character na Ranger 4	ame			player Elf									
class and lev	vel			race		alignment	deity	MAR	κO	F Н	E R O	FS	3.5
Medium size	age	gender	height	weight	eyes	hair	skin	Charac					_
	ADULTY ADUL	TY TEMPO TEMP		-						Recc			ι
ABILITY NAME	ABILITY ABILI	I- RARY MOD	IFIER BUY	TO		WOUNDS/CURRENT HP		NONLETH DAMAGI	AL - –	0	SPE		,
STR strength	13 +1		5	HP hit points					_ L	30 f	t. (30 f	t. base	e)
DEX dexterity	18 +4	Í		AC 1	9 = 10	+ +5 +	+ +4 +	+	+]	\Box _	DAMAGE R	EDUCTION
	12 +1		6	TO			HIELD DEX ONUS MODIFIER	SIZE NATURAL MODIFIER ARMOR	DEFLECTION		IISC DIFIER		
CON					7							V 244WC	
INT intelligence	10 +0	<u>'</u>	2 a	TOUCH 1 1	4 FLA	T-FOOTED 1	15	:	SKILL:	S (c	LASS/CROS	X RANKS S-CLASS)	7/3
WIS wisdom	12 +1		4				ŠSKILL NA	ME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
CHA	8 -1			INITIATIV modifier	E +4	_= +4 +		_		+0	+0	. 0	
charisma					TOTA	L DEX MIS MODIFIER MODI	SC □ Appraise I Balance ■	•	int dex*	+4	= +4	+ + 0	+
SAVING	THROWS	TOTAL S	ASE ABILITY AVE MODIFIER I	MAGIC MISC. MODIFIER MODIFIE	TEMPO- R RARY	conditional modifie			cha	-1	= -1	+ 0	+
FORT	ITUDE itution)	+5 = +	4 + +1 +	+	+	Immune to magic sleep effects. +2 rac	■ Climb ■		str*	+1	=	+0	+
		+8 = +	-4 + +4 +	— .—	i.	bonus against enchantment spells	■ Concentra	tion ■	con	+1	= +1 +0	+0	+
	LEX erity)		T +4 +	─ ─ [⁺] └─	,	effects.	■ Craπ ■ ()	int	+0	+0	+ 0	.+
WI (wisc	LL dom)	+2 = +	-1 + +1 +	+	+		■ Craft ■ (■ Craft ■ ()	int int	+0	+0	+ 0	+
							🗆 Decipher:) Script	int		=	+	+
BASI	E ATTA	CK BONL	JS +4		ELL TANCE	AP action po	ints 🗆 Diplomac	y ■	cha	-1	=	+0	+
				INLOID	IAINCL	3	🔲 🛚 Disable D		int	-1	=	+	+
GR	RAPPLE	+5	= +4	+ +1 +	+	CURREN	☐ Disguise ■		cha	+4	+4	+0	.+
	modifier	TOTA	BASE ATTACK	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER	□ Escape Ar	tist =	dex* int	+0	+0	+ 0	+
			- BON03	WIODITIEK	MODIFIER	WODIFIER		formation ■	cha	-1	-1	+ 0	+
	ATTAC	(ATTACK B	ONLIS	DAMAGE	CRITICAL	■ Handle Ar	nimal	cha	-1	=	+	.+
Cold	iron shor		+5 me	I	1d6+1	19-20/x2			wis	+1	= +1 +4	+	.+
DANGE	TYPF			NOTES			■ Hide ■		dex*	+8	=	+	+
RANGE	Piercing			NOTES			□ Intimidate	: ■	cha	+1	= <u>+1</u>	+	+
	Tierenig						■ Jump ■ ■ Knowledg	e (dungeoneering)	str*) int		= =	+	+
							-	e (geography)	int	+2	+0	+ 2	+
	ATTAC	/		211112			■ Knowledg		int	+5	=	+5	.+
+1 com		<i>sbow</i> (+1 Str)	+9 ranged (+7/+7	1	DAMAGE 1d8+2	CRITICAL x3	□ Knowledg		int		=	+	+
		(17 511)					□ Knowledg	e () int	+10	+1	+ <u> </u>	+
RANGE	TYPE			NOTES			■ Listen ■ Move Sile	th =	wis dex*	+9	+4	+ <u> </u>	+
110 ft.	Piercing						Open Loc	•	dex^			+	+
AMMUNITION	60 arrows		_ 00000 00000	00000 00000	00000	00	□ Perform (cha		=	+	+
	ATTACI	,					□ Perform (cha		=	+	.+
	ATTAC		ATTACK B	ONUS	DAMAGE	CRITICAL	□ Perform (cha		=	+	+
							■ Profession	,	wis		=	+	+
RANGE	TYPE			NOTES			■ Profession ■ Ride ■	ו () ו	wis dex	+4	= +4	+ + 0	+
							■ Search ■		int	+7	+0	+ 5	+ +2
AMMUNITION	ν		_ 00000 00000	00000 00000			□ Sense Mo	tive ■	wis	+1	= +1	+0	+
							□ Sleight of	Hand	dex*	-	=	+	+
	ATTAC	(ATTACK B	ONUS	DAMAGE	CRITICAL	□ Spellcraft		int	+10	= 	+	+
							■ Spot ■		wis	+8		+ <u> </u>	+_+2
RANGE	TYPE			NOTES		· ·	■ Survival ■ Swim ■		wis str*	+1	+1	+ 0	+
							□ Tumble		dex*		=	+	+
AMMUNITION	N.					00	Use Magi	c Device	cha	: البيا	=	+	+
	•						■ Use Rope	•	dex	+4	=+4	+0	+
	ATTAC	(ATTACK B	ONUS	DAMAGE	CRITICAL					=	+	+
							<u> </u>				=	+	+
RANGE	TYPE			NOTES			<u> </u>			: لــــــــــ		т	т
				<u></u>				lenotes a skill that can b					
AMMUNITION	.1	ļ.	00000 00000					if the skill is a class skill enalty, if any, applies. (De			m.)		

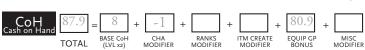
Eberron - Mark of Hero	es						FEATS				SPELLS		
campaign							Endurance ^B	PG. 93		DOMAINS	OR SPECIALT	Y SCHOOLS	
							Point Blank Shot	98					
experience points							Precise Shot	98	0:				
		G	EAR				Rapid Shot ^B	99					
ARMOR/PROTECTIVE IT	EM						Track ^B	101					
+1 mithral chain shi			ght	AC BONUS +5	MAX I	_							
CHECK PENALTY SPELL FAILU	IRE S	SPEED	WEIGHT	SPECIAL PROF	DERTIE	ς.							
10%		30 ft.	10 lb						1st: <u>enta1</u>	ıgle			
SHIELD/PROTECTIVE ITE	M	AC BC	NUS WE	EIGHT CHECK I	PENAL	.TY							
SPELL FAILURE		S	PECIAL PROPI	ERIIES			B = bonus feat						
DDOTECTIVE ITEM							SPECIAL ABIL	ITIES					
PROTECTIVE ITEM	AC	BONU	JS WEIGHT	SPECIAL PROP	PERTIE	S	Low-light vision	PG.					
							Immune to sleep effects		2nd:				
PROTECTIVE ITEM	AC	BONU	JS WEIGHT	SPECIAL PROP	PERTIE	S	+2 racial save on enchar	ntment					
							Spells and effects						
			SSESSIO				Weapon Proficiency in						
Cold iron short sword	PG.	WT.		ITEM	PG.	WT.	longsword, longbow and	d shortbow					
60 arrows		9 lb.					+2 racial bonus on Liste	en, Search					
Traveler's outfit		6 lb.					and Spot Checks		3rd:				
Sunrod	128	1 lb.					Favored Enemy +2 (und Wild empathy	dead)					
Flask of acid		1 lb.					- wild empathy						
Smokestick	128	.5 lb.					Hawk Animal Compar animal; HD 1d8; hp 4;						
Backpack	126						Spd 10 ft.; fly 60 ft. (av	erage);					
-bedroll	126	5 lb.					AC 17 , touch 15, flat-f Base Atk +0; Grp -10; A						
- flint and steel	126	0 lb.					Full Atk +5 melee (1d4 Space/Reach 2 ½ ft./0 f	-2, talons);		SPEL	L SAVE		
-silken rope, 50 ft.	127	5 lb.					link, low-light vision, sl	nare spells;				DC N	10D
-waterskin	127	4 lb.					AL N; SV Fort +2 (+2), (+5), Will +0 (+2); Str (ARC	ANE SPE	LL FAILU	RE 1	0 %
Standard identification papers*	EB	0 lb.					Con 10, Int 2, Wis 14,	Cha 6.	condition	al modifiers			
							Skills, Feats and Tric +0 (+4), Spot +4 (+16);						
							Weapon Finesse ^B ; Attac Seek ^B .	k, Attack,	SPELLS	SPELL	15.75	SPELLS	BONUS
							Jeen .		KNOWN	SAVE DC	LEVEL	PER DAY	SPELLS
*bonus equipment		10.11		ESSIONS GP VALUE	-						0		0
BASIC WT. 35.5 + MAG	IC WT.	13 lb	. = TOTAL	WEIGHT CARRIED	4	8.5				12	1ST	1	
50 lb 100 lb	150) IL	150 lb	300 lb 750	0 lb						2ND		
			LIFT OVER		H OR		LANGUAG	ES			3RD		
LIGHT MEDIUM LOAD LOAD	LO		HEAD EQUALS MAX LOAD	GROUND DR	RAG SX LOAD		Initial languages = Commo languages + one per point o				4TH		
		MC	NEY				Common, Elven				5TH		
cp —											6TH		
sp — 9											7TH		
gp — 80											8TH		
рр —											9TH		
I											9111		

						SO_III			
character name	pla	yer] [2] [2]	BER	RU	
Ranger 1 class and level		GA # E	vent nam			1	MARK OF	HEROE	S
class and level	KI	dr(ii	-vent nam			M	agic and	Stack She	eet
X	ORN MAGI	C ITEMS					CAMPAIGN (One Slot Per Maxir	CARD STACK	(
Item Type		Item		Cost	Wt	1			
Headband, hat, helmet, or phylacte	ry					2			
Pair of lenses or goggles Amulet, brooch, medallion, necklace or sc	arah					3			
Vest, vestment or shirt	arab					4			
Robe or suit of armor	1 1 mith	ral chain shiri	<u>,</u>	2,200 gp	10lb	5			
Belt	+1 ///////	rai Criairi Sriiri	·	2,200 gp	1010	6			
Cloak, cape, or mantle					\vdash	8			
Pair of bracers or bracelets									
One glove, pair of gloves, or pair of gaunt	lets					9			
Ring						11			
Ring						12			
Boots or Shoes						13			
Shield						.,			
Basic Equipment Starting Gold + C	raft/Prof. Bonus	Web Tracking E\	/	Character's Max	x EV	Us	MINIATUR e the listed D&D Mini	E UNLOCK ature and Get the Bo	nus
209.1gp 240	gp +	5,000	=	5,240 g	р	2		w Varrior (Aberrations 1 ity for this character s	
	0 gp +	250 gp		5,159.1	orto			osite longbow [+0] wi [+1]. Furthermore, it	
2,200 gp + 2,500 Magic Items Worn Magic Weapor		Consumable Magic I	toms	Total EV	8P		price of any mag	gical composite longb tracter's career by 100	ow taken
MAGIC WEAPONS AND			terris	TOTALEY	C	JUSTIMAR	LE MAGIC IT		5P.
IVIAGIC WLAFONS AND	J OTTILK WI	Cost	Wt				LL WIAGIC II	Cost	Wt
+1 composite longbow (+1 Str)		2,500 gp	3 lb	potion of co	ure lial	ht wounds (0	T 1)	250 gp	0 11
in the state of th		-,5 * * 8F		porion of cr	are ugi	or wounters (SE I)	270 SP	
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character name	player	
Ranger 4	Elf	
class and level	race	region



MARK OF HEROES Progression Sheet



	TOTAL BASE COH CHA RANKS ITM CREATE EQUIP CP MISC (LVL x2) MODIFIER MODIFIER BONUS MODIFIER		C .
LEVEL	CLASS TAKEN/PREREGS	GP LIMIT	EXPANDED ITEM AND SOURCE
ıst	Ranger		
2nd	Ranger	450 gp	
3rd	Ranger	1,350 gp	
4th	Ranger	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	
	1		