character name

player

Artificer 1 — class and level

Dwarf — race

alignment

deity

Medium — size

age

gender

height

weight

eyes

hair

skin

EBERRON
MARK OF HEROES
Character Record Sheet

ABILITY NAME	ABILITY SCORE	ABILITY MODI-	TEMPO-RARY	TEMPORARY MODIFIER	POINT BUY
STR strength	10	+0			2
DEX dexterity	13	+1			5
CON constitution	14	+2			4
INT intelligence	15	+2			8
WIS wisdom	8	-1			0
CHA charisma	12	+1			6

HP hit points — TOTAL 8 — WOUNDS/CURRENT HP — NONLETHAL DAMAGE

SPEED 30 ft. (30 ft. base)

AC armor class — 14 = 10 + +3 (ARMOR BONUS) + (SHIELD BONUS) + +1 (DEX MODIFIER) + (SIZE MODIFIER) + (NATURAL ARMOR) + (DEFLECTION MODIFIER) + (MISC MODIFIER) — TOTAL

DAMAGE REDUCTION

TOUCH armor class 11

FLAT-FOOTED armor class 13

INITIATIVE modifier — +1 = +1 (DEX MODIFIER) + (MISC MODIFIER) — TOTAL

SAVING THROWS	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC. MODIFIER	+ TEMPO-RARY
FORTITUDE (constitution)	+2	+0	+2			
REFLEX (dexterity)	+1	+0	+1			
WILL (wisdom)	+1	+2	-1			

conditional modifiers

+2 racial bonus on saves against poison.

+2 racial bonus on saves against spells and spell-like abilities.

BASE ATTACK BONUS +0

SPELL RESISTANCE

AP action points — 5 — CURRENT

GRAPPLE modifier — +0 = +0 (BASE ATTACK BONUS) + +0 (STRENGTH MODIFIER) + +0 (SIZE MODIFIER) + (MISC MODIFIER) — TOTAL

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Heavy mace	+0 melee	1d8	x2

RANGE	TYPE	NOTES
	Blugeoning	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Light crossbow	+1 ranged	1d8	19-20/x2

RANGE	TYPE	NOTES
80 ft.	piercing	

AMMUNITION 10 Bolts ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

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) 4 / 2

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	= ABILITY MODIFIER	+ RANKS	+ MISC MODIFIER
❑	Appraise ■	int	+2	+2	0	
❑	Balance ■	dex*	+0	+1	0	-1
❑	Bluff ■	cha	+1	+1	0	
❑	Climb ■	str*	-1	+0	0	-1
■	Concentration ■	con	+6	+2	4	
■	Craft ■ ( )	int	+2	+2	0	
■	Craft ■ ( )	int				
■	Craft ■ ( )	int				
■	Decipher Script	int				
❑	Diplomacy ■	cha	+1	+1	0	
❑	Disable Device	int	+6	+2	4	
❑	Disguise ■	cha	+1	+1	0	
❑	Escape Artist ■	dex*	+0	+1	0	-1
❑	Forgery ■	int	+2	+2	0	
❑	Gather Information ■	cha	+1	+1	0	
❑	Handle Animal	cha				
❑	Heal ■	wis	-1	-1	0	
❑	Hide ■	dex*	+0	+1	0	-1
❑	Intimidate ■	cha	+1	+1	0	
❑	Jump ■	str*	-1	+0	0	-1
■	Knowledge (arcana)	int	+4	+2	2	
■	Knowledge (arch and engin)	int	+4	+2	2	
■	Knowledge ( )	int				
■	Knowledge ( )	int				
■	Knowledge ( )	int				
❑	Listen ■	wis	-1	-1	0	
❑	Move Silently ■	dex*	+0	+1	0	-1
❑	Open Lock	dex	+5	+1	4	
❑	Perform ( )	cha				
❑	Perform ( )	cha				
❑	Perform ( )	cha				
■	Profession ( )	wis				
■	Profession ( )	wis				
❑	Ride ■	dex	+1	+1	0	
❑	Search ■	int	+6	+2	4	
❑	Sense Motive ■	wis	-1	-1	0	
❑	Sleight of Hand	dex*				
■	Spellcraft	int				
❑	Spot ■	wis	-1	-1	0	
❑	Survival ■	wis	-1	-1	0	
❑	Swim ■	str*	-2	+0	0	
❑	Tumble	dex*				
❑	Use Magic Device	cha	+5	+1	4	
❑	Use Rope ■	dex	+1	+1	0	
❑	_____	____				
❑	_____	____				
❑	_____	____				

■ 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.)

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Eberron - Mark of Heroes

campaign

experience points

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
Studded Leather Armor	light	+2	+5

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-1	15%	30 ft.	20 lb.	

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.
Studded leather armor	126	20 lb.			
Heavy mace	119	8 lb.			
Light crossbow	115	4 lb.			
10 bolts	115	1 lb.			
Adventurer's standard backpack	CS	18 lb.			
Thieves' tools	130	1 lb.			
Silk rope	127	5 lb.			
Grappling hook	126	4 lb.			
Caltrops	126	2 lb.			
Flask of acid	128	1 lb.			
Standard identification papers*	EB	0 lb.			
*bonus equipment			BASIC POSSESSIONS GP VALUE		183 gp

BASIC WT. 64 lb. + MAGIC WT. ____ = TOTAL WEIGHT CARRIED 64 lb.

33 lb	66 lb	100 lb	100 lb	200 lb	500 lb
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 — 17

pp —

FEATS

	PG. EB
Heroic Spirit	
Scribe Scroll[B]	99

B = bonus feat

SPECIAL ABILITIES

	PG.
Darkvison 60 ft.	14
Stonecunning	15
Weapon familiarity	15
Stability	15
+2 racial bonus on saves against poison, spells, and spell-like abilities	15
+1 racial bonus on attack rolls against orcs and goblinoids	15
+4 dodge bonus to AC against giants	15
+2 racial bonus on Appraise checks related to stone	15
+2 racial bonus on Craft checks related to stone or metal	15
Artificer knowledge	EB 31
Artisan bonus	EB 31
Disable traps	EB 31
Item creation	EB 32

LANGUAGES

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

Common, Dwarven, Giant, Goblin

INFUSIONS

1st: *energy alteration, enhancement alteration, identify, inflict light damage, lesser armor enhancement, light, magic stone, magic vestment, magic weapon, personal weapon augmentation, repair light damage, resistance item, shield of faith, skill enhancement, spell storing item.*

2nd:

3rd:

4th:

SPELL SAVE

+2 DC MOD

ARCANE SPELL FAILURE 15 %

conditional modifiers

SPELLS KNOWN	INFUSIONS SAVE DC	LEVEL	INFUSIONS PER DAY	BONUS INFUSIONS
		0		0
	13	1ST	2	1
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

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character name

player

Artificer 1
class and level

Dwarf
race

region

EBERRON
MARK OF HEROES
Progression Sheet

CoH Cash on Hand: 19 = 2 + +1 + ____ + ____ + 17 + ____

TOTAL | BASE CoH (LVL x2) | CHA MODIFIER | RANKS MODIFIER | ITM CREATE MODIFIER | EQUIP GP BONUS | MISC MODIFIER

LEVEL	CLASS TAKEN/PREREGS	GP LIMIT	EXPANDED ITEM AND SOURCE
1st	Artificer		
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	

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character name | player

Artificer 1

class and level | RPGA # | Event name

EBERRON
MARK OF HEROES

Magic and Stack Sheet

WORN MAGIC ITEMS

Item Type	Item	Cost	Wt
Headband, hat, helmet, or phylactery			
Pair of lenses or goggles			
Amulet, brooch, medallion, necklace or scarab			
Vest, vestment or shirt			
Robe or suit of armor			
Belt			
Cloak, cape, or mantle			
Pair of bracers or bracelets			
One glove, pair of gloves, or pair of gauntlets			
Ring			
Ring			
Boots or Shoes			
Shield			

CAMPAIGN CARD STACK

One Slot Per Maximum Action Points

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	

Basic Equipment: 183 gp

Starting Gold + Craft/Prof. Bonus: 200 gp

Web Tracking EV: +

Character's Max EV: = 200 gp

\+

Magic Items Worn: +

Magic Weapons and Other: +

Consumable Magic Items: = 183 gp

Total EV

MINIATURE UNLOCK

Use the listed D&D Miniature and Get the Bonus

Industrious Crafting

Miniature: Dwarf Artificer (Deathknell 3/60)

This unlock ability grants you a bonus 50 gp to your craft reserve.

MAGIC WEAPONS AND OTHER MAGIC ITEMS

Item	Cost	Wt

CONSUMABLE MAGIC ITEMS

Item	Cost	Wt
divine scroll of *cure light wounds* (caster 1st)	97 gp from reserve	--

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