character name Barbarian 7	player		SE BE	
class and level	LongtoothShifter alignr	ment deity	<u> </u>	
Medium gandar	haight weight avec		ARK OF	HEROES
size age gender	height weight eyes	hair skin Chan	acter Ro	ecord Sheet
ABILITY NAME ABILITY ABILITY TEMPORARY TEM SCORE MODIFIER SCORE MC	IPORARY POINT BUY DIFFER COST TOTAL WOUNDS/C	NOI URRENT HP D.	NLETHAL AMAGE	SPEED
STR 17 +3	6 HP 74			40 ft. (40 ft. base)
strength	hit points			
DEX dexterity 14 +2	armor class	-6 + + +2 + + +	+	+ DAMAGE REDUCTION
CON 14 +2	6 TOTAL AKN	MOR SHIELD DEX SIZE NATU NUS BONUS MODIFIER MODIFIER ARM	JRAL DEFLECTION IOR MODIFIER	MISC MODIFIER 1/-
INT 8 -1	2 TOUÇH 12 FLAT-FOO	TED 18	SKILLS	MAX RANKS 10/ 5
intelligence	armor class armor clas	TED 18		
WIS wisdom +1	5 INITIATIVE +2 = +2	SKILL NAME	ABILITY M	SKILL ABILITY MODIFIER RANKS MISC MODIFIER
CHA 8 -1	2 modifier DF		int	-1 + 0 +
charisma	MODI	FIER MODIFIER □ Balance ■		+4 = +2 + 0 + +2
SAVING THROWS TOTAL	BASE ABILITY MAGIC MISC. TEMPORARY MODIFIER MODIFIER MODIFIER MODIFIER Conditions	tional modifiers □ Bluff ■	Cria	-1 = -1 + 0 +
FORTITUDE $+7$ =	+5 + +2 + + + +	■ Climb ■	Sur	$\begin{vmatrix} 12 \\ +2 \end{vmatrix} = \begin{vmatrix} +3 \\ +2 \end{vmatrix} + \begin{vmatrix} 7 \\ +2 \end{vmatrix} + \begin{vmatrix} +2 \\ +2 \end{vmatrix}$
REFLEX +4 =	+2 + +2 + + + +	□ Concentration ■	COII	-1 = -1 + 0 +
(dexterity)		<ul><li>■ Craft ■ (</li><li>■ Craft ■ (</li></ul>	) 1111	-1 = -1 + 0 +
$\frac{\text{WILL}}{\text{(wisdom)}} = \boxed{+3}$	+2 + +1 + + + +	■ Craft ■ (		-1 = -1 + 0 +
		□ Decipher Script	int	=+
BASE ATTACK BON	US +7 SPELL RESISTANCE	AP □ Diplomacy ■	cha	-1 + 0 +
	RESISTANCE —	□ Disable Device	int	-1
GRAPPLE +	7 = +4 + +3 + +	□ Disguise ■	cna	= + 0 + + 2 + 0 +
modifier TO1	BASE ATTACK STRENGTH SIZE MISC	□ Escape Artist ■	dex*	-11 _ 0 _
101	AL BONUS MODIFIER MODIFIER MODIFIER	☐ Forgery ■☐ Gather Information ■	int	-1 = -1 + 0 +
ATTACK		■ Handle Animal		-1 = -1 + +
+2 greatsword		9-20/x2	wis	+1 = +1 + 0 +
	112/1/ Merce	□ Hide ■	aex*	+2 + 0 +
RANGE TYPE	NOTES	■ Intimidate ■	cha	$\begin{bmatrix} -1 \\ 16 \end{bmatrix} = \begin{bmatrix} -1 \\ +3 \\ +7 \\ +6 \end{bmatrix}$
Slashing		■ Jump ■	Str^	= +5 + 7 + +0
		□ Knowledge ( □ Knowledge (	) int ) int	= + +
ATTACK		☐ Knowledge (	) int	=+
ATTACK	0 1 ( 2 :1 6 !!	CRITICAL	) int	=++
Bite (while shifting)	+8 melee (or +3 with full attack) 1d6+5	$x2$ $\Box$ Knowledge (	) int	=++
RANGE TYPE	NOTES	■ Listen ■	wis	= +1 + 10 +
		☐ Move Silently ■	uex	+1 = +2 + 0 + = + +
AMMUNITION	00000 00000 00000 0000	□ Open Lock □ Perform (	dex ) cha	= + +
	•	□ Perform (	) cha	=+
ATTACK		CRITICAL Perform (	) cha	=++
Shortbow	+9/+4 ranged 1d6	x3 Profession (	) wis	=++
RANGE TYPE	NOTES	□ Profession (	) wis	= + + +
60 ft. piercing		■ Ride ■	uex	+1 = +1 + 0 + -1 = -1 + 0 +
AMAMUNITION 20 organiza		□ Search ■ □ Sense Motive ■	IIIL	+1 = +1 + 0 +
AMMUNITION 20 arrows		□□□ □ Sense Motive ■ □ Sleight of Hand	dex*	=+
ATTACK	ATTACK BONUS DAMAGE	CRITICAL □ Spellcraft	int	=++
		□ Spot ■	wis	+1 = +1 + 0 +
RANGE TYPE	NOTES	■ Survival ■	WIS	+1 + 0 + +9 = +3 + 6 +
NAME		■ Swim ■	Su'	+9 = +3 + 6 +
		□ Tumble □ Use Magic Device	dex* cha	= + +
AMMUNITION		□ Use Rope ■		+2 = +2 + 0 +
ATTACK	ATTACK BONNES - BANAGE			=+
	ATTACK BONUS DAMAGE	CRITICAL		=++
		o		++
RANGE TYPE	NOTES	■ After the skill denotes a skill that	can be used untrain	ed.
		☐ Fill in this box if the skill is a clas		
AMMUNITION		* Armor check penalty, if any, applie	es. (Double penalty for	or Swim.)

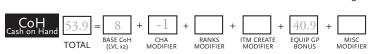
Eberron - Mark of Hero	es						FEATS			SPELLS		
campaign							Shifter Ferocity PG. EB		DOMAINS	OR SPECIALTY	SCHOOLS	
							Raging Luck EB	0:				
experience points							Longstrider Elite 10	0:				
		G	EAR									
ARMOR/PROTECTIVE IT	FM						! 					
+2 mithral chain shi			YPE AC BOI ight +5	1	MAX +(							
CHECK PENALTY SPELL FAILU	JRE	SPEED	-	ECIAL PROP	PERTIE	ES.						
10 %		30 ft.						1st:				
CLUELD (DDOTECTIVE LTC							·	·				
SHIELD/PROTECTIVE ITE	IVI	AC BC	ONUS WEIGHT	CHECK P	PENAL	TY						
SPELL FAILURE		c	PECIAL PROPERTIES									
SPELL FAILURE			PECIAL PROPERTIES				B = bonus feat					
DDOTECTIVE ITEM							SPECIAL ABILITIES					
PROTECTIVE ITEM	A	C BON	US WEIGHT SP	ECIAL PROPI	ERTIE	S	PG. Low-light vision					
	_						+2 racial bonus on Balance,	2nd:				
PROTECTIVE ITEM	A	C BON	US WEIGHT SP	ECIAL PROPI	ERTIE	S	Climb, and Jump checks					
							Longtooth Shifting (Su): gains a					
E	BASI	С РО	SSESSIONS				+2 Strength bonus, and fangs					
ITEM	PG.	WT.	ITEM		PG.	WT.	grow and can be used as a natural					
Shortbow	120	2 lb.					weapon that does 1d6+1 points of					
20 arrows Traveler's outfit	114	5 lb. 0 lb.					damage. 1/day (lasts 6 rounds)	3rd:				
2 sunrods	131	2 lb.					Fast movement					
backpack	131	2 lb.					Illiteracy					
- bedroll	130	5 lb.					Rage 2/day (lasts 7 rounds)					
- flint and steel	126	0 lb.					Trapsense +2					
- silk rope, 50 ft.	127	5 lb.					Improved uncanny dodge	·				
									SPEL	L SAVE		
-waterskin -2 alchemist's fire	127	4 lb. 3 lb.									DC M	IOD
-2 vials of acid	128							ARC	ANE SPE	LL FAILU	RE 1	0 %
Standard identification papers*	EB	0 lb.						condition	nal modifiers			
1 1												
								SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
*bonus equipment			BASIC POSSESSION	S GP VALUE	219	.1gp				0		0
BASIC WT. 31 lb. + MAC	IC WT.	33 ll	b. = TOTAL WEIGH	IT CARRIED	64	í lb.				1ST		
										2ND		
66 lb 133 lb	20	0 lb	200 lb 400				LANGUAGES			3RD		
LIGHT MEDIUM LOAD LOAD		AVY DAD	LIFT OVER LIFT ( HEAD GROU EQUALS 2 ×	ND DR	AG		Initial languages = Common + racial languages + one per point of Int bonus			4TH		
			MAX LOAD MAX LO	DAD MAX <sup>´</sup> L	LOAD		Common			5TH		
		IVIC	ONEY							6TH		
cp —												
sp — 9										7TH		
gp — 40										8TH		
pp —										9ТН		

character name		play	yer					PEK		
Barbarian 7 class and level		RPC	GA # E	Event name	2			MARK OF		
	WOE		CITEMS					agic and S		
Item Type	WOR	N MAGI	ltem		Cost	Wt	1	CAMPAIGN C One Slot Per Maximi	um Action Points	
Headband, hat, helmet,	or phylactery		item		COST	Wt	2			
Pair of lenses or g	goggles						3			
Amulet, brooch, medallion, ne	ecklace or scarab						4			
Vest, vestment or	r shirt						5			
Robe or suit of a	ırmor	+2 mith	al chain shirt	<del>,</del>	5,100 gp	20lb	6			
Belt							7			
Cloak, cape, or m							8			
Pair of bracers or b							9			
One glove, pair of gloves, or	pair of gauntlets	Gauntlet	s of ogre powe	r	4000 gp	4 lb	10			
Ring							11			
Ring							12			
Boots or Sho	es						13			
Shield								NAINUATURE	LINILOGI	
Basic Equipment S	tarting Gold + Craft/Pr	of. Bonus	Web Tracking EV	/	Character's Ma		Use	MINIATURE the listed D&D Miniat	UNLOCK ure and Get the Bor	us
219.1gp	160 gp	+	18,000 g	p =	18,160	gp	49	Shifting Drive Miniature: Longto 19/60)	oth Barbarian (Aberra	ITONS
9,100 gp +	8,350 g <sub>j</sub>	+	500 gp	=	18,119	.1	1		for this character go ber of rounds your s	
Magic Items Worn	Magic Weapons and	Other	Consumable Magic I	tems	Total EV		V 6			
MAGIC WEAP	ONS AND O	THER MA	AGIC ITEMS			CC	NSUMABL	E MAGIC ITE	MS	
lte	em		Cost	Wt			Item		Cost	Wt
+2 greatsword	em		2,350 gp	Wt 8 lb	potion of	magic fi	item ang (CL 1)		Cost 250 gp	0 ll
	em			-	potion of	magic fi				_
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character name	player	
Barbarian 7	Shifter	
class and level	race	region



MARK OF HEROES Progression Sheet



LEVEL	CLASS TAKEN/PREREGS	GP LIMIT	EXPANDED ITEM AND SOURCE
ıst	Barbarian		
2nd	<u>Barbarian</u>	450 gp	
3rd	Barbarian	1,350 gp	
4th	Barbarian	2,700 gp	
5th	Barbarian	4,500 gp	
6th	Barbarian	6,500 gp	
7th	Barbarian	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	1