character na Rogue 4 class and le				player Changel	ing	alignment	deity	EB	ER	R	0	I	
Medium size	age	gender	height	weight	eyes	hair	skin	MAR	K O	F H	ERO	ES	
3120	agc	gender	neight	weight	cycs	IIaii	SKIII	Chara	cter]	Reco	rd S	Shee	t
ABILITY NAME	ABILITY ABILITY SCORE MODI-	TEMPO- TEMP RARY MOD	ORARY POINT DIFIER BUY	тот	AL w	OUNDS/CURRENT HP		NONLET DAMAG	HAL GE		SPEI	ED	
STR strength	10 +0		2	HP points 22	2					30 f	t. (30	ft. bas	se)
DEX dexterity	14 +2			AC or class	7 = 10	+ +5 +	+ +2 +	一一		1. [DAMAGE R	EDUCTION
CON constitution	12 +1	н	4 arm	or class TOT			HIELD DEX	SIZE NATURAL IODIFIER ARMOR	DEFLECTION MODIFIE	DN MI R MOD	ISC DIFIER		
INT	14 +2		6 TC	OUCH 12	FLA al	T-FOOTED 1	4		SKILL	S (cı	MA: ASS/CROS:	X RANKS S-CLASS)	7/3
WIS wisdom	10 +0		2	VITIATIVE modifier	+1	= +1 +	SKILL NAM	1E	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
CHA charisma	14 +2	ш.	6	modifier	TOTA		■ Appraise ■		int	+2 =	+2	+0	+
SAVING	THROWS	TOTAL 5	ASE ABILITY M. AVE MODIFIER MO	AGIC MISC. DIFIER MODIFIER	TEMPO-	conditional modifier	■ Balance ■		dex*	+9 =	+2	+	++2
	ITUDE		1 1 1	,	RARY	+2 racial bonus on	Bluff ■ Climb ■		cha str*	+0	+0	+ 0	+
(const	titution)		+1 + +1 + +	1 +		sleep and charm	□ Concentrat	ion ■	con	+1 =	+1	+0	+
KEF (dex	LEX terity)	+6 =	+4 + +1 + +	1 +	+	effects	■ Craft ■ () int	+2 =	+2	+0	_+
W	 dom)	+2 =	+1 + +0 + +	1 +	+		■ Craft ■ () int	+2 =	+2	+0	_+
(WIS	dom)						☐ Craft ■ () int	=		+	+
DAC	E ATTAC	V P∩NII	JS +3	SPE	ELL	AP action poi	■ Decipher S ■ Diplomacy	•	int cha	+8	+2	+ <u> </u>	+4+4
DAS	E ATTAC	K DOIN	J3 T	RESIST			nts Diplomacy Disable De		int	+10	+2	+6	++2
C	DADDLE	. 2	.2	.0			■ Disguise ■		cha	+12	= +2	+0	+10
Gr	RAPPLE modifier	+3	DASE ATTACK	+ +0 +	SIZE +	MISC	■ Escape Arti	st ■	dex*	+2	+2	+0	_+
		TOTA	AL BONUS	MODIFIER	MODIFIER	MODIFIER	■ Forgery ■		int	+2	+2	+6	+
							■ Gather Info		cha			+	+
M	ATTACK		ATTACK BON		DAMAGE	CRITICAL	□ Handle Ani □ Heal ■	ımaı	cha wis	+0	+0	+ + 0	+
Masterw	ork cold ire	n rapier	+6 mele	e	1d6	18-20/x2	Hide ■		dex*	+5 =	+2	+3	+
RANGE	TYPE			NOTES			■ Intimidate		cha		=+2	0	+4
	Piercing						■ Jump ■		str*	+2	+0	+5	_++2
							■ Knowledge		int	+7	=	+	_+
							□ Knowledge) int	-	·	+	.+
	ATTACK		ATTACK BON		DAMAGE	CRITICAL	□ Knowledge□ Knowledge) int) int		·	+ +	+
	Dagger		+5 melee or 1	ranged	1d4	19-20	□ Knowledge) int			+	+
RANGE	TYPE			NOTES			■ Listen ■	`	wis	+0 =	+0	+0	+
10 ft.	Piercing						■ Move Silen	tly ■	dex*	+5 =		+3	.+
		ļ					■ Open Lock		dex	+10	+2	+6	++2
							■ Perform () cha	-	·	+	.+
	ATTACK		ATTACK BON	JUS	DAMAGE	CRITICAL	■ Perform (■ Perform () cha) cha		·	+	_+
	Dart		+5 range	1	1d3	x2	■ Profession	() wis			+	+
RANGE	TYPE			NOTES			■ Profession	•) wis	<u> </u>	·	+	_+
20 ft.	Piercing			NOTES			□ Ride ■	•	dex	+2 =	+2	+0	+
20 11.	8						■ Search ■		int	+7 =	+2	+6	+
IOITINUMMA	Ν		_ 00000 00000 0	0000 00000 0	2000 000	20	■ Sense Moti		wis	=	=	+	_++_
	ATTACK						■ Sleight of F	Hand	dex*		·	+	_+
	MIMER		ATTACK BON	NUS	DAMAGE	CRITICAL	□ Spellcraft ■ Spot ■		int wis	+6	+0	+ 6	+
							□ Survival ■		wis	+0 =	+0	+0	.+
RANGE	TYPE			NOTES			■ Swim ■		str*	+0 =	+0	+	+
							■ Tumble		dex*	+9 =	= +2	+ <u>7</u> . 7	+
IOITINUMMA	N		_ 00000 00000 0			00	■ Use Magic		cha	+9 =	+2	+	+
	A T. T. A . C. L.						■ Use Rope ■		dex		:	+	+
	ATTACK		ATTACK BON	IUS	DAMAGE	CRITICAL	<u> </u>				·	+	+
												+	+
RANGE	TYPE			NOTES		·							
								notes a skill that can the skill is a class ski					
OITINUMMA	N		_ 00000 00000 00					alty, if any, applies. (I			n.)		

Eberron - Mark of Heroe	es						FEATS			TYPI	CAL SP	ELLS	
campaign							Urban Tracking	PG. EB					
							Weapon Finesse	102	0:				
experience points									0:				
		GI	EAR										
ARMOR/PROTECTIVE ITE	M	TY	DE Î	AC BONUS	MAX [) FV							
+1 mithral chain shir			ght	+4	WAX 1	.							
CHECK PENALTY SPELL FAILUR		SPEED	WEIGHT	SPECIAL PROF	PERTIE	S							
+0 10%		30 ft.	10 lb						1st:				
SHIELD/PROTECTIVE ITEM													
STILLED/FROTECTIVE TIEN	1	AC BO	NUS W	EIGHT CHECK I	PENAL	TY							
SPELL FAILURE		SF	PECIAL PROP	ERTIES									
		~		-1111-0			(b) = bonus feat						
DD0=====							SPECIAL ABILIT	IES					
PROTECTIVE ITEM	AC	BONL	JS WEIGHT	SPECIAL PROP	ERTIES	S	.2	PG.					
							+2 racial saving throw bonus of	on sleep EB	2nd:				
PROTECTIVE ITEM	A	BONL	JS WEIGHT	SPECIAL PROP	ERTIES	S .	+2 racial bonus on Bluff, Intimida						
						_	+2 racial bonus on Bluff, Intimida Sense Motive checks.	EB					
В	ASIC	. PO:	SSESSIO	NS			Natural Linguist	EB					
ITEM	PG.	WT.		ITEM	PG.	WT.	Minor Change Shape (Su): may a						
Masterwork cold iron rapier	120	3 lb.					appearance as the disguise self spe						
Dagger	116	1 lb.					affects their bodies but not posse						
10 darts	116	5 lb.					this is not an illusion effect.	EB	3rd:				
Mithral chain shirt		10 lb.					Sneak attack +2d6	50					
Traveler's outfit	131	0 lb.					Trapfinding +1	50					
Darkweave entertainer's outfit	EB	4 lb.					Evasion	50					
Glamerweave courtier's outfit	EB	5 lb.					Uncanny dodge	50					
Flint and steel Masterwork thieves' tools	126	0 lb. 2 lb.								CDELL	SAVE		\neg
										SPELI	_ SAVE	DC M	」 OD
Flask of acid	128	1 lb.							ARC	ANF SPF	LL FAILUI		0 %
Alchemist's fire Standard identification papers*	128 EB	1 lb. 0 lb.								al modifiers			
Standard identification papers	EB	U ID.							Condition	ar modificis			
									SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
*bonus equipment			BASIC POSS	ESSIONS GP VALUE	837	gp					0		0
BASIC WT. 22 lb + MAGIO	C WT.	11 lb	. = тота	L WEIGHT CARRIED		lb.					1ST		
											2ND		
33 lb 66 lb	100	O lb	100 lb	200 lb 500) lb		LANCHACE						
LIGHT MEDIUM		AVY	LIFT OVER HEAD		H OR RAG		LANGUAGES Initial languages = Common -				3RD		
LOAD LOAD	LO	AD	HEAD EQUALS MAX LOAD	GROUND DF 2 x MAX LOAD MAX	X LOAD		languages + one per point of Ir Common, Dwarven, Elven, G	t bonus			4TH		
		МС	NEY				Halfling, Orc (3 ranks in Spea				5TH		
cp —							Language)				6TH		
sp —											7TH		
gp — 33											8TH		
рр —											9TH		

character name	player	
Rogue 4 class and level	RPGA #	Event name



Magic	and	Stack	Sheet

WORN MAGIC ITEMS							
Item T	уре	ltem	Cost	Wt			
Headband, hat, helr	net, or phylactery						
Pair of lenses	or goggles						
Amulet, brooch, medallio	on, necklace or scarab						
Vest, vestme	nt or shirt						
Robe or suit	of armor	+1 mithral chain shirt	2,200 gp	10lb			
Bel	t						
Cloak, cape,	or mantle	cloak of resistance +1	1,000 gp	1 lb			
Pair of bracers	or bracelets						
One glove, pair of glove	s, or pair of gauntlets						
Rin	g						
Rin	g						
Boots or	Shoes						
Shie	ld						
Basic Equipment	Starting Gold + Craft/P	rof. Bonus Web Tracking EV	Character's Ma	x FV			

	CAMPAIGN CARD STACK One Slot Per Maximum Action Points
1	
2	
3	
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15	
16	
17	
18	

Basic Equipment		Starting Gold + Craft/Prof. Bonu	ıs	Web Tracking EV		Character's Max EV
837 gp		200 gp	+	5,000 gp	=	5,200 gp
+						
3,200 gp	+		+	1,125 gp	=	4,167 gp
 Magic Items Worn	-	Magic Weapons and Other	_	Consumable Magic Items		Total FV

MAGIC WEAPONS AND OTHER MA	AGIC ITEMS	CONSUMABLE MAGIC ITEMS				
ltem	Cost	Wt	ltem	Cost	Wt	
			oil of blessed weapon	500 gp	0 lb	
			2 scrolls of acid splash (CL 1)	125 gp	0 lb	
			oil of blessed weapon 2 scrolls of acid splash (CL 1) 2 potions of cure light wounds (CL 1)	500 gp	0 lb	
			7	7 81		
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character name	player	
Rogue 4	Changeling	
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		<i>C</i>
LEVEL	CLASS TAKEN/PREREGS	GP LIMIT	EXPANDED ITEM AND SOURCE
ıst	Rogue		
2nd	Rogue	450 gp	
3rd	Rogue	1,350 gp	
4th	Rogue	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	
	1		