character name	player	Balinor EB		
Cleric 7 class and level	Gnome Neutral Good alignment	Balinor deity	- 44	
Small gender height	weight eyes hair	– skin MAF	K OF	HEROES
size age gender neight	weight eyes han	Charac	ter R	ecord Sheet
ABILITY NAME ABILITY ABILITY TEMPORARY TEMPORARY POINT BUY SCORE MODIFIER COST	TOTAL WOUNDS/CURRENT HP	NONLETH DAMAG	IAL F	SPEED
STR 12 +1 6 H	IP 52			20 ft. (20 ft. base)
	$\begin{array}{c c} \hline 18 & = 10 + \begin{array}{c c} +5 & +3 \end{array}$		\dashv	DAMAGE REDUCTION
dexterity armo	r class		+ L DEFLECTION	⁺ L
CON tonstitution 14 +2	TOTAL ARMOR SHIEL BONUS BONU	D DEX SIZE NATURAL IS MODIFIER MODIFIER ARMOR	DEFLECTION MODIFIER	MISC MODIFIER
INT intelligence 10 +0 2 TO armo	JCH 10 FLAT-FOOTED 18	SKIILL	SKILLS	MAX RANKS 10/5
	r class armor class	SKILL NAME	KEY	SKILL ABILITY DANKS MISC
wisdom	ITIATIVE -1 = -1 +	3 SKILL IVAIVIL		
CHA charisma 13 +1 5	TOTAL DEX MISC MODIFIER MODIFIER	□ Appraise ■	int	+0 = +0 + 0 + -1 = -1 + 0 + -1
SAVING THROWS TOTAL BASE ABILITY MAC		□ Balance ■ □ Bluff ■	dex^	-1 = -1 + 0 + -1 +1 = +1 + 0 +
		□ Climb ■	Ciia	+0 = +1 + 0 + -1
(constitution)	saving throws against	■ Concentration ■		+5 = +2 + 3 +
$ \begin{array}{c c} REFLEX \\ (dexterity) \end{array} + 5 = +2 + -1 + + $	1 + 2 + illusions.	■ Craft ■ (alchemy)	IIIL	+2 = +0 + 0 + +2
$\frac{\text{WILL}}{\text{(wisdom)}} = +5 + 4 + 4$	1 + +	■ Craft ■ () Int	+0 = +0 + 0 +
(wisdom)		■ Craft ■ (■ Decipher Script) Int	= +0 + 0 +
BASE ATTACK BONUS +5	SPELL AP action points	■ Diplomacy ■	int cha	+9 = +1 + 8 +
DASE ATTACK BOTTOS	RESISTANCE action points	□ Disable Device	int	=++
GRAPPLE $+2 = +5 +$		□ Disguise ■	cna	$\begin{vmatrix} +1 \\ -2 \end{vmatrix} = \begin{vmatrix} +1 \\ -1 \end{vmatrix} + \begin{vmatrix} 0 \\ 0 \end{vmatrix} + \begin{vmatrix} -1 \\ -1 \end{vmatrix}$
BASE ATTACK	STRENGTH SIZE MISC	☐ Escape Artist ■	dex^	-2 = -1 + 0 + -1 +0 = +0 + 0 +
TOTAL BONUS	MODIFIER MODIFIER	☐ Forgery ■☐ Gather Information ■☐	int _	+1 +1 + 0 +
ATTACK ATTACK BONI		■ □ Handle Animal	cha	=++
+1 heavy mace +8 melee		■ Heal ■		= +4 + 0 +
		□ Hide ■	dex*	-2 = -1 + 0 + -1 +1 , 0 ,
RANGE TYPE	NOTES	□ Intimidate ■	cna _	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$
Bludgeoning		Jump ■Knowledge (arcana)	str* int	= +0 + 0 +
		Knowledge (history)	int	= +0 + 0 +
ATTACK ATTACK BONI		Knowledge (religion)	int	+8 = +0 + 8 +
+1 light crossbow +5 ranged		Knowledge (the planes)	int	= +0 + 0 +
		☐ Knowledge (nature)	-	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$
RANGE TYPE	NOTES	□ Listen ■□ Move Silently ■	wis _	$\begin{bmatrix} -2 \\ = \end{bmatrix} = \begin{bmatrix} +4 \\ + 0 \\ + +2 \end{bmatrix} = \begin{bmatrix} -1 \\ + 0 \\ + -1 \end{bmatrix}$
80 ft. Piercing		☐ Open Lock	dex	=++
AMMUNITION 5 cold iron bolts AMM	IUNITION _5 alchemical silver bolts	□ Perform () cha	=++
ATTACK ATTACK BONI		□ Perform () cha	=++
ATTACK ATTACK BONU	JS DAMAGE CRITICAL	□ Perform () cha	=++
		Profession (Profession () wis) wis	= + +
RANGE TYPE	NOTES	□ Ride ■		-1 = -1 + 0 +
		□ Search ■	IIIL	+0 + 0 + 0 +
AMMUNITION DDDDD DDDD	00000 00000 00000	☐ Sense Motive ■	wis –	+3 = +4 + 0 +
ATTACK ATTACK BONI		☐ Sleight of Hand	dex*	= + +
ATTACK ATTACK BONU	JS DAMAGE CRITICAL	■ Spellcraft □ Spot ■	int wis	+4 = +4 + 0 +
		□ Survival ■		+4 = +4 + 0 +
RANGE TYPE	NOTES	□ Swim ■	str*	-1 = +1 + 0 + -2
		□ Tumble	dex*	=++
AMMUNITION DDDDD DDDD	00000 00000 00000	☐ Use Magic Device	cha	-1 = -1 + 0 +
ATTACK		☐ Use Rope ■ ☐	dex	= + +
ATTACK ATTACK BONU	JS DAMAGE CRITICAL			=++
				=+
RANGE TYPE	NOTES	■ After the skill denotes a skill that can b	e used untrain	ned.
		☐ Fill in this box if the skill is a class skil		
AMMALIANITION		* Armor check penalty, if any, applies. (D		

Eberron - Mark of Her	coes						FEATS			TYPI	CAL SP	ELLS	
campaign							Extra Turning	PG. 94	DOMAIN Knowledge (IS: Animal (speak nature) is a cleric eric turns undeac	k with animals 1/d c class skill), Earth d and rebuke, com ebukes undead, 4/	lay as a spell-like (turn or destroy	ability and
							Lightning Reflexes	97			ebukes undead, 4/ poison, detect		
experience points							Weapon Focus (heavy mace)	102	magic, re		poison, aeieci	magic, tign	i, reaa
		GE	AR										
ARMOR/PROTECTIVE	TFM		- 1				l 				ne favor, magi	c stone ^D , ma	igic weapon
+1 chain shirt	T E IVI	TYP Ligl		onus +5	MAX +4	,				tion from evi			
CHECK PENALTY SPELL FAIL	LIRE SE	PEED		SPECIAL PROF	PERTIE	-ς				spiritual we	h, hold person	ı, sojten eart	n ana
-1 20%		0 ft.	12.5 lb			· ·					s, stone shape ^I	searing liv	aht streak
									3rd: vith a		, stone shape	, scaring ing	n, speak
SHIELD/PROTECTIVE IT +1 heavy darkwood shield	EM /	AC BON +3	US WEIGHT 2.5 lb		PENAI ()	TY			Ath: divi	ne power, free	edom of move	ment, spike	stones ^D .
					0								
SPELL FAILURE 15%		SPE	CIAL PROPERTIE	S			(b) = bonus feat						
							SPECIAL ABILITI	IES					
PROTECTIVE ITEM	AC	BONUS	WEIGHT	SPECIAL PROP	ERTIE	S		PG.					
							Low-light vision	17					
PROTECTIVE ITEM	AC	RONLIS	WEIGHT	SPECIAL PROP	FRTIF	·s	Weapon Familiarity:		5th:				
		DOMOS	WEIGH	JI ECIAL I NOT	-14-11-	. <u> </u>	hooked hammers	17					
	RASIC	POS	SESSIONS				+2 racial bonus on saving throws ag						
ITEM	PG.	WT.	ITEM		PG.	WT.	illusions of all kinds	. 17					
5 alchemcial silver cold iron bo	lts .	.5 lb.					Add +1 to DC for illusion spells cas		6th:				
Traveler's outfit	131	0 lb.					gnomes	17					
Cleric's vestments	130	1.5 lb.					+1 racial bonus on attacks to kobole	ds and					
Silver holy symbol	130	1 lb.					goblinoids						
Antitoxin	128	0 lb.					+4 dodge bonus to AC against gian +2 racial bonus on Listen and Craf						
Alchemist's fire	128	1 lb.					(alchemy) checks	17	7th:				
3 flasks of holy water	128	3 lb.					Spell-Like abilities: 1/daydancing l						
Sunrod	128	1 lb.					ghost sound (DC 11), prestidigita			0000	- A 13 /-		$\overline{}$
Backpack	126 .	.5 lb.					speak with animal (burrowing r			SPEL	L SAVE	+4	
Bedroll		1.25 lb.					only; lasts 1 minute). Caster leve	el 1st17	4.0.0	SANE CDE		DC M	5 %
Flint and steel	-	0lb.					Turn undead 8/day	33			ELL FAILU	RE 3	<u></u>
Waterskin		1lb.					Spontaneously cast <i>cure</i> spells	33		nal modifiers Cwhen casting	g illusion spells.		
Standard identification papers*	EB	0 lb.											
									SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
*bonus equipment			BASIC POSSESSIC	NS GP VALLIF	704	0 gp			MOWIN	14	0	6	O
BASIC WT. 12.75 + MA	GIC WT.	16 lb.	= TOTAL WEI			3.75							
[22,7]		10 10.	1			3.7)				15	1ST	4+1	1
32 lb 65 lb	98 1	lb	98 lb 19	6 lb 490) lb					16	2ND	3+1	1
LIGHT MEDIUN	л — 1 НЕА	L	LIFT OVER LIF		H OR	ı	LANGUAGES			17	3RD	2+1	1
LOAD LOAD	LOA		HEAD GRO		AG x LOAD		Initial languages = Common + languages + one per point of Int			18	4TH	1+1	1
		10M					Common, Gnome				5TH		
cp —											6TH		
sp —											7TH		
gp — 46							-				, 8TH		
pp —													
I .							İ		1 1		9TH	1 1	1

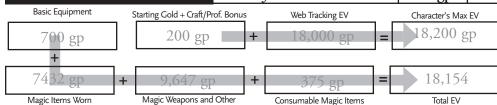
character name	player	
Cleric 7 class and level	RPGA #	Event name
	WORN MAGIC ITEMS	



Magic and Stack Sheet

	THE STE WHE STEET SHEET
	CAMPAIGN CARD STACK One Slot Per Maximum Action Points
1	
2	
3	
4	
5	
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13	

WORN MAGIC ITEMS					
Item Type	ltem	Cost	Wt		
Headband, hat, helmet, or phylactery					
Pair of lenses or goggles					
Amulet, brooch, medallion, necklace or scarab	Periapt of wisdom +1	4,000 gp	lb		
Vest, vestment or shirt					
Robe or suit of armor	+1 chain shirt	1,250 gp	12.5lb		
Belt					
Cloak, cape, or mantle	Cloak of resistance +1	1,000 gp	1 lb		
Pair of bracers or bracelets					
One glove, pair of gloves, or pair of gauntlets					
Ring					
Ring					
Boots or Shoes					
Shield	+1 heavy darkwood shield	1182 gp	2.5 lb		
Basic Equipment Starting Gold + Craft/P	Prof. Bonus Web Tracking EV	Character's Max	· EV		





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), and changes the Weapon Focus to battleaxe.

Magic Items Worn	Magic Weapons and Other	Consumable Magic	Items
MAGIC WE	APONS AND OTHER N	NAGIC ITEMS	
	ltem	Cost	Wt
+1 heavy mace		2,312 gp	0 lb
+1 light crossbow Pearl of power (1s		2,335 gp	0 lb
Pearl of power (1s	t-level)	1,000 gp	0 lb
Pearl of power (2r	nd-level)	4,000 gp	0 lb
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CONSUMABLE MAGIC ITEMS					
ltem	Cost	Wt			
wand of cure light wounds (CL 1; 10 charges)	750 gp	0 lb			

character name	player	
Cleric 7	Gnome	
class and level	race	region



MARK OF HEROES Progression Sheet



	TOTAL (LVL x2) MODIFIER MODIFIER	MODIFIER BONUS MODIFIER		C
LEVEL	CLASS TAK	EN/PREREGS	GP LIMIT	EXPANDED ITEM AND SOURCE
ıst	Cleric	-		
2nd	Cleric	_	450 gp	
3rd	Cleric	-	1,350 gp	
4th	Cleric	-	2,700 gp	
5th	Cleric	_	4,500 gp	
6th	Cleric	-	6,500 gp	
7th	Cleric	-	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			