character name Wizard 1	player Warforged			3年式	
class and level Medium		llignment de	eity M	ARK OF	HEROES
size age gender height	weight eyes	hair	T		ecord Sheet
ABILITY ABILITY TEMPO TEMPORARY POINT SCORE MODI- RARY MODIFIER BUY	TOTAL			NONLETHAL	
ABILITY NAME SCORE MODI- RARY MODIFIER BUY		NDS/CURRENT HP		DAMAGE	SPEED (20.6.1.)
STR 10 +0 2	HP 6				30 ft. (30 ft. base)
DEX dexterity 14 +2	$AC_{\text{armor class}}$ $14$ = 10+	+2 +	+ +2 + +	+	+ DAMAGE REDUCTION
CON 15 +2 5	TOTAL	ARMOR SHIELD BONUS BONUS		ATURAL DEFLECTION RMOR MODIFIER	MISC MODIFIER
	TOUÇH 12 FLAT-F	OOTED 12	C III	SKILLS	MAX RANKS (CLASS/CROSS-CLASS) 4/2
intelligence	TOUCH 12 FLAT-F armo	OOTED 12	SS	KEY	SVIII ABILITY MISC
WIS wisdom +0 4	INITIATIVE +2 =	+2 +	§ SKILL NAME	ABILITY N	MODIFIER MODIFIER RANKS MODIFIER
CHA 6 - 2 0	modifier TOTAL	DEX MISC	□ Appraise ■	int	+2 + 0 +
			□ Balance ■	dex*	+2 = +2 + 0 +
SAVING THROWS TOTAL SAVE MODIFIER	MODIFIER MODIFIER RARY	conditional modifiers	□ Bluff ■	cha	-2 = -2 + 0 + +0 = +0 + 0 +
FORTITUDE $+2$ = $+0$ + $+2$	+	sleep effects, paralysis, lisease, nausea,	<ul><li>□ Climb ■</li><li>■ Concentration ■</li></ul>	str* con	+6 = +2 + 4 +
$ \begin{array}{c c} REFLEX \\ (dexterity) \end{array} +2 = +0 + +2 $	+ + + + + 1 1	atigue, exhaustion,	■ Craft ■ (		+2 = +2 + 0 +
		effects that cause the sickened condition,	■ Craft ■ (	) int	=++
(wisdom)	·	and energy drain.	■ Craft ■ (	) int	+6 - +2 + 4 +
DASE ATTACK DONILLS	0 SPELL	AP	<ul><li>■ Decipher Script</li><li>□ Diplomacy ■</li></ul>	int	-2 -2 + 4 +
BASE ATTACK BONUS +	RESISTANCE	AP action points	☐ Diplomacy ☐	cha int	=+_+
CRADDLE		3	□ Disguise ■	cha	-2 = -2 + 0 +
GRAPPLE $+0 = +0$ BASE ATTA	+ $+0$ $+$ $+0$ $+$ $+$ $+$ $+$ $+$ $+$ $+$ $+$ $+$ $+$	CURRENT	□ Escape Artist ■	dex*	+2 +2 + 0 +
TOTAL BONUS	MODIFIER MODIFIER MC	DDIFIER	□ Forgery ■	int	-2 -2 + 0 +
ATTACK			☐ Gather Information ■☐ Handle Animal	cha cha	= + +
ATTACK ATTACK Slam +0 n		critical x2	□ Heal ■		+0 = +0 + 0 +
		XZ	□ Hide ■	dex*	+2 = +2 + 0 +
RANGE TYPE	NOTES		□ Intimidate ■	cha	-2 + 0 + 0 +
Blugeoning			<ul><li>Jump ■</li><li>Knowledge (arcana)</li></ul>	str* int	+6 = +2 + 4 +
			■ Knowledge (arcana)  ■ Knowledge (	) int	=++
ATTACK ATTACK	BONUS DAMAGE	COUTLOAL	■ Knowledge (	) int	=++
	nelee 1d6	CRITICAL x2	■ Knowledge (	) int	=++
RANGE TYPE	NOTES		<ul><li>■ Knowledge (</li><li>□ Listen ■</li></ul>	) int	+0 = +0 + 0 +
Blugeoning	NOTES		☐ Move Silently ■	wis dex*	+2 = +2 + 0 +
			□ Open Lock	dex	=++
AMMUNITION	0 00000 00000 00000 00000		□ Perform (	) cha	=+
ATTACK ATTACK	BONUS DAMAGE	CRITICAL	□ Perform ( □ Perform (	) cha	=++
Light crossbow +2 ra		19-20/x2	■ Profession (	) cha ) wis	=++
RANGE TYPE	NOTES		■ Profession (	) wis	=++
80 ft. Piercing	NOTES		□ Ride ■	dex	+2 = +2 + 0 +
			□ Search ■	int _	+2 = +2 + 0 + +0 = +0 + 0 +
AMMUNITION 10 Bolts according to the control of the	0 00000 00000 00000 00000		<ul><li>□ Sense Motive ■</li><li>□ Sleight of Hand</li></ul>	wis dex*	= + +
ATTACK ATTACK	BONUS DAMAGE	CRITICAL	■ Spellcraft	int	+6 = +2 + 4 +
			□ Spot ■	wis	+0 = +0 + 0 +
RANGE TYPE	NOTES		□ Survival ■	wis	+0 = +0 + 0 + +0 = +0 + 0 +
			<ul><li>□ Swim ■</li><li>□ Tumble</li></ul>	str* dex*	= +0 + 0 +
AMMUNITION DODGG DOGG	0 00000 00000 00000		☐ Use Magic Device	cha	=++
ANIMONITION	77777 TTTTT TTTTT TTTTT		☐ Use Rope ■	dex	+2 = +2 + 0 +
ATTACK ATTACK	BONUS DAMAGE	CRITICAL	<b></b>		=++
			<u> </u>		= + +
RANGE TYPE	NOTES				
			■ After the skill denotes a skill the		
AMMUNITION PROPER POOR			☐ Fill in this box if the skill is a c * Armor check penalty, if any, ap		

Eberron - Mark of Hero	oes				FEATS			SF	PELLBOO	ЭK	
campaign					Combat Casting	PG. 92					
					Scribe Scroll <sup>B</sup>	99					
experience points							0: All cant	rips			
		EAR									
	$\overline{}$	JEAN .	,								
ARMOR/PROTECTIVE IT  Composite plating		t (special)	AC BONUS +2	MAX DEX							
CHECK PENALTY SPELL FAILU	JRE SPEED 30 ft		Occupies the same spa	ce on a the body			1st: mage a	rmor, magic n	nissile, ray of enf	eeblement, shi	eld,
			that armor or a r	robe does.			shocking g				
SHIELD/PROTECTIVE ITE	M AC B	ONUS W	/EIGHT CHECK	PENALTY							
SPELL FAILURE		SPECIAL PRO	PERTIES		B = bonus feat						
PROTECTIVE ITEM	AC BOA	IUS WEIGHT	SPECIAL PRO	DERTIES	SPECIAL ABILI						
				- 1111	Living construct traits	PG. EB					
					Composite plating	EB	2nd:				
PROTECTIVE ITEM	AC BON	IUS WEIGHT	SPECIAL PRO	PERTIES	Light fortification	EB					
					Slam attack	EB					
	BASIC PO	SSESSIC	ONS		Summon familar	57					
ITEM	PG. WT.		ITEM	PG. WT.							
Quarterstaff	120   20 lb										
Light crossbow	115 4 lb.										
10 bolts	115 1 lb.						3rd:				
Scholar's outfit	131 6 lb.										
Spellbook	130 3 lb.										
Adventurer's standard backpack	CS 18 lb										
Spell component pouch	130 2 lb.										
2 Sunrods	128 2 lb.			+				CDEL	L CAV/5	+2	$\Box$
3 Scroll cases	126 1.5 11	).						SPEL	L SAVE		
Ink	126 0 lb.						4.0.0	ANE CO	=	DC M	_
2 Ink pens	126 0 lb.						ARC	ANE SPE	LL FAILU	RE 2	<u></u> %
4 Sheets of parchment	126 0 lb.						condition	al modifiers			
Standard identification papers*	EB 0 lb.										
							SPELLS	SPELL	LEVEL	SPELLS	BONUS
*bonus equipment		DAGIC DOC	CECCIONIC CRAVALLI	- 111			KNOWN	SAVE DC		PER DAY	SPELLS
	I C V/T	<del>-</del>	SESSIONS GP VALUE	8r					0	3	0
BASIC WT. 57.5 lb. + MAC	ilC W1.	= 1017	AL WEIGHT CARRIED	57.5 lb.				13	1ST	1	1
33 lb 66 lb	100 lb	100 lb	200 lb 50	0 lb					2ND		
		LIFT OVER		SH OR	LANGUAGE	S			3RD		
LIGHT MEDIUM LOAD LOAD	HEAVY LOAD	HEAD EQUALS MAX LOAD	GROUND D	RAG 5 x (LOAD	Initial languages = Common languages + one per point of				4TH		
		ONEY	WAY LOAD WAY	. ZOND	Common, Draconic				5TH		
	IVI	ONET							6TH		
cp —											
sp —									7TH		
gp — 9 pp —									8TH		
"				I					9TH		

character name	player	
Wizard 1	Warforged	
class and level	race	region



MARK OF HEROES Progression Sheet



_	TOTAL (LVL x2) MODIFIER MODIFIER MODIFIER BONUS MODIFIER		
LEVEL	CLASS TAKEN/PREREGS	GP LIMIT	EXPANDED ITEM AND SOURCE
ıst	<u>Wizard</u>		
2nd		450 gp	
3rd		1,350 gp	
4th		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	
		i	1

								F)			
character name Wizard 1	playe	er									
class and level	RPG	A # E	vent name	!		MARK OF HERÖES Magic and Stack Sheet					
Wo	ORN MAGIC	TITEMS							RD STACK		
Item Type		Item		Cost	Wt	1	One Slo	t Per Maximum	Action Points		
Headband, hat, helmet, or phylactery	У					2					
Pair of lenses or goggles						3					
Amulet, brooch, medallion, necklace or sca	rab					4					
Vest, vestment or shirt						5					
Robe or suit of armor						6					
Belt						7					
Cloak, cape, or mantle						8					
Pair of bracers or bracelets						9					
One glove, pair of gloves, or pair of gauntle	ets					10					
Ring						11	1				
Ring						12					
Boots or Shoes						13					
Shield											
Basic Equipment Starting Gold + Cra  111 gp 120 g	gp + + -	Web Tracking EV	=	Character's Market 120 gg	p p		Limi Mini This u	it the Risk ature: Warforgeo unlock ability a	JNLOCK e and Get the Bonu d Wizard (Deathkin) allows you to spend cane spell failure rol	ELL 11/60 an action	
MAGIC WEAPONS AND	OTHER MA	GIC ITEMS			C	ONSUN	ABLE MA	GIC ITEN	/IS		
ltem		Cost	Wt			ltem			Cost	Wt	
			$\square$							ــــــ	
										↓	
			$\sqcup$							ــــــ	
			$\vdash$							₩	
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