character nam	ne	player								
Wizard 7 class and leve	a	Kobolo race	<u>d</u>	lignment	deity		2 H 2			
Small	•				,	MAR	к о	F HE	ROES	
	age gender	height weight	eyes	hair	skin	Charac	rter	Recor	d Sheet	
ALL ALL	BILITY ABILITY TEMPORARY TEMPORA CORE MODIFIER SCORE MODIFI	ARY POINT BUY	OTA I			NONLETH DAMAGI		10001		
				NDS/CURRENT HP		DAMAG	E	20.5	SPEED (20.6.1)	_
STR strength	6 -2	2 HP hit points	33					20 ft.	(30 ft. base)	╛
DEX dexterity	12 +1	2 AC armor class	14 = 10+	+1 +	+ +1 + +	1 + +1	+	+	DAMAGE REDUCTIO	ıN
			OTAL	ARMOR SHIELD BONUS BONU	D DEX SIZ S MODIFIER MOD	ZE NATURAL IFIER ARMOR	DEFLECTION MODIFIE	ON MISC ER MODIFI		
CON	14 +2	8T		BONOS BONO	- WOBITER WOB	THER ARMOR	WODITE			_
INT	18 +4	10 TOUCH armor class	12 FLAT-F	OOTED 13	SKILL?		SKILL	S (CLAS	MAX RANKS 10/ 5	;
	10 0	2	armo	or class	SKILL NAME		KEY ABILITY	SKILL A	ABILITY DANKS MISC	:
WISCOIII	10 +0	INITIATI'	VE +1 =	+1 +	3 SKILL IVAIVIL		ABILITY	MODIFIER N	MODIFIER MODIFI	EK
CHA charisma	9 -1	1 modifier	TOTAL	DEX MISC	□ Appraise ■		int	+4 =_	+4 + 0 +	_
	LDOVYC TOTAL BAS	E ABILITY MAGIC MIS		MODIFIER MODIFIER	□ Balance ■		dex*	+1 =_	+1 + 0 +	—
SAVING TH	HROWS TOTAL SAV	E MODIFIER MODIFIER MODI	FIER MODIFIER	conditional modifiers	□ Bluff ■		cha	-1 =_	-1 + 0 +	_
FORTIT (constitut	UDE +5 = +2	2 + +2 + +1 +	+		□ Climb ■		str*	-2 =_	-2 + 0 + +2 + 4 +	_
REFL (dexter	EX +4 = +2	2 + +1 + +1 +	-		■ Concentration		con	+6 =_	+4 + 0 + +2	_
		==-	<u> </u>		■ Craft ■ (trapm■ Craft ■ (iakilik)	int) int	+4 =_	+4 + 0 +	_
WIL (wisdo	+6 = +5	5 + +0 + +1 +	+		■ Craft ■ (,) int		++	_
					■ Decipher Scri	pt	int	+12 =_	+4 + 8 +	
BASE	ATTACK BONUS	S +3 S	PELL	AP action points	□ Diplomacy ■	-	cha	-1 =_	<u>-1 + 0 + </u>	_
		RES	STANCE	action points	□ Disable Devic	e	int		+++	_
GRA	APPLE -3	= +3 + -2	+ -4 +	CURRENT	□ Disguise ■		cha	-1 =_	<u>-1</u> + <u>0</u> +	_
mo		BASE ATTACK STRENGTH	SIZE N	MISC	☐ Escape Artist	•	dex*	+1 =_	+1 + 0 + +4 + 0 +	_
	TOTAL	BONUS MODIFIER	MODIFIER MO	DDIFIER	□ Forgery ■		int	-1 =	-1 + 0 +	_
	ATTACK				□ Gather Inform■ Handle Anima		cha cha		+ +	_
	ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	☐ Heal ■	aı	wis	+0 =	+0 + 0 +	_
Q	uarterstaff	+2 melee	1d4-2	x2	☐ Hide ■		dex*	+5 =_	+1 + 0 + +4	
RANGE	ТҮРЕ	NOTES	;		□ Intimidate ■		cha	-1 =.	-1 + 0 +	_
	Blugeoning				□ Jump ■		str*	-2 =_	-2 + 0 +	_
	'				Knowledge (a		int	+14 =_	+4 + 10 +	—
					■ Knowledge (h	. ,	int	+12 =_	+4 + 8 +	_
	ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	■ Knowledge (th	ne planes)	int	+14 =_	+4 + 10 +	-
+1 1	light crossbow	+6 ranged	1d6+1	19-20/x2	Knowledge (Knowledge (,) int) int		+ +	_
RANGE	TYPE	NOTES	,		□ Listen ■	•	wis	+0 =_	+0 + 0 +	_
80 ft.	piercing	NOTES)		☐ Move Silently		dex*	$\overline{}$	+1 + 0 +	
00 It.	piercing				□ Open Lock		dex		++	_
AMMUNITION 1	0 Bolts	00000 00000 000	100 00000	00000	□ Perform () cha	=_	++	_
	ATTACK				□ Perform () cha	=_	++	—
	ATTACK	ATTACK BONUS +2 melee	DAMAGE 1d3-2	CRITICAL 19-20/x2	□ Perform (,) cha	=_	++	_
	Dagger	+2 1110100	1u3-2	1 J-20/ XZ	■ Profession () wis		++	-
RANGE	TYPE	NOTES	;		■ Profession (□ Ride ■)) wis dex	+1 =_	+1 + 0 +	_
10 ft.	piercing				□ Search ■		int	+5 =_	+4 + 0 + +2	_
AMMUNITION .			100 00000	00000	☐ Sense Motive		wis	+0 =_	+0 + 0 +	
					□ Sleight of Har	nd	dex*	=_	++	_
	ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	■ Spellcraft		int	+16 =_	+4 + 10 + +2	_
					□ Spot ■		wis	$\overline{}$	+0 + 0 +	—
RANGE	TYPE	NOTES	;		□ Survival ■		wis	+0 =_	+0 + 0 +	_
					□ Swim ■		str*	-2 =_	++	_
					☐ Tumble ☐ Use Magic Definition	avice	dex* cha	=-	+++ + +	_
AMMUNITION .		00000 00000 000	100 00000		☐ Use Rope ■	VICE	dex	+1 =_	+1 + 0 +	_
	ATTACK				■ □				++	_
	AFIRER	ATTACK BONUS	DAMAGE	CRITICAL				_=_	++	_
					o			=_	++	_
RANGE	TYPE	NOTES	;		■ After the skill denot	es a skill that can b	e used unt	rained		
					☐ Fill in this box if the					
AMMINITION				00000	* Armor check penalty					

Eberron - Mark of Heroe	es					FEATS		SPELLBOOK
campaign						Toughness	PG. 101	
						Research	EB	0: acid splash, arcane mark, dancing lights, daze, detect poison,
experience points						Spell Focus (evocation) ^B	100	detect magic, disrupt undead, flare, ghost sound, light, magehand,
		GI	EAR			Greater Spell Focus (evocation)	94	mending, message, open/close, prestidigitation, ray of frost, read
ARMOR/PROTECTIVE ITE	М	T)	(DE AC DONUS	MAY	DEV	Scribe Scroll ^B	99	magic, resistance, touch of fatigue.
7		ΙΥ	YPE AC BONUS	MAX	DEX			1st: color spray, comprehend languages, detect secret door, disguise self,
CHECK PENALTY SPELL FAILUI	RE S	PEED	WEIGHT SPECIAL PRO	OPERTIE	:S			enlarge person, grease, identify, mage armor, magic missile, protec-
								tion from evil, ray of enfeeblement, repair light damage, true strike
								2nd; glitterdust, false life, invisibility, knock, locate object, rope trick,
SHIELD/PROTECTIVE ITEM	И	AC BO	ONUS WEIGHT CHEC	K PENAL	ΙΥ			scourching ray
60514 5444405		6.5						3rd: displacement, fireball, haste, lightning bolt, stinking cloud
SPELL FAILURE		SH	PECIAL PROPERTIES			B = bonus feat		4th: dimension door, Evard's black tentacles, wall of fire
PROTECTIVE ITEM	AC	BONL	US WEIGHT SPECIAL PRO	OPERTIE:	S	SPECIAL ABILITI	IES PG.	5th:
						Darkvison 60 ft. MN	Л162	
DROTECTIVE ITEM						+2 racial bonus on Craft		
PROTECTIVE ITEM	AC	BONL	US WEIGHT SPECIAL PRO	OPERTIE:	S	(trapmaking), Profession		- City
						(miner), and Search checks		6th:
			SSESSIONS	D.C.	WE	+1 natural armor bonus		
ITEM Quarterstaff	PG.	WT. 2 lb.	ITEM	PG.	WT.			
Dagger	116	1 lb.						
10 bolts	115	.5 lb.						7th:
Scholar's outfit		0 lb.						
Flask of acid		0 lb.						
Glyphbook		2 lb.				<u> </u>		
Spellbook	130	3 lb.						8th:
Spell component pouch	130	2 lb.						<u> </u>
Standard identification papers*	EB	0 lb.						SPELL SAVE +4
1 1							<u>.</u>	DC MOD
						-		ARCANE SPELL FAILURE %
						-		conditional modifiers
								+2 DC for evocation spells
								CDELLC CDELL CDELLC DOWNE
								SPELLS SPELL LEVEL SPELLS BONUS PER DAY SPELLS
*bonus equipment			BASIC POSSESSIONS GP VALU	JE 79	gp			14 0 4 0
BASIC WT. 11 lb. + MAGI	C WT.	3 lb.	= TOTAL WEIGHT CARRIE	D 16	í lb.			15 1ST 4 1
		_						16 2ND 3 1
15 lb 30 lb	45	lb		25 lb		LANGUAGES		17 3RD 2 1
LIGHT MEDIUM LOAD LOAD	HEA LOA		HEAD GROUND	JSH OR DRAG 5 X AX LOAD		Initial languages = Common + languages + one per point of Int	racial	18 4TH 1 1
		MC	DNEY			Common, Draconic, Goblin,		5TH
cp —						Undercommon		6TH
sp —								TH TH
gp — 38								8TH
pp —								ath ath

character name	player	
Wizard 7		
class and level	RPGA #	Event name

WORN MAGIC ITEMS

Headband of intellect +1

Cloak of resistance +1

Bracers of armor +1

Item Type

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



Magic and Stack Sheet

	Magic and Stack Sheet
	CAMPAIGN CARD STACK One Slot Per Maximum Action Points
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	

	CAMPAIGN CARD STACK One Slot Per Maximum Action Points
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	

Sun Lover



Wt

Cost

1,000 gp 1 lb

1,000 gp 1 lb

Total EV

4,000 gp

Miniature: Kobold Sorcerer (ABERRATIONS 26/60) The unlock ability for this character grants a bonus feat: Daylight Adaptation (see Races of

Rin	g				
Boots or	Shoes				
Shie	eld				
Basic Equipment	Starting Gold + Craft/Prof. Bonus	Web Tracking EV		Character's Max	EV
79gp	120 gp +	18,000 gp	=	18,120 g	p
6,000 gp	+ 6,435 gp +	5,434 gp	=	17,962 g	gp

O1		0,	
Magic Items Worn	Magic Weapons and Other	Consumable Magic	Items
MAGIC WE	APONS AND OTHER N	MAGIC ITEMS	
	Item	Cost	Wt
+1 light crossbow	,	2,335 gp	0 lb
Lesser metamagic	wand of enlarge	3,000 gp	0 lb
Extra spell: ident	tify	100 gp	0 lb
Extra spell: true	strike	100 gp	0 lb
Extra spell: rope	trick	200 gp	0 lb
Extra spell: <i>wall</i> 3 100-gp pearls	of fire	400 gp	0 lb
3 100-gp pearls		300 gp	0 lb
			1
			+-
			+-
		1	
		+	+-
		+	+
			+
		+	+-
			+
		+	+-
		+	+
			_
		1	1

CONSUMABLE MAGIC ITE	MS	
ltem	Cost	Wt
Scroll of comprehend languages (CL 1)	93 gp	0 lb
Scroll of detect secret doors (CL 1)	93 gp	0 lb
2 Scroll of mage armor (CL 1)	186 gp	0 lb
2 Scrolls of <i>shield</i> (CL 1)	186 gp	0 lb
Scroll of <i>protection from evil</i> (CL 1)	93 gp	0 lb
Scroll of <i>knock</i> (CL 3)	563 gp	0 lb
Scroll of <i>rope trick</i> (CL 3)	563 gp	0 lb
Wand of magic missile (CL 3; 10 charges)	3,750 gp	1 lb

character name	player	
Wizard 7	Kobold	
class and level	race	region



MARK OF HEROES Progression Sheet

CoH Cash on Hand	61 =	14	+ -1	+	+ 10 +	38	+	
	TOTAL	BASE CoH (LVL x2)	CHA MODIFIER	RANKS MODIFIER	ITM CREATE MODIFIER	EQUIP GP BONUS	1	MISC MODIFIER

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