character n Wizard 4	ame			player Kobold									
class and le	evel			race	alię	gnment d	deity		и о				17/1 55
Small size	age	gender	height	weight e	yes	hair	skin	MAR			ERO		
		· ·			,			Charac		Reco	ord S	hee	t
ABILITY NAME	ABILITY ABILITY SCORE MODI-	TEMPO- TEMPORA RARY MODIFI	R BUY	TOTAL	WOUND	S/CURRENT HP		NONLETH DAMAG	IAL E		SPE		
STR strength	6 -2		2 H	P 18						20 f	t. (30 f	t. base)
DEX dexterity	12 +1		2 AC	14	= 10+ [+1 +	+ +1 +	+1 + +1	+] + [\neg _ \Box	AMAGE RE	DUCTION
	14 +2		8 annor	TOTAL		ARMOR SHIELD BONUS BONUS	DEX MODIFIER N	SIZE NATURAL MODIFIER ARMOR	DEFLECTION		IISC DIFIER		
CON										-	MA	V DANIKE	7 0
INT intelligence	16 +3		10 TOU armor	CH 12	FLAT-FO armor c	OTED 13	SKIII)		SKILLS		MAX LASS/CROSS	S-CLASS)	7 / 3
WIS wisdom	10 +0		2	TIATI\/C			SKILL NAM	ИE	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
CHA	9 -1			TIATIVE modifier		+1 +	Appraise ■		int	+3	_ +3 .	- 0	
charisma					TOTAL MO	DEX MISC ODIFIER MODIFIER	□ Balance ■		dex*	+1		<u> </u>	+
	THROWS	TOTAL BASI	ABILITY MAGI MODIFIER MODIFI	C MISC. T	EMPO- RARY	onditional modifiers	□ Bluff ■		cha	-1 :		<u> </u>	+
FORT	ITUDE	+6 = +1	+ +2 + +1	+ +2 +			□ Climb ■		str*	-2		<u> </u>	
	FLEX	+3 = +1	+ +1 + +1	7	_		■ Concentral■ Craft ■ (traft)		con int	+6 =	= +2 -	+ <u>4</u> + 0	+
		=		╡╞═╣╟	-1		■ Craft ■ (tra	ipmaking)) int	+3			+
(wis	ILL sdom)	+5 = +4	+ +0 + +1	+ +			■ Craft ■ () int	-	=	·	+
				CDEL		A.D.	■ Decipher S		int	+8 =			+
BAS	E ATTAC	K BONU:	+2	SPELL RESISTAN	CE	AP action points	□ Diplomacy□ Disable De		cha	-1			+
	D.A.D.D.L.E.					4	☐ Disguise ■		int cha	-1		0	
G	RAPPLE modifier	-4	= +2 +	-2 + -4	┛╵╚	CURRENT	□ Escape Art		dex*	+1	=+1	<u> </u>	+
		TOTAL		STRENGTH SIZ MODIFIER MODI	E MIS FIER MODII	C FIER	□ Forgery ■		int	+3		+ <u>0</u>	+
							□ Gather Info		cha	-1		<u> </u>	+
	ATTACK	20	ATTACK BONU		MAGE	CRITICAL	□ Handle An□ Heal ■	ımal	cha wis	+0			+
	Quarterstaf	t	+1 melee	10	14-2	x2	□ Hide ■		dex*	+5 =			++4
RANGE	TYPE			NOTES			□ Intimidate	•	cha	-1	=1_+		
	Blugeoning						□ Jump ■		str*	-2 +10	= <u>-2</u> = +3 .	+ <u>0</u>	+
							■ Knowledge■ Knowledge		int int	+8		+ ⊧ 5 .	+
	ATTACK						-	the planes)	int	+10 =		<u>7</u>	+
Ţ	ATTACK		ATTACK BONU	1	MAGE d6	CRITICAL 19-20/x2	■ Knowledge) int	-	=	+	+
	ight crossbo	ow	+4 ranged		do	19-20/XZ	■ Knowledge	e () int	=		t	+
RANGE	TYPE 			NOTES			□ Listen ■□ Move Siler	atly =	wis dex*	+0 =		+ <u>0</u> + 0	+
80 ft.	piercing						☐ Open Lock	•	dex			·	+
AMMUNITIO	N 10 Bolts		00000 00000 0000	00000 00000	00000		□ Perform () cha	-	=	·	+
	ATTACK		ATTACK BONIU	5 54	MAGE	CDITICAL	□ Perform () cha			t	+
	Dagger		ATTACK BONU +1 melee	1	MAGE 13-2	CRITICAL 19-20/x2	□ Perform (■ Profession) cha) wis	 	=· = .	+ +	+
RANGE	TYPE			NOTES			■ Profession) wis) wis		=	+	+
10 ft.	piercing			NOTES			□ Ride ■		dex	+1	=+1	<u> </u>	+
10 11.	18						□ Search ■		int	+5		<u> </u>	
AMMUNITIO	N		00000 00000 0000	00000 0000			□ Sense Mot□ Sleight of I		wis dex*	+0	= +0 -	+ <u> </u>	
	ATTACK		ATTACK BONU	S DAI	MAGE	CRITICAL	■ Spellcraft	Tallu	int	+12	= +3 -		
				2		3111112712	□ Spot ■		wis	+0		<u> </u>	
RANGE	TYPE			NOTES			□ Survival ■		wis	+0		<u> </u>	
							□ Swim ■ □ Tumble		str* dex*	-2		+: +:	+
AMMALIANTIC	N.		00000 00000 000				☐ Use Magic	Device	cha			 	+
AMMUNITIO	IN		00000 00000 0000	ממממ ההרהה היי	ם החרום		□ Use Rope		dex	+1	= +1 -	<u> </u>	+
	ATTACK		ATTACK BONU	S DAI	MAGE	CRITICAL	-			-	=	+ <u>.</u>	+
							<u> </u>			=	= . _	⊦: ∟	+
RANGE	TYPE			NOTES			<u> </u>					r	т
								enotes a skill that can b					
AMMUNITIO	N.	!		00.0000	0.00000			f the skill is a class skill nalty, if any, applies. (D			m.)		

Eberron - Mark of Hero	es						FEATS			51	FLLRO	JK	
campaign							Great Fortitude	PG. 94					
							Research	EB	- acid stil	ach arcane ma	rk, dancing ligh	nts dane deter	t paisan
experience points							Scribe Scroll ^B	99			lead, flare, ghost		
		G	EAR								lose, prestidigita		
ARMOR/PROTECTIVE ITE	FM				1				magic, resi	istance, touch o	f fatigue.		
ARMORYFROTECTIVE TIT	LIVI	TY	/PE	AC BONUS	MAX	DEX							
CHECK PENALTY SPELL FAILU	RF .	SPEED	WEIGHT	SPECIAL PR	OPERTI	FS							
	``		WLIGHT	JI LCIAL I N					1st: <u>color s</u>	pray, comprehe	nd languages, d	etect secret doo	r, disguise
				<u> </u>					self, enlarg	e person, grease	e, identify, mage	armor, magic	missile,
SHIELD/PROTECTIVE ITEN	M	AC BC	NUS WI	EIGHT CHEC	K PENA	LTY			protection	from evil, ray o	of enfeeblement,	repair light da	mage.
SPELL FAILURE		SI	PECIAL PROP	ERTIES			B = bonus feat						
							SPECIAL ABIL	ITIEC					
PROTECTIVE ITEM	A	C BONI	JS WEIGHT	SPECIAL PR	OPERTI	ES	SPECIAL ABIL	PG.					
							Darkvison 60 ft.	MM162					
	_						+2 racial bonus on Cra	ft			invisibility, kno	ck, locate obje	ct, rope trick,
PROTECTIVE ITEM	A	C BONU	JS WEIGHT	SPECIAL PR	OPERTII	S	(trapmaking), Profess	sion	scourchin	g ray			
							(miner), and Search ch	ecks					
		$\overline{}$	SSESSIO				+1 natural armor bonu	s					
ITEM	PG.	WT.		ITEM	PG.	WT.			-				
Quarterstaff	120	2 lb. 1 lb.											
Dagger Light crossbow	115	2 lb.				+			3rd:				
10 bolts	115	.5 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	;
Standard identification papers*		0 lb.										DC M	OD
- Carrier Faller									ARC	ANE SPE	LL FAILU	RE	%
									condition	nal modifiers			
									SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
*bonus equipment			BASIC POSS	ESSIONS GP VAL	UE 11	4gp				13	0	4	0
BASIC WT. 13 lb. + MAGI	IC WT.	3 lb	. = тота	WEIGHT CARRIE	ED 1	6 lb.				14	1ST	3	1
	_					,				14	2ND	2	1
15 lb 30 lb	45	lb	45 lb	90 lb 2	25 lb	J	LANGUAG	EC					
LIGHT MEDIUM		AVY	LIFT OVER HEAD	GROUND	JSH OR DRAG		Initial languages = Comm	on + racial			3RD		
LOAD LOAD	LC	AD	HEAD EQUALS MAX LOAD		5 X IAX LOAD		languages + one per point Common, Draconic, Gob	of Int bonus			4TH		
		МС	NEY				Undercommon	,			5TH		
cp —							Successimon				6TH		
sp —											7TH		
gp — 65											8TH		
рр —											9TH		
											-		

character name Wizard 4	player	
class and level	RPGA #	Event name

WORN MAGIC ITEMS

Cloak of resistance +1

Bracers of armor +1

Item Type 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



Magic and Stack Sheet

	magic and otack onect
	CAMPAIGN CARD STACK One Slot Per Maximum Action Points
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	

			CAMPAIGN CARD STACK One Slot Per Maximum Action Points
Cost	Wt	1	
		2	
		3	
		4	
		5	
		6	
		7	
1,000 gp	1 lb	8	
1,000 gp	1 lb	9	
		10	
		11	
		12	
		13	
	I		



Sun Lover Miniature: Kobold Sorcerer (ABERRATIONS 26/60) The unlock ability for this character grants a bonus feat: Daylight Adaptation (see Races of

Wt 0 lb

1 lb

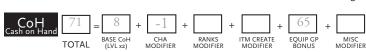
31116	eiu.					
Basic Equipment	S	Starting Gold + Craft/Prof. E	Bonus	Web Tracking EV		Character's Max EV
114 gp		120 gp ■	+	5,000 gp	=	5,120 gp
+	_					
2,000 gp	+	600 gp	+	2,341 gp	=	5,055 gp
Magic Items Worn	•	Magic Weapons and Oth	ner –	Consumable Magic Items		Total FV

Magic Items Worn	Magic Weapons and Other	Consumable Magic II	tems	Total EV		
MAGIC WEAP	ONS AND OTHER MA	AGIC ITEMS		CONSU	IMABLE MAGIC ITE	MS
It	em	Cost	Wt	Item		Cost
Extra spell: <i>identify</i>		100 gp	0 lb	Scroll of comprehend l	anguages (CL 1)	93 gp
Extra spell: rope tric	·k	200 gp	0 lb	Scroll of detect secret a		93 gp
3 100-gp pearls		300 gp	0 lb	Scroll of mage armor (CL 1)	93 gp
				Scroll of <i>shield</i> (CL 1)		93 gp
				Scroll of protection fro	m evil (CL 1)	93 gp
				Scroll of knock (CL 3)		563 gp
				Scroll of rope trick (CL	3)	563 gp
				Wand of magic missile		750 gp

character name	player	
Wizard 4	Kobold	
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	<u>Wizard</u>	450 gp	
3rd	<u>Wizard</u>	1,350 gp	
4th	<u>Wizard</u>	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	