character name
Cleric 1
class and level

Small
size

player

Gnome   **Neutral Good**   **Balinor**
race   alignment   deity

age	gender	height	weight	eyes	hair	skin

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

HP hit points — TOTAL **10**

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

SPEED
20 ft. (20 ft. base)

AC armor class — TOTAL **16**

= 10+ | +4 ARMOR BONUS | + | +2 SHIELD BONUS | + | −1 DEX MODIFIER | + | +1 SIZE MODIFIER | + | NATURAL ARMOR | + | DEFLECTION MODIFIER | + | MISC MODIFIER |

DAMAGE REDUCTION

TOUCH armor class **10**

FLAT-FOOTED armor class **16**

INITIATIVE modifier **−1** = **−1** DEX MODIFIER + MISC MODIFIER

TOTAL

SAVING THROWS

	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPO-RARY
FORTITUDE (constitution)	+4	=	+2	+	+2	+		+			
REFLEX (dexterity)	−1	=	+0	+	−1	+		+			
WILL (wisdom)	+4	=	+2	+	+2	+		+			

conditional modifiers

+2 racial bonus on saving throws against illusions.

BASE ATTACK BONUS **+0**

SPELL RESISTANCE

AP action points **3** CURRENT

GRAPPLE modifier **−3** = **+0** BASE ATTACK BONUS + **+1** STRENGTH MODIFIER + **−4** SIZE MODIFIER + MISC MODIFIER

TOTAL

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Heavy mace	+2 melee	1d6+1	x2

RANGE	TYPE	NOTES
	Bludgeoning	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Sling	+0 ranged	1d3+1	x2

RANGE	TYPE	NOTES
50 ft.	Bludgeoning	

AMMUNITION   10 sling bullets ☐☐☐☐☐ ☐☐☐☐☐

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	+0	=	+0	+	0	+	
☐	Balance ■	dex*	−5	=	−1	+	0	+	−4
■	Bluff ■	cha	+1	=	+1	+	0	+	
☐	Climb ■	str*	−3	=	+1	+	0	+	−4
■	Concentration ■	con	+5	=	+2	+	3	+	
■	Craft (alchemy)	int	+2	=	+0	+	0	+	+2
■	Craft ( )	int	+0	=		+		+	
■	Craft ( )	int	+0	=		+		+	
☐	Decipher Script	int		=		+		+	
■	Diplomacy ■	cha	+3	=	+1	+	2	+	
☐	Disable Device	int		=		+		+	
■	Disguise ■	cha	+1	=	+1	+	0	+	
■	Escape Artist ■	dex*	−5	=	−1	+	0	+	−4
☐	Forgery ■	int	+0	=	+0	+	0	+	
☐	Gather Information ■	cha	+1	=	+1	+	0	+	
☐	Handle Animal	cha		=		+		+	
■	Heal ■	wis	+2	=	+2	+	0	+	
☐	Hide ■	dex*	−5	=	−1	+	0	+	−4
☐	Intimidate ■	cha	+1	=	+1	+	0	+	
☐	Jump ■	str*	−9	=	+1	+	0	+	−10
■	Knowledge (arcana)	int		=	+0	+	0	+	
■	Knowledge (history)	int		=	+0	+	0	+	
■	Knowledge (religion)	int	+2	=	+0	+	2	+	
■	Knowledge (the planes)	int		=	+0	+	0	+	
☐	Knowledge (nature)	int	+1	=	+0	+	1	+	
☐	Listen ■	wis	+4	=	+2	+	0	+	+2
■	Move Silently ■	dex*	−5	=	−1	+	0	+	−4
☐	Open Lock	dex		=		+		+	
☐	Perform ( )	cha		=		+		+	
☐	Perform ( )	cha		=		+		+	
☐	Perform ( )	cha		=		+		+	
■	Profession ( )	wis		=		+		+	
■	Profession ( )	wis		=		+		+	
☐	Ride ■	dex	−1	=	−1	+	0	+	
■	Search ■	int	+0	=	+0	+	0	+	
■	Sense Motive ■	wis	+2	=	+2	+	0	+	
☐	Sleight of Hand	dex*		=		+		+	
■	Spellcraft	int		=		+		+	
☐	Spot ■	wis	+2	=	+2	+	0	+	
☐	Survival ■	wis	+2	=	+2	+	0	+	
☐	Swim ■	str*	−7	=	+1	+	0	+	−8
☐	Tumble ■	dex*		=		+		+	
☐	Use Magic Device	cha		=		+		+	
☐	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.)

Eberron – Mark of Heroes
campaign

experience points

FEATS

Extra Turning	PG. 94

(b) = bonus feat

SPECIAL ABILITIES

	PG.
Low–light vision	17
Weapon Familiarity:	
hooked hammers	17
+2 racial bonus on saving throws against	
illusions of all kinds	17
Add +1 to DC for illusion spells cast by	
gnomes	17
+1 racial bonus on attacks to kobolds and	
goblinoids	17
+4 dodge bonus to AC against giants	17
+2 racial bonus on Listen and Craft	
(alchemy) checks	17
Spell–Like abilities: 1/day-dancing lights	
ghost sound (DC 11), prestidigitation,	
speak with animal (burrowing mammals	
only; lasts 1 minute). Caster level 1st 17	

LANGUAGES

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

Common, Gnome

TYPICAL SPELLS

DOMAINS: Animal (speak with animals 1/day as a spell–like ability and Knowledge (nature) is a cleric class skill), Earth (turn or destroy air creatures as a good cleric turns undead and rebuke, command, or bolster earth crea– tures as an evil cleric rebukes undead, 4/day, +1, 2d6+3, 2nd).

0: detect magic, light, resistance

bless, magic stone^D, protection from evil

1st:

2nd:

3rd:

SPELL SAVE	+2

DC MOD

ARCANE SPELL FAILURE	35	%

conditional modifiers
+1 to DC when casting illusion spells.

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	12	0	3	0
	13	1ST	1+1	1
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
Chain shirt	Light	+4	+4

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
–2	20%	20 ft.	12.5 lb	

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
Heavy wooden shield	+2	5 lb	–2

SPELL FAILURE	SPECIAL PROPERTIES
15%	

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

BASIC POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Heavy mace	119	4 lb.			
Sling	121	0 lb.			
10 sling bullets	115	2.5 lb.			
Chain shirt	124	12.5 lb.			
Heavy wooden shield	125	5 lb.			
Traveler's outfit	131	0 lb.			
Wooden holy symbol	130	0 lb.			
Adventurer's standard pack	CS	6 lb.			
–flask of acid	127	1 lb.			
Standard identification papers*	EB	0 lb.			
*bonus equipment					
		BASIC POSSESSIONS GP VALUE		174.1 gp	

BASIC WT.	31 lb.	+ MAGIC WT.		= TOTAL WEIGHT CARRIED	31 lb.

32 lb	65 lb	98 lb	98 lb	196 lb	490 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 — 9
gp — 15
pp —

character name

Cleric 1
class and level

player

Gnome
race   region

EBERRON
MARK OF HEROES
Progression Sheet

CoH Cash on Hand

28.9	=	2	+	+1	+		+		+	25.9	+	
TOTAL		BASE CoH (LVL x2)		CHA MODIFIER		RANKS MODIFIER		ITM CREATE MODIFIER		EQUIP GP BONUS		MISC MODIFIER

LEVEL	CLASS TAKEN/PREREQS	GP LIMIT	EXPANDED ITEM AND SOURCE
1st	Cleric		
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	

character name
Cleric 1

player

class and level

RPGA #

Event name

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

174.1 gp

+

Magic Items Worn

Starting Gold + Craft/Prof. Bonus

200 gp

+

Magic Weapons and Other

Web Tracking EV

+ =

+ =

Consumable Magic Items

Character's Max EV

200 gp

174.1 gp

Total EV

MINIATURE UNLOCK
Use the listed D&D Miniature and Get the Bonus

Weapon of My God
Miniature: Cleric of Garl Glittergold (ABERRATIONS 14/ 60)
The unlock ability for this character swaps out the usual light mace with a battleaxe and also grants a bonus Weapon Proficiency (martial—battleaxe).

MAGIC WEAPONS AND OTHER MAGIC ITEMS

Item	Cost	Wt

CONSUMABLE MAGIC ITEMS

Item	Cost	Wt