character na Bard 1	ame	pl L	ayer Iuman								
class and le	vel			alignment o	deity						ļ
Medium_ size	age gender	height w	eight eyes	hair	skin	MAR			EROI		
3120			eigit eyes	Hall	SKIII	Charac	ter .	Reco	rd S	heet	
ABILITY NAME	ABILITY ABILITY TEMPO TEMPO SCORE MODI- RARY MOD	ORARY POINT DIFIER BUY	TOTAL WOU	NDS/CURRENT HP		NONLETH. DAMAGE	AL E		SPEE	D	
STR strength	13 +1	5 HP	6					30 ft	. (30 ft.	. base)	
	14 +2			+4 +	+ +2 +	<u> </u>	+ -	1, [DA DA	AMAGE REDUCT	ION
DEX dexterity		armor cla		ARMOR SHIELD	DEX SIZ	E NATURAL	DEFLECTION	DN MI	ISC		\neg
CON	10 +0	2	TOTAL	BONUS BONUS	MODIFIER MODI	FIER ARMOR	MODIFIE	R MOD	OIFIER		
INT intelligence	8 -1	0 TOUC	H 14 FLAT-F	OOTED 12	C III		SKILL:	S (CL	MAX ASS/CROSS-	RANKS 4/	2
	12 +1	4	ass anno	or class	SKILL NAME		KEY	SKILL	ABILITY	RANKS MI	SC
WIS wisdom			IATIVE +2 =	+2 +	S SKILL INAIVIE		ABILITY	MODIFIER	MODIFIER	MOD	IFIEK
CHA charisma	15 +2	8 m	odifier TOTAL	DEX MISC MODIFIER MODIFIER	■ Appraise ■		int	-1 =	<u>-1</u> +	0_+	
5A) (IN 6	TI I DO NY C TOTAL B	BASE ABILITY MAGIC	MISC. TEMPO- MODIFIER RARY	conditional modifiers	■ Balance ■		dex*	-1 =		· · · · · · · · · · · · · · · · · · ·	2
	THROWS TOTAL S	SAVE MODIFIER MODIFIER	MODIFIER RARY	conditional modifiers	■ Bluff ■■ Climb ■		cha	+6 =	= <u>+2</u> + = +1 +		2
FUK I (const	TUDE +0 = -	+0 + +0 +	++		■ Concentration	_	str* con	+4	= - 11 + = +0 +		
REF	$\begin{bmatrix} LEX \\ erity \end{bmatrix} = \begin{bmatrix} -1 \\ -1 \end{bmatrix}$	+2 + +2 +	+ +		■ Craft ■ (int	-1 =	-1 +	0 +	
		+2 + +1 +			■ Craft ■ ()	int	=	:+	+	
(wise	dom) +3 = -	T T T			■ Craft ■ (,	int	=	:+.	+	
546	- AA-GI/ B-GA-II	10	SPELL	ΛD	■ Decipher Scrip	ot	int	+6 _	=+ = +2 +	· · · · · · · · · · · · · · · · · · ·	
BAS	E ATTACK BONI	JS +0	RESISTANCE	AP action points	■ Diplomacy ■□ Disable Device	_	cha		= <u>+</u> +_ = +	·	
-	A DDL E			3	■ Disguise ■	е	int cha	+2			_
GH	RAPPLE +1		+1 + +0 +	CURRENT	■ Escape Artist I		dex*	+0 =	= <u>+2</u> +	0 + -	2
	TOTA		RENGTH SIZE M DDIFIER MODIFIER MO	MISC DDIFIER	□ Forgery ■		int	-1 =	=1_+		
					■ Gather Inform		cha	+6	=+2+	<u>4</u> +	
	ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	☐ Handle Anima	al	cha	+1 _	+1 +		
	Longsword	+1 melee	1d8+1	19-20/x2	□ Heal ■■ Hide ■		wis dex*	+0	= <u>+1</u> +_ = +2 +		2
RANGE	TYPE		NOTES		Intimidate		cha	+2		0 +	_
	Slashing				■ Jump ■		str*	+0 =	=+2+	0 + -	2
					■ Knowledge ()	int	-	·+	+_	
					■ Knowledge ()	int	=	:+.	+	
	ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	■ Knowledge (int		=+. = +	+	
					■ Knowledge (■ Knowledge (int int		=+. = +	+	
RANGE	TYPE		NOTES		■ Listen ■	,	wis	+1 =	= +1 +	0 +	
					■ Move Silently	•	dex*	+0 =	= <u>+2</u> +	0 + -	2
					Open Lock		dex	-	:+	+	
AMMUNITION	·	_ 00000 00000 00000	00000 00000 00000		■ Perform (string	-		+9 =		4 + +	3
	ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	■ Perform (■ Perform (•	cha cha		=+. = +	+ _	—
					■ Profession (wis			+	
RANGE	TYPE		NOTES		■ Profession (wis	=	=+.	+	
IVAINGI			NOTES		□ Ride ■		dex	+2 =	<u>+2</u> +	0_+_	
					□ Search ■		int	-1 = +1 =		0 +	
OITINUMMA	N	_ 00000 00000 00000	00000 00000 00000		■ Sense Motive		wis dex*	+1 =	= <u>+1</u> + = +	+	
	ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	Sleight of HanSpellcraft	iu	int		·+	⁻	
		ATTACK BOINGS	DAIVIAGE	CRITICAL	□ Spot ■		wis	+1 =	= +1 +	0 +	
DANICE	TVDF		NOTES		□ Survival ■		wis	+1 =	= <u>+1</u> +	0_+_	
RANGE	TYPE		NOTES		■ Swim ■		str*	-2 =		0 +	
					■ Tumble		dex*	+4 =			2
AMMUNITION	N	_ 00000 00000 00000			■ Use Magic De□ Use Rope ■	vice	cha dex	+2 =	= - + = +2 +	0 +	
	ATTACK	A		Commercial	□		uex _				
	ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	0			=	=+.	+	
					<u> </u>			=	:+.	+_	
RANGE	TYPE		NOTES		■ After the skill denote	es a skill that can be	e used unt	rained.			
					☐ Fill in this box if the	skill is a class skill	for the cha	racter.			
AMMUNITION	N	_	00000 00000 00000		* Armor check penalty,	, if any, applies. (Do	ouble pena	lty for Swin	n.)		

Eberron - Mark of Hero	es			FEATS				SPELLS		
campaign				Extra Music	PG. EB					
				Skill Focus (Perform [string		, ,				
experience points				instruments])	100	0: <u>aaze, ae</u>	tect magic, lui	laby, summon ir	srument.	
		GEAR								
ARMOR/PROTECTIVE IT Chain shirt		TYPE AC BONUS Light +4	MAX DEX +4	·						
CHECK PENALTY SPELL FAILU	IRE SPEED 30 ft		OPERTIES			1st:				
		. -> ->								
SHIELD/PROTECTIVE ITE	M AC B	BONUS WEIGHT CHEC	K PENALTY							
SPELL FAILURE		SPECIAL PROPERTIES		B = bonus feat						
PROTECTIVE ITEM		NUS WEIGHT SPECIAL PRO	DEDELES.	SPECIAL ABILIT						
	AC BON	NUS WEIGHT SPECIAL PRO	JPEKTIES	Bardic knowledge +0	PG.					
				Bardic music (counterson		2nd:				
PROTECTIVE ITEM	AC BOI	NUS WEIGHT SPECIAL PRO	OPERTIES	facinate, inspire courage) 5						
				identate, hispire courage, y	(day 2)					
Е	BASIC PO	OSSESSIONS								
ITEM	PG. WT.		PG. WT.							
Chain shirt	124 25 lb	b.								
Longsword	119 6 lb.									
Lute	130 3 lb.					3rd:				
Adventurer's standard backpack	CS 18 lb	b.								
2 Sunrods	128 2 lb.									
Standard identification papers*	EB 0 lb.									
							SPEL	L SAVE	+2	_
									DC M	_
						ARC	ANE SPE	LL FAILU	RE 2	2]%
						condition	al modifiers			
			+			SPELLS	SPELL	15/5	SPELLS	BONUS
*1 .						KNOWN	SAVE DC	LEVEL	PER DAY	SPELLS
*bonus equipment		BASIC POSSESSIONS GP VALU	-> - 8F			4	12	0	2	0
BASIC WT. 54 lb. + MAG	IC WT.	= TOTAL WEIGHT CARRIE	D 54 lb.					1ST		
50 11 100 11	150 !!	150 !! 200 !! 57	50.11					2ND		
50 lb 100 lb	150 lb		50 lb	LANGUAGES	S			3RD		
LIGHT MEDIUM LOAD LOAD	HEAVY LOAD	HEAD GROUND	JSH OR DRAG	Initial languages = Common	+ racial					
LOAD			5 X AX LOAD	languages + one per point of I Common	nt bonus			4TH		
	M	ONEY						5TH		
cp —				-				6TH		
sp —								7TH		
gp — 6				-				8TH		
рр —								9TH		

character name	player	
Bard 1	Human	
class and level	race	region



MARK OF HEROES Progression Sheet



	TOTAL BASE COH CHA RANKS ITM CREATE EQUIP GP MISC (LVL x2) MODIFIER MODIFIER BONUS MODIFIER		o de la companya de l
LEVEL	CLASS TAKEN/PREREGS	GP LIMIT	EXPANDED ITEM AND SOURCE
ıst	Bard		
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	
		I	

character name		yer					BER		
Bard 1	F	,,				05	AARK OF	-	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
class and level	RP	GA#	Event name	!			agic and S		
	WORN MAGI	CITEMS							
Item Type	WORN MAGI	Item		Cost	Wt		CAMPAIGN C One Slot Per Maximi	um Action Points	
Headband, hat, helmet, or phylaci	tery	nem		Cost	Wt	1			
Pair of lenses or goggles					T	2			
Amulet, brooch, medallion, necklace or s	scarab					3			
Vest, vestment or shirt					T	4			
Robe or suit of armor					T	5			
Belt									
Cloak, cape, or mantle						8			
Pair of bracers or bracelets						\vdash			
One glove, pair of gloves, or pair of gau	ntlets					9			
Ring						10			
Ring					T	11			
Boots or Shoes					T	12			
Shield					+	13			
Basic Equipment Starting Gold +	Craft/Prof. Bonus	Web Tracking E	V	Character's Ma	ıx FV		MINIATURE the listed D&D Miniat	UNLOCK	
	0 gp +			160 gr		Use	the listed D&D Miniat Family Lute	ture and Get the Bon	us
154 gp 160	5 SP			100 81		30		of Battle (Deatнкы y swaps its normal lu	
						95	masterwork lute,	which grants a +2 cir	cumstanc
+	+		=	154 gj	9	11	bonus on Perform	checks.	
	oons and Other	Consumable Magic		Total EV		4			
MAGIC WEAPONS AN	ID OTHER M.	AGIC ITEMS			CO	NSUMABI	LE MAGIC ITE	MS	
ltem		Cost	Wt			Item		Cost	Wt
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