character name

player
LongtoothShifter

class and level
Barbarian 4

race   alignment   deity

size
Medium

age   gender   height   weight   eyes   hair   skin

ABILITY NAME	ABILITY SCORE	ABILITY MODI-	TEMPO-RARY	TEMPORARY MODIFIER	POINT BUY
STR strength	15	+3			6
DEX dexterity	14	+2			4
CON constitution	14	+2			6
INT intelligence	8	-1			2
WIS wisdom	13	+1			5
CHA charisma	8	-1			2

HP hit points — TOTAL: 44

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

SPEED: 40 ft. (40 ft. base)

AC armor class — TOTAL: 17 = 10 + ARMOR BONUS +5 + SHIELD BONUS + DEX MODIFIER +2 + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC MODIFIER

DAMAGE REDUCTION

TOUCH armor class: 12   **FLAT-FOOTED** armor class: 17

INITIATIVE modifier — TOTAL: +2 = DEX MODIFIER +2 + MISC MODIFIER

SAVING THROWS	TOTAL	=	BASE SAVE	+	ABILITY MODIFIER	+	MAGIC MODIFIER	+	MISC. MODIFIER	+	TEMPO-RARY
FORTITUDE (constitution)	+6	=	+4	+	+2	+		+		+	
REFLEX (dexterity)	+3	=	+1	+	+2	+		+		+	
WILL (wisdom)	+2	=	+1	+	+1	+		+		+	

conditional modifiers

BASE ATTACK BONUS +4

SPELL RESISTANCE

AP action points   4   CURRENT

GRAPPLE modifier — TOTAL: +7 = BASE ATTACK BONUS +4 + STRENGTH MODIFIER +3 + SIZE MODIFIER + MISC MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
+1 greatsword	+8 melee	2d6+5	19-20/x2

RANGE	TYPE	NOTES
	Slashing	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Bite (while shifting)	+8 melee (or +3 with full attack)	1d6+5	x2

RANGE	TYPE	NOTES

AMMUNITION ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Shortbow	+6 ranged	1d6	x3

RANGE	TYPE	NOTES
60 ft.	piercing	

AMMUNITION 20 arrows ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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SKILLS — MAX RANKS (CLASS/CROSS-CLASS) 7 / 3

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC MODIFIER
☐	Appraise ■	int	-1	=	-1	+	0	+	
☐	Balance ■	dex*	+3	=	+2	+	0	+	+1
☐	Bluff ■	cha	-1	=	-1	+	0	+	
■	Climb ■	str*	+9	=	+3	+	5	+	+1
☐	Concentration ■	con	+2	=	+2	+	0	+	
☐	Craft ■ ( )	int	-1	=	-1	+	0	+	
☐	Craft ■ ( )	int	-1	=	-1	+	0	+	
☐	Craft ■ ( )	int	-1	=	-1	+	0	+	
☐	Decipher Script	int		=		+		+	
☐	Diplomacy ■	cha	-1	=	-1	+	0	+	
☐	Disable Device	int		=		+		+	
☐	Disguise ■	cha	-1	=	-1	+	0	+	
☐	Escape Artist ■	dex*	+1	=	+2	+	0	+	-1
☐	Forgery ■	int	-1	=	-1	+	0	+	
☐	Gather Information ■	cha	-1	=	-1	+	0	+	
■	Handle Animal ■	cha	-1	=	-1	+	0	+	
☐	Heal ■	wis	+1	=	+1	+	0	+	
☐	Hide ■	dex*	+1	=	+2	+	0	+	-1
■	Intimidate ■	cha	-1	=	-1	+		+	
■	Jump ■	str*	+13	=	+3	+	5	+	+5
☐	Knowledge ( )	int		=		+		+	
☐	Knowledge ( )	int		=		+		+	
☐	Knowledge ( )	int		=		+		+	
☐	Knowledge ( )	int		=		+		+	
☐	Knowledge ( )	int		=		+		+	
■	Listen ■	wis	+8	=	+1	+	7	+	
☐	Move Silently ■	dex*	+1	=	+2	+	0	+	-1
☐	Open Lock	dex		=		+		+	
☐	Perform ( )	cha		=		+		+	
☐	Perform ( )	cha		=		+		+	
☐	Perform ( )	cha		=		+		+	
☐	Profession ( )	wis		=		+		+	
☐	Profession ( )	wis		=		+		+	
■	Ride ■	dex	+1	=	+1	+	0	+	
☐	Search ■	int	-1	=	-1	+	0	+	
☐	Sense Motive ■	wis	+1	=	+1	+	0	+	
☐	Sleight of Hand	dex*		=		+		+	
☐	Spellcraft	int		=		+		+	
☐	Spot ■	wis	+1	=	+1	+	0	+	
■	Survival ■	wis	+1	=	+1	+	0	+	
■	Swim ■	str*	+6	=	+3	+	4	+	-2
☐	Tumble ■	dex*		=		+		+	
☐	Use Magic Device	cha		=		+		+	
■	Use Rope ■	dex	+2	=	+2	+	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

GEAR

ARMOR/PROTECTIVE ITEM

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
+1 chain shirt	Light	+4	+6

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-1	20 %	30 ft.	25 lb	

SHIELD/PROTECTIVE ITEM

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

BASIC POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Shortbow	120	2 lb.			
20 arrows	114	5 lb.			
Traveler's outfit	131	0 lb.			
2 sunrods	128	2 lb.			
backpack	131	2 lb.			
- bedroll	130	5 lb.			
- flint and steel	126	0 lb.			
- silk rope, 50 ft.	127	5 lb.			
-waterskin	127	4 lb.			
-3 alchemist's fire	128	3 lb.			
-2 vials of acid	128	1 lb.			
Standard identification papers*	EB	0 lb.			
*bonus equipment			BASIC POSSESSIONS GP VALUE		519.1gp

BASIC WT.	31 lb.	+ MAGIC WT.	33 lb.	= TOTAL WEIGHT CARRIED	64 lb.

66 lb	133 lb	200 lb	200 lb	400 lb	1000 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 — 40

pp —

FEATS

Shifter Ferocity   EB

Raging Luck   EB

B = bonus feat

SPECIAL ABILITIES

PG.

Low-light vision

+2 racial bonus on Balance,

 Climb, and Jump checks

Longtooth Shifting (Su): gains a

 +2 Strength bonus, and fangs grow and can be used as a natural

 weapon that does 1d6+1 points of damage. 1/day (lasts 6 rounds)

Fast movement
Illiteracy

Rage 2/day (lasts 7 rounds)

Trapsense +1

Uncanny dodge

LANGUAGES

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

Common

SPELLS

DOMAINS OR SPECIALTY SCHOOLS

0: _____

1st: _____

2nd: _____

3rd: _____

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE   20 %

conditional modifiers

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

character name

_____ player _____

Barbarian 2

class and level   RPGA #   Event name

EBERRON
MARK OF HEROES
Magic and Stack Sheet

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	+1 chain shirt	1,250 gp	25lb
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

519.1gp

Starting Gold + Craft/Prof. Bonus

160 gp   +   5,000 gp   =

Web Tracking EV

Character's Max EV

5,160 gp

1,250 gp   +   2,350 gp   +   1,0000 gp   =   5119.1

Magic Items Worn   Magic Weapons and Other   Consumable Magic Items   Total EV

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

Shifting Drive
Miniature: Longtooth Barbarian (ABERRATIONS 19/60)
The unlock ability for this character grants a +1 bonus to the number of rounds your shifting lasts.

MAGIC WEAPONS AND OTHER MAGIC ITEMS

Item	Cost	Wt
+1 greatsword	2,350 gp	8 lb

CONSUMABLE MAGIC ITEMS

Item	Cost	Wt
2 potions of cure light wounds (CL 1)	500 gp	0 lb
2 potions of magic fang (CL 1)	500 gp	0 lb

character name		player	
Barbarian 4		Shifter	
class and level		race	region

CoH Cash on Hand

47.9	=	8	+	-1	+		+		+	40.9	+	
TOTAL		BASE CoH (LVL x2)		CHA MODIFIER		RANKS MODIFIER		ITM CREATE MODIFIER		EQUIP GP BONUS		MISC MODIFIER

LEVEL	CLASS TAKEN/PREREGS	GP LIMIT	EXPANDED ITEM AND SOURCE
1st	Barbarian		
2nd	Barbarian	450 gp	
3rd	Barbarian	1,350 gp	
4th	Barbarian	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	