character Wizard		player									
class and		Koberace	old a	lignment c	deity			4			i S
Small size	age gender	height weigh		hair	skin	MAR			ERO		
5126	age gender	ileigiit weigi	t eyes	IIdii	SKIII	Charac	ter	Reco	rd S	heet	
ABILITY NAM		PORARY POINT DIFIER BUY	TOTAL WOU	NDS/CURRENT HP		NONLETH DAMAGE	AL		SPEE	D	
STR strength	6 -2	2 HP hit points	5					30 ft	. (30 ft	. base)	
DEX	12 +1		13 = 10+	+	+ +1 + +	1 + +1	+ -	1. F	Di	AMAGE RED	UCTION
		armor class	13 = 10 +	ARMOR SHIELD	DEX SIZ	ZE NATURAL	DEFLECTION	J T L	ISC		
CON constitution	13 +1	8		BONUS BONUS	MODIFIER MOD	IFIER ARMOR	MODIFIE	R MOE	DIFIER L		
INT intelligence	16 +3	10 TOUCH armor class	12 FLAT-F	OOTED 12	SKIII	:	SKILL:	S (CI	MAX ASS/CROSS-	RANKS CLASS)	4/2
WIS	10 +0	2	anno		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
		INITIA	+1 =	+1 +	5 SIGEL TO AME		7.012.11				
CHA charisma	9 -1	1	TOTAL	DEX MISC MODIFIER MODIFIER	□ Appraise ■		int	+3		0_+	
SAVINO	G THROWS TOTAL	BASE ABILITY MAGIC I SAVE MODIFIER MODIFIER MO	MISC. TEMPO-	conditional modifiers	□ Balance ■□ Bluff ■		dex*	+1 = -1 =	= <u>+1</u> + = -1 +	0 +	
			+2 +		□ Climb ■		cha str*	-2	-2 +	·············	
	nstitution)	+0 + +1 + -1 + -1 + -1	T		■ Concentration	1 ■	con	+4 =	=+1+	3 +	
RE (d	EFLEX +1 =	+0 + +1 + +	+		■ Craft ■ (trapm	naking)	int	+5 =		0_+	
V	$\forall LL$ $\neq 2$ =	+2 + +0 + +	+		■ Craft ■ ()	int	+3 =	=+3+	0_+	
(w	visdom)				■ Craft ■ ()	int	=	=+	+	
D.A.		115 +0	SPELL	AP_	■ Decipher Scri□ Diplomacy ■	pt	int cha	+5 = -1 _	= <u>+3</u> + = -1 +		
BA	SE ATTACK BON		SISTANCE	AP action points	☐ Diplomacy ☐	Α.	int			·········	
	DADDLE .		1 [4] [- 3	☐ Disguise ■		cha	-1	-1 +		
(GRAPPLE -0		+ -4 +	CURRENT	☐ Escape Artist	•	dex*	+1 =	=+1+	0_+	
	ТОТ	AL BASE ATTACK STRENGT BONUS MODIFIE	TH SIZE N ER MODIFIER MO	MISC DIFIER	□ Forgery ■		int	+3	=+3+		
		`			☐ Gather Inform		cha	-1	= <u>1</u> +	0_+	
	ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	☐ Handle Anima	al	cha	+0 _	=+ = +0 +		
	Quarterstaff	-1 melee	1d4-2	x2	□ Heal ■ □ Hide ■		wis dex*	+5	+1 +	'	+4
RANGE	TYPE	NOT	ES	<u>'</u>	☐ Intimidate ■		cha	-1	=1_+		
	Blugeoning				□ Jump ■		str*	-2 =	= <u>-2</u> +	0_+	
					■ Knowledge (a	rcana)	int	+7 =	=+3+	<u>4</u> +	
					■ Knowledge (h		int	+6 =	= +3 +	3_+	
	ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	■ Knowledge (th	. ,	int	+7 =	= <u>+3</u> +		
	Light crossbow	+2 ranged	1d6	19-20/x2	■ Knowledge (■ Knowledge (int int		 = +	· · · · · ·	
RANGE	TYPE	NOT	ES		□ Listen ■	,	wis	+0 =	= +0 +	0 +	
80 ft.	piercing				■ Move Silently	•	dex*	+1 =	<u>+1</u> +	0_+	
					Open Lock		dex		=+	+	
AMMUNITI	ON 20 Bolts	00000 00000 00000 000	100 00000 00000		□ Perform (cha		=+	+	
	ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	□ Perform (□ Perform (cha		=+	+.	
			JAWAGL		■ Profession (cha wis		+ = +	+ +	
RANGE	TYPE	NOT	EC		■ Profession (wis	-	=+	+	
KANGE		NOI	<u> </u>		□ Ride ■	,	dex	+1 =	<u>+1</u> +	0_+	
					□ Search ■		int	+5 =		0_+	
AMMUNITI	ON	00000 00000 00000 000	00000 00000		□ Sense Motive	_	wis	+0 =	= <u>+0</u> +		
	ATTACK	ATTACK BONNE	DAMAGE	CRITICAL	□ Sleight of Har■ Spellcraft	na	dex* int	+7 =	=+ = +3 +	4 +	
	ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	■ Spelicraπ □ Spot ■		wis		= <u>+0</u> +		
					☐ Survival ■		wis	+0 =	<u>+0</u> +	0_+	
RANGE	TYPE	NOT	ES		□ Swim ■		str*	-2 =	= <u>-2</u> +	+	
					□ Tumble		dex*	-	=+	+	
AMMUNITI	ON	00000 00000 00000 000			□ Use Magic De	evice	cha	+1 =	=+ 1 ·	0 +	
	ATTACK				□ Use Rope ■		dex	71 =	- <u>+1</u> + = +	<u> </u>	
	ATTACK	ATTACK BONUS	DAMAGE	CRITICAL					' +=	+	
								=	=+	+	
RANGE	ТҮРЕ	NOT	ES		■ After the skill denot	es a skill that can b	a 11504 1161	ained			
					■ After the skill denot						
AMMUNITI	ON				* Armor check penalty				m.)		

Eberron - Mark of Hero	es						FEATS			51	FLLRO	JK	
campaign							Great Fortitude	PG. 94					
							Scribe Scroll ^B	99	anid on	lach arcano m	auls danaina lia	heo dano dos	
experience points											ark, dancing lig ndead, flare, gh		
		CI	EAR								e, open/close, p		
			_/ (IX								nce, touch of fa		
ARMOR/PROTECTIVE ITE	EM	TY	PE	AC BONUS	MAX	(DEX							
CHECK PENALTY SPELL FAILU	RE S	SPEED	WEIGHT	SPECIAL P	ROPERT	IES			color	enrav enlarge	person, grease,	maga armor i	magic mis
							-			f enfeeblement		mage armor, i	nagic mis-
SHIELD/PROTECTIVE ITEM	И	AC BO	NUS WE	IGHT CHE	CK PENA	N TY			333, 337		·		
SPELL FAILURE		SI	PECIAL PROP	ERTIES			B = bonus feat						
							b = bonus reat						
PROTECTIVE ITEM	A	C BONI	JS WEIGHT	SPECIAL P	R∩DERTI	FS	SPECIAL ABII						
		- DOM	,,, w	JI LCIAL I	NOI EKII		Darkvison 60 ft.	PG. MM162					
							+2 racial bonus on Cra		2nd:				
PROTECTIVE ITEM	AC	BONU	JS WEIGHT	SPECIAL P	ROPERTI	ES	(trapmaking), Profes	sion					
							(miner), and Search ch						
В	ASIC	C PO	SSESSIO	NS			+1 natural armor bonu						
ITEM	PG.	WT.		ITEM	PG	. WT.	Light sensitivity	MM161					
Quarterstaff	120	2 lb.				\perp							
Dagger	116	1 lb.				$\perp \perp$							
Light crossbow	115	2 lb.							3rd:				
20 bolts	115	1 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.								SPEL	L SAVE	+3	3
Standard identification papers*	EB	0 lb.										DC M	OD
									ARC	ANE SPE	LL FAILU	RE	%
*bonus equipment									condition	nal modifiers			
									SPELLS	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
			BASIC POSS	ESSIONS GP VA	LUE 1	14gp				13	0	3	0
BASIC WT. 13 lb. + MAGI	C WT.		= TOTAL	. WEIGHT CARR	IED 1	3 lb.				14	1ST	1	1
15 lb 30 lb	//5	i lb	45 lb	00.11	225 IL	ıl					2ND		
			LIFT OVER		225 lb PUSH OF	_	LANGUAC	ies			3RD		
LIGHT MEDIUM LOAD LOAD		AVY AD	HEAD EQUALS MAX LOAD	GROUND	DRAG 5 x MAX LOAD		Initial languages = Comn languages + one per point				4TH		
		MC	NEY				Common, Draconic, Gob	lin,			5TH		
cp —							Undercommon				6TH		
sp —											7TH		
gp — 6											8TH		
pp —											9TH		

character name	player	
Wizard 1	Kobold	
class and level	race	region



MARK OF HEROES Progression Sheet

CoH Cash on Hand	7 =	BASE CoH	+ -1	+ RANKS MODIFIER	+ ITM CREATE	6 +	MISC MODIFIER
		(LVL A2)	WIODIITEK	WODITIEK	WIODIITEK	BONOS	WODITIEK

_	TOTAL BASE COH CHA RANKS ITM CREATE EQUIP GP MISC (LVL x2) MODIFIER MODIFIER MODIFIER BONUS MODIFIER		3
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	
	ı	ı	1

						RED					
character name Wizard 1	player										
class and level	RPGA #	Event name	2		MARK OF HERÖES Magic and Stack Sheet						
WORLA	AACIC ITEM	C			IVI a	agic and S	Stack She	e t			
	MAGIC ITEM		6 1	. N/G		One Slot Per Maxim	CARD STACK				
Item Type Headband, hat, helmet, or phylactery	Iten	n	Cost	Wt	2						
Pair of lenses or goggles											
Amulet, brooch, medallion, necklace or scarab					3						
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 gauntlets					10						
Ring					11						
Ring					12						
Boots or Shoes					13						
Shield											
Basic Equipment Starting Gold + Craft/Prof. Box	nus Web 1	racking EV	Character's Ma	« EV	Use	MINIATURE the listed D&D Minia	- UNLOCK ture and Get the Bonu	IS			
114 gp 120 gp	+	=	120 gp		_	Sun Lover Miniature: Kobo	ld Sorcerer (Aberration	s 26/60)			
+					1	The unlock abilit	y for this character gra ght Adaptation (see <i>Ra</i>	nts a			
+	+	=	114 gr)	WE	Eberron).	git recaptation (see re	ues oj			
Magic Items Worn Magic Weapons and Other		ole Magic Items	Total EV		Marine						
MAGIC WEAPONS AND OTHE				100	ISUMARI	E MAGIC ITI	FMS				
ltem		ost Wt		•	ltem		Cost	Wt			
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