
| IOITINUMMA                | N                  |                                      |                                | 0 00000                 | 00000                 | 0000                          | ☐ Sleight of Har  |                           | dex*           |                   |                     | +          |                  |
|                           | ATTACK             |                                      | ATTACK BONU                    | ς Γ                     | DAMAGE                | CRITICAL                      | □ Spellcraft  |                           | int            | :                 | =                   | +          | +                |
|                           |                    |                                      | Allackbons                     |                         | <i>77</i> (W)7 (G)=   | GINTIEZA                      | □ Spot ■  |                           | wis            | +0                | = +0                | +0         |                  |
| DANCE                     | TVDE               |                                      |                                | NOTES                   |                       |                               | □ Survival ■  |                           | wis            | +0                | = +0                |            |                  |
| RANGE                     | TYPE               |                                      |                                | NOTES                   |                       |                               | ■ Swim ■  |                           | str*           | -4                |                     | +7         | +14              |
|                           |                    |                                      |                                |                         |                       |                               | □ Tumble  |                           | dex*           |                   |                     | +          | +                |
| OITINUMMA                 | N                  |                                      | 0000 0000                      | 0 00000                 | 00000                 | 00000                         | ☐ Use Magic De  | evice                     | cha<br>dex     | +1                |                     | + 0        | +                |
|                           | ATTACK -           |                                      |                                |                         |                       |                               | □ Use Rope ■  |                           | uex            |                   | =                   | +_         | +_               |
|                           | ATTACK             |                                      | ATTACK BONU                    | S                       | DAMAGE                | CRITICAL                      |   |                           |                |                   | =                   | +          | +                |
|                           |                    |                                      |                                |                         |                       |                               |   |                           |                |                   | =                   | +          | +                |
| RANGE                     | TYPE               |                                      |                                | NOTES                   |                       |                               | ■ After the skill denot                                 | المعاجدالثرام ومود        |                | raine d           |                     |            |                  |
|                           |                    |                                      |                                |                         |                       |                               | ■ After the skill denot                                 |                           |                |                   |                     |            |                  |
| OITINUMMA                 | N                  |                                      | 00000 0000                     | 0 00000                 | 00000                 | 00000                         | * Armor check penalty                                   |                           |                |                   | m.)                 |            |                  |

| Dodge  | Eberron - Mark of Her           | oes     |          |                            |                         |            |        |       | FEATS  |           |          |               | SPELLS      |           |        |
|--|---------------------------------|---------|----------|----------------------------|-------------------------|------------|--------|-------|--|-----------|----------|---------------|-------------|-----------|--------|
| CEAR   Secretary   | campaign                        |         |          |                            |                         |            |        |       | Dodge  | PG.<br>93 |          | DOMAINS       | OR SPECIALT | / SCHOOLS |        |
| Description      |                                 |         |          |                            |                         |            |        |       | Iron Will                                    | 93        | 0.       |               |             |           |        |
| ### AC BONUS   WEIGHT   SECOND MODERN   SECOND | experience points               |         |          |                            |                         |            |        |       | Power Attack <sup>B</sup>                    | 93        | 0        |               |             |           |        |
| ### ##################################   |                                 |         | GE       | EAR                        |                         |            |        |       | Powerful Charge                              | EB        |          |               |             |           |        |
| ### ### ##############################   | ARMOR/PROTECTIVE I              | ΓFM     |          | 1                          |                         |            |        |       | Weapon Focus (longsword) <sup>B</sup>        | 102       |          |               |             |           |        |
| Class   Grant   Section    |                                 |         |          |                            |                         |            |        |       | Weapon Specialization (longsword) $^{\rm B}$ | 102       |          |               |             |           |        |
| ### SPECIAL ABILITIES  ### SPECIAL BRIGHT  ### SPECIAL BRODUS   WEIGHT   STEGRAL PROPERTIES  ### SPECIAL ABILITIES  ### SPECIAL ABILITIES |                                 | URE     | SPEED    | WEIGH                      | HT SP                   | ECIAL PROI | PERTIE | :S    | Cleave                                       | 92        |          |               |             |           |        |
| ### ### ##############################   |                                 |         |          |                            |                         |            |        |       | Great Cleave                                 | 94        | 1st:     |               |             |           |        |
| ### ### ##############################   | SHIELD/PROTECTIVE ITI           | EM      | AC BO    | NIIS                       | WEIGHT                  | CHECK      | DENIAI | TY    |  |           |          |               |             |           |        |
| PROTECTIVE ITEM  | +1 Heavy wooden shiel           | d       |          |                            |                         |            |        |       |  |           |          |               |             |           |        |
| ### SPECIAL ABILITIES    PROTECTIVE ITEM   |                                 |         | SF       | PECIAL PR                  | OPERTIES                |            |        |       | B = bonus feat                               |           |          |               |             |           |        |
| PROTECTIVE ITEM  AC RONUS WRIGHT  SPECIAL PROPERTIES  BASIC POSSESSIONS  TEM  PC. WT.  Travelry outline  125 0 lb.  Travelry outline  130 2 lb.  - consobat  - con | 1 ) /0                          |         |          |                            |                         |            |        |       | SDECIAL ABILIT                               | IEC       |          |               |             |           |        |
| ## AC BONUS   WEIGHT   SECIAL PROPERTIES    BASIC POSSESSIONS  | PROTECTIVE ITEM                 | A       | C BONU   | JS WEIGI                   | HT SP                   | ECIAL PROF | PERTIE | S     | SPECIAL ABILIT                               |           |          |               |             |           |        |
| ## AC BONUS   WEIGHT   SECIAL PROPERTIES    BASIC POSSESSIONS  |                                 |         |          |                            |                         |            |        |       |  |           | and:     |               |             |           |        |
| BASIC POSSESSIONS  | PROTECTIVE ITEM                 | A4      | C DONU   | IS WEIGI                   | UT CD                   | COM DDO    | DEDTIE |       |  |           | 2110     |               |             |           |        |
| Traveler's ourifie   |                                 |         |          | ZEWĘKI                     |                         |            | -44114 | ,     |  |           |          |               |             |           |        |
| Traveler's ourifie   |                                 | BASI    | ^ PO     | SSESS                      | IONS                    |            |        |       |  |           |          |               |             |           |        |
| Backpack   131 2 lb.   |                                 | _       | _        | 30200                      |                         |            | PG.    | WT.   |  |           |          |               |             |           |        |
| - bedrall  | Traveler's outfit               | 125     | 0 lb.    |                            |                         |            |        |       |  |           |          |               |             |           |        |
| - Dedroil  | Backpack                        | 131     | 2 lb.    |                            |                         |            |        |       |  |           |          |               |             |           |        |
| - flint and steel 126 10 lb.   | - bedroll                       | 130     | 5 lb.    |                            |                         |            |        |       |  |           | 3rd:     |               |             |           |        |
| Seminary    | - crowbar                       | CS      | 5 lb.    |                            |                         |            |        |       |  |           |          |               |             |           |        |
| ## SPELL SAVE   DC MOD   | - flint and steel               | 126     | 10 lb.   |                            |                         |            |        |       |  |           |          |               |             |           |        |
| Section   Sect   | - hempen rope, 50 ft.           | 127     | 0 lb.    |                            |                         |            |        |       |  |           |          |               |             |           |        |
| SPELL SAVE DC MOD ARCANE SPELL FAILURE  SPELL SAVE DC MOD ARCANE SPELL SAVE DC MOD ARCANE SPELL SAVE PER DAY SPELL SAVE DC MOD ARCANE SPELL SAVE DC MOD ARCANE SPELL SAVE PER DAY SPELL SAVE DC MOD ARCANE SPELL SAVE PER DAY SPELL SAVE DC MOD ARCANE SPELL SAVE PER DAY SPELL SAVE DC MOD ARCANE SPELL SAVE PER DAY SPELL SAVE DC MOD ARCANE SPELL SAVE PER DAY SPELL SAVE DC MOD ARCANE SPELL SAVE PER DAY SPELL SAVE DC MOD ARCANE SPELL SAVE PER DAY SPELL SAVE PER DAY SPELL SAVE DC MOD ARCANE SPELL SAVE PER DAY SPELL SAVE DC MOD ARCANE SPELL SAVE PER DAY SPELL SAVE DC MOD ARCANE SPELL SAVE PER DAY SPELL SAVE DC MOD ARCANE SPELL SAVE PER DAY SPELL SAVE DC MOD ARCANE SPELL SAVE PER DAY SAVE DC MOD ARCANE SPELL SAVE PER DAY SAVE DC MOD SAVE DC LEVEL SAVE PER DAY SAVE DC MOD SAVE DC LEVEL SAVE PER DAY SAVE DC MOD SAVE | -waterskin                      | 127     | 4 lb.    |                            |                         |            |        |       |  |           |          |               |             |           |        |
| #bonus equipment   | Standard identification papers* | EB      | 0 lb.    |                            |                         |            |        |       |  | -         |          | CDEL          | L CAVE      |           | $\neg$ |
| *bonus equipment   BASIC POSSESSIONS GP VALUE   7.1 gp   BASIC WT.   26 lb.   + MAGIC WT.   75 lb.   = TOTAL WEIGHT CARRIED   101 lb.    Conditional modifiers   |                                 |         |          |                            |                         |            |        |       |  |           |          | 2 PEL         | L SAVE      | DC M      |        |
| *bonus equipment BASIC POSSESSIONS CP VALUE 7.1gp  BASIC WT. 26 lb. + MAGIC WT. 75 lb. = TOTAL WEIGHT CARRIED 101 lb.    Conditional modifiers   SPELLS SPELL KNOWN SAVE DC LEVEL PER DAY SPELIS KNOWN SAVE DC LEVEL SPELIS BONN SAVE  |                                 |         |          |                            |                         |            |        |       |  |           | A D.(    | CANE CD       |             |           |        |
| *bonus equipment BASIC POSSESSIONS GP VALUE 7.1gp  BASIC WT. 26 lb. + MAGIC WT. 75 lb. = TOTAL WEIGHT CARRIED 101 lb.    G66 lb  |                                 |         |          |                            |                         |            |        |       |  |           |          |               | ELL FAILU   | RE )      |        |
| *bonus equipment BASIC POSSESSIONS GP VALUE 7.1gp  BASIC WT. 26 lb. + MAGIC WT. 75 lb. = TOTAL WEIGHT CARRIED 101 lb.  66 lb 133 lb 230lb 230 lb 460 lb 1150 lb  LIGHT MEDIUM HEAVY LOAD HEAD GROUND DRAG HEAD GROUND DRAG GROUND MAX LOAD |                                 |         |          |                            |                         |            |        |       |  |           | conditio | nal modifiers |             |           |        |
| *bonus equipment BASIC POSSESSIONS GP VALUE 7.1gp  BASIC WT. 26 lb. + MAGIC WT. 75 lb. = TOTAL WEIGHT CARRIED 101 lb.  66 lb 133 lb 230lb 230 lb 460 lb 1150 lb  LIGHT MEDIUM HEAVY LOAD HEAD GROUND DRAG HEAD GROUND DRAG GROUND MAX LOAD |                                 |         |          |                            |                         |            |        |       |  |           |          |               |             |           |        |
| *bonus equipment   |                                 |         |          |                            |                         |            |        |       |  |           |          |               | LEVEL       |           | BONUS  |
| BASIC WT. 26 lb. + MAGIC WT. 75 lb. = TOTAL WEIGHT CARRIED 101 lb.    66 lb  | *bonus equipment                |         |          | BASIC PO                   | OSSESSION               | S GP VALUE | 7      | l on  |  |           |          | 5/WE DC       | 0           |           |        |
| Common, Goblin   Common   Co   | BASIC WT. 26 lb. + MAI          | GIC WT. | 75 lb    | _                          |                         |            |        |       |  |           |          |               |             |           |        |
| Common, Goblin   Common, C   |                                 |         | , , , 10 | <u> </u>                   |                         | 5          |        | 1 10. |  |           |          |               |             |           |        |
| LIGHT MEDIUM LOAD HEAVY LOAD HEAVY LOAD SX MAX LOAD SX | 66 lb 133 lb                    | 23      | 0lb      | 230 lb                     | 460                     | lb 115     | 60 lb  |       |  |           |          |               |             |           |        |
| LOAD   LOAD   LOAD   EQUALS   GROUND   STAGE   | LIGHT MEDIUM                    | HF      | AVY      |                            | ER LIFT (               |            |        |       |  |           |          |               | 3RD         |           |        |
| cp —       5TH   |                                 |         |          | HEAD<br>EQUALS<br>MAX LOAI | GROU<br>2 X<br>D MAX LO | DAD DA     |        |       | languages + one per point of In              |           |          |               | 4TH         |           |        |
| cp — 6TH   |                                 |         | MO       | NEY_                       |                         |            |        |       | Common, Goblin                               |           |          |               | 5TH         |           |        |
| sp — 9 gp — 10 pp —  | cp —                            |         |          |                            |                         |            |        |       |  |           |          |               | 6TH         |           |        |
| gp — 10  |                                 |         |          |                            |                         |            |        |       |  |           |          |               | 7TH         |           |        |
| pp —   | gp — 10                         |         |          |                            |                         |            |        |       |  |           |          |               | 8TH         |           |        |
|  | pp —                            |         |          |                            |                         |            |        |       |  |           |          |               | 9TH         |           |        |

| character name                                  | pla       | yer                        |           |               |         |                    | BER                                   |  |                  |
|---|-----------|----------------------------|-----------|---------------|---------|--------------------|---------------------------------------|--|------------------|
| Fighter 7                                       |           | •                          |           |               |         | o <sub>5. II</sub> | MARK OF                               | HEROES   |                  |
| class and level                                 | RP(       | GA #                       | Event nam | e             |         | М                  | agic and S                            |  | et               |
| WOI   | RN MAGI   | C ITEMS                    |           |               |         |                    | CAMPAIGN C<br>One Slot Per Maxim      |  |                  |
| Item Type                                       |           | ltem                       |           | Cost          | Wt      | 1                  | One Slot Per Maxim                    | um Action Points                                 |                  |
| Headband, hat, helmet, or phylactery            |           |                            |           |               |         | 2                  |                                       |  |                  |
| Pair of lenses or goggles                       |           |                            |           |               |         | 3                  |                                       |  |                  |
| Amulet, brooch, medallion, necklace or scarab   |           |                            |           |               |         | 4                  |                                       |  |                  |
| Vest, vestment or shirt                         |           |                            |           |               |         | 5                  |                                       |  |                  |
| Robe or suit of armor                           | +1 half-  | plate                      |           | 1,750         | 50lb    | 6                  |                                       |  |                  |
| Belt  |           |                            |           |               | $\perp$ | 7                  |                                       |  |                  |
| Cloak, cape, or mantle                          | Cloak of  | <sup>c</sup> resistance +1 | !         | 1,000         | 1 lb    | 8                  |                                       |  |                  |
| Pair of bracers or bracelets                    | 0 1       |                            |           | / 000         | / 11    | 9                  |                                       |  |                  |
| One glove, pair of gloves, or pair of gauntlets |           | ts of ogre pow             | er        | 4,000         | 4 lb    | 10                 |                                       |  |                  |
| Ring  | Ring of p | protection +1              |           | 2,000         | lb      | 11                 |                                       |  |                  |
| Ring  |           |                            |           |               | $\perp$ | 12                 |                                       |  |                  |
| Boots or Shoes                                  | 1.1       | 1 1.                       | 1.1       | 1.157         | 1.011   | 13                 |                                       |  |                  |
| Shield  |           | y wooden shie              |           | 1,157         | 10lb    |                    | MINIATUDE                             | LINILOCK   |                  |
| Basic Equipment Starting Gold + Craft/P         |           | Web Tracking EV            |           | Character's I |         | Use                | MINIATURE<br>the listed D&D Minia     |  | ius              |
| 7.1 gp 240 gp                                   | +         | 18,000 gj                  | p =       | 18,24         | 40      | ~                  |                                       | at-Arms (Aberrations                             |                  |
|   |           |                            |           |               |         |                    | The unlock abilit<br>the human's brea | y for this character sv<br>stplate with a master | waps out<br>work |
| 9,907 gp + 8,315 gp                             | +         |                            | =         | 18,22         | 9.1     | 9                  | breastplate. Furth                    | nermore, it reduces the<br>mor (not shield) take | ne price         |
| Magic Items Worn Magic Weapons and              | Other     | Consumable Magic           | ltems     | Total E       | īV      |                    | your character's c                    |  |                  |
| MAGIC WEAPONS AND C                             | THER MA   | AGIC ITEMS                 |           |               | CC      | NSUMABI            | E MAGIC ITE                           | EMS  |                  |
| ltem  |           | Cost                       | Wt        |               |         | Item               |                                       | Cost   | Wt               |
| +1 shocking longsword                           |           | 8,315 gp                   | 10lb      |               |         |                    |                                       |  |                  |
|   |           |                            |           |               |         |                    |                                       |  |                  |
|   |           |                            |           |               |         |                    |                                       |  |                  |
|   |           |                            |           |               |         |                    |                                       |  |                  |
|   |           |                            |           |               |         |                    |                                       |  | $\perp$          |
|   |           |                            |           |               |         |                    |                                       |  |                  |
|   |           |                            | $\perp$   |               |         |                    |                                       |  | $\perp$          |
|   |           |                            |           |               |         |                    |                                       |  |                  |
|   |           |                            |           |               |         |                    |                                       |  | $\bot$           |
|   |           |                            | 4         |               |         |                    |                                       |  | _                |
|   |           | -                          | 4         |               |         |                    |                                       |  | +                |
|   |           | -                          | 4         |               |         |                    |                                       |  | +                |
|   |           |                            | +         |               |         |                    |                                       |  | +                |
|   |           |                            | +         |               |         |                    |                                       |  | +                |
|   |           |                            | +         |               |         |                    |                                       |  | +                |
|   |           |                            | +         |               |         |                    |                                       |  | +                |
|   |           |                            | +-        |               |         |                    |                                       |  | +                |
|   |           |                            | +         |               |         |                    |                                       |  | +                |
|   |           |                            | +-        |               |         |                    |                                       |  | +                |
|   |           |                            | +         |               |         |                    |                                       |  | +                |
|   |           |                            | +-        |               |         |                    |                                       |  | +-               |
|   |           |                            | +-        |               |         |                    |                                       |  | +                |
|   |           |                            | +         |               |         |                    |                                       |  | +                |
| 1   |           |                            |           |               |         |                    |                                       |  |                  |

| character name  | player      |  |
|-----------------|-------------|--|
| Fighter 7       | Human       |  |
| class and level | race region |  |



MARK OF HEROES
Progression Sheet

|                     |       |                      |                 |                   |                        |                   | -                |
|---------------------|-------|----------------------|-----------------|-------------------|------------------------|-------------------|------------------|
| CoH<br>Cash on Hand | 23.9  | 14 +                 | -1              | +                 | + +                    | 10.9              | -                |
|                     | TOTAL | BASE CoH<br>(LVL x2) | CHA<br>MODIFIER | RANKS<br>MODIFIER | ITM CREATE<br>MODIFIER | EQUIP GP<br>BONUS | MISC<br>MODIFIER |

|       | TOTAL (LVL x2) MODIFIER MODIFIER BONUS MODIFIER |            | C                        |
|-------|---|------------|--------------------------|
| LEVEL | CLASS TAKEN/PREREGS                             | GP LIMIT   | EXPANDED ITEM AND SOURCE |
| ıst   | Fighter   |            |                          |
| 2nd   | <u>Fighter</u>                                  | 450 gp     |                          |
| 3rd   | Fighter   | 1,350 gp   |                          |
| 4th   | Fighter   | 2,700 gp   |                          |
| 5th   | Fighter   | 4,500 gp   |                          |
| 6th   | Fighter   | 6,500 gp   |                          |
| 7th   | Fighter   | 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 |                          |
|       |   | <u>I</u>   | ı                        |