character name	player		- FR			
Ranger 1	Elf	· · · · · · · · ·		= 47 <u>.</u>	191	
class and level Medium	race	alignment de	eity MAR	к о	F H E	ROES
size age gender height	weight eyes	hair	skin Charac	ter]		d Sheet
ABILITY NAME SCORE MODI PARY MODIFIER BILLY	TOTAL WOL		NONLETH DAMAG			
SCOKE MODI: 104KI MODITEK BOT		JNDS/CURRENT HP	DAMAG	: 		SPEED (30 ft. base)
	oints			ᆜᆜ	30 11. (<u> </u>
DEX dexterity 43 armo	$\begin{bmatrix} 16 \\ r \text{ class} \end{bmatrix} = 10 + $		+ +3 + +	+	_ +	DAMAGE REDUCTION
CON constitution 12 +1 6	TOTAL	ARMOR SHIELD BONUS BONUS	DEX SIZE NATURAL MODIFIER MODIFIER ARMOR	DEFLECTION MODIFIE	ON MISC R MODIFI	ER
	JÇH 13 FLAT-	FOOTED 42	2	CVILL	c	MAX RANKS 4 / 2
intelligence armo	JCH 13 FLAT-I	FOOTED 13	SKIII	SKILL:		MICC
WIS wisdom 12 +1 4	ITIATIVE 1.2		SKILL NAME	ABILITY	MODIFIER M	ABILITY RANKS MISC MODIFIER
CHA charisma 8 -1 0	TOTAL	= +3 + MISC	□ Appraise ■	int	+0 =	+0 + 0 +
	TOTAL	DEX MISC MODIFIER MODIFIER	□ Balance ■	dex*	+2 =_	+3 + 0 + -1
SAVING THROWS TOTAL BASE ABILITY MODIFIER MODIFI	GIC MISC. TEMPO- FIER MODIFIER RARY	conditional modifiers	□ Bluff ■	cha	-1 =_	-1 + 0 +
FORTITUDE $+3 = +2 + +1 +$	+ + +	Immune to magic sleep effects. +2 racial	■ Climb ■	str*	+1 =_	+1 + 0 + -1
REFLEX (dexterity) +5 = +2 + +3 +	$\neg_+ \Box \neg_+ \Box \Box$	bonus against enchantment spells or	■ Concentration ■■ Craft ■ (con	+0 =_	+0 + 0 +
		effects.	■ Craft ■ (int int	+0 =	+0 + 0 +
$ \begin{array}{c c} WILL \\ \text{(wisdom)} \end{array} + 1 = \begin{array}{c c} +0 \\ + \end{array} + \begin{array}{c c} +1 \\ + \end{array} + $	++		■ Craft ■ (int	+0 =_	+0 + 0 +
			□ Decipher Script	int	=_	++
BASE ATTACK BONUS +1	SPELL RESISTANCE	AP action points	□ Diplomacy ■	cha	-1 =_	+
	RESISTATE	3	□ Disable Device	int	-1	++ +
GRAPPLE	+1 + +	CURRENT	□ Disguise ■□ Escape Artist ■	cha dex*	+2	+3 + 0 + -1
TOTAL BASE ATTACK BONUS		MISC ODIFIER	☐ Forgery ■	int	+0 =	+0 + 0 +
			☐ Gather Information ■	cha	-1 =_	+
ATTACK ATTACK BONU	JS DAMAGE	CRITICAL	Handle Animal	cha	-1 =_	-1 + + + +
Cold iron short sword +2 melee	1d6+1	19-20/x2	■ Heal ■	wis	+1 = _	+1 + 0 + -1
RANGE TYPE	NOTES		■ Hide ■□ Intimidate ■	dex*	-1	-1
Piercing			■ Jump ■	cha str*	+0 =	+1 + 0 + -1
			■ Knowledge (dungeoneering)	int		++
			■ Knowledge (geography)	int	+2 =_	+0 + 2 +
ATTACK ATTACK BONU	JS DAMAGE	CRITICAL	■ Knowledge (nature)	int	+2 =_	+0 + 2 +
Composite longbow +4 ranged	I .	х3	•) int	=_	++
RANGE TYPE	NOTES		□ Knowledge (■ Listen ■) int wis	+7 =	+1 + 4 + +2
110 ft. Piercing	NOTES		■ Move Silently ■	dex*	+4 =	+3 + 2 + -1
			□ Open Lock	dex	=_	++
AMMUNITION 40 arrows	00000 00000 00000		_ ``	cha	=_	++
ATTACK ATTACK BONU	JS DAMAGE	CRITICAL	_ ``) cha	-	++
ATTAGACIONE	JAMAGE -	CNITCAL	■ Profession (cha wis		+ +
RANGE TYPE	NOTES		■ Profession (wis		++
RANGE	NOTES		■ Ride ■	dex	+3 =_	+3 + 0 +
			■ Search ■	int	+6 =_	+0 + 4 + +2
AMMUNITION access			□ Sense Motive ■	wis	+1 =_	+1 + 0 +
ATTACK ATTACK BONU	JS DAMAGE	CDITICAL	Sleight of HandSpellcraft	dex* int		+ +
ATTACK BONG	JS DAMAGE	CRITICAL	■ Spot ■	wis	+7 =_	+1 + 4 + +2
DANGE	NOTES		■ Survival ■	wis	+5 =_	+1 + 4 +
RANGE TYPE	NOTES		■ Swim ■	str*	-1 =_	+1 + 0 + -2
			□ Tumble	dex*	=-	++
AMMUNITION access			Use Magic Device■ Use Rope ■	cha dex	+3 =	+3 + 0 +
ATTACK ATTACK BONU			■ Use Rope ■	uex		++
ATTACK ATTACK BONU	JS DAMAGE	CRITICAL	<u> </u>			++
			·			++
RANGE TYPE	NOTES		■ After the skill denotes a skill that can b	e used unt	rained.	
			☐ Fill in this box if the skill is a class skill			
AMMUNITION DODGE DODGE DO			* Armor check penalty, if any, applies. (D	ouble pena	ity for Swim.)	

Eberron – Mark of Heroe	:S					FEATS				SPELLS		
campaign						Point Blank Shot	PG. 98		DOMAINS	OR SPECIALTY	SCHOOLS	
						Track ^B	101					
experience points								0:				
		G	EAR									
A DAAGE (DEGTECTIVE ITE				1								
ARMOR/PROTECTIVE ITE Studded leather armo			YPE ight	AC BONUS	MAX DEX							
			_	+3	+5							
CHECK PENALTY SPELL FAILUI	- 1	SPEED 30 ft.		SPECIAL PRO	PERTIES			1st:				
	_											
SHIELD/PROTECTIVE ITEM	Л	AC BC	ONUS W	EIGHT CHECK	PENALTY							
SPELL FAILURE		S	PECIAL PROP	ERTIES		B = bonus feat						
PROTECTIVE ITEM	A	C BON	US WEIGHT	SPECIAL PRO	PERTIES	SPECIAL ABILI	PG.					
						Low-light vision	PG.					
						Immune to sleep effects	3	2nd:				
PROTECTIVE ITEM	A	C BON	US WEIGHT	SPECIAL PRO	PERTIES	+2 racial save on enchan						
						Spells and effects						
В	ASI	C PO	SSESSIO	NS		Weapon Proficiency in 1	apier,					
ITEM	PG.	WT.		ITEM	PG. WT.	longsword, longbow and						
Composite longbow	119	3 lb.				+2 racial bonus on Lister	n, Search					
Cold iron short sword	121	2 lb.				and Spot Checks		3rd:				
40 arrows	114	6 lb.				Favored Enemy +2-und	ead	J				
Studded leather armor	126	20 lb. 1 lb.				Wild empathy						
Sunrod Flask of acid	128	1 lb.										
Backpack	126	2 lb.										
-bedroll	126	5 lb.										
									SPFI	L SAVE		\neg
- flirt and steel	126	0 lb.							JI LL	L 3/ (V L	DC M	OD
-slken rope, 50 ft. -waterskin	127	5 lb. 4 lb.						ARC	ANF SPE	LL FAILU	RF 1	5 %
Standard identification papers*	EB	0 lb.							nal modifiers			
*bonus equipment		1										
X *X*********												
								SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
			BASIC POSS	ESSIONS GP VALU	E 229.1gp					0		0
BASIC WT. 49 lb. + MAGI	C WT.		= TOTA	L WEIGHT CARRIED						1ST		
										2ND		
50 lb 100 lb	15	o lb	150 lb	300 lb 75	o lb							
LIGHT MEDIUM		AVY	LIFT OVER		SH OR RAG	LANGUAGE Initial languages = Commo				3RD		
LOAD LOAD	LC	DAD	HEAD EQUALS MAX LOAD	GROUND D 2 X MAX LOAD MAX	5 X (LOAD	languages + one per point o				4TH		
		MC	ONEY			Common, Elven				5TH		
cp —										6TH		
sp — 9										7TH		
gp — 10										8TH		
рр —										9TH		
i									1 1	9111	1 1	1 1

character name	player	
Ranger 1	Elf	
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		č
LEVEL	CLASS TAKEN/PREREGS	GP LIMIT	EXPANDED ITEM AND SOURCE
ıst	Ranger		
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	

						E D-	REDI		
character name player Ranger 1							MARK OF	HEROFS	
class and level	RPC	GA# E	vent nam	е			agic and S		
WORN	I MAGIO	C ITEMS					CAMPAIGN C		
Item Type	· WAGR	ltem		Cost	Wt		One Slot Per Maxim	um Action Points	
Headband, hat, helmet, or phylactery		item		Cost	Wt	2			
Pair of lenses or goggles						⊢			
Amulet, brooch, medallion, necklace or scarab						3			
Vest, vestment or shirt						5			
Robe or suit of armor						6			
Belt						7			
Cloak, cape, or mantle						8			
Pair of bracers or bracelets						9			
One glove, pair of gloves, or pair of gauntlets						10			
Ring						11			
Ring						12			
Boots or Shoes						13			
Shield									
Basic Equipment Starting Gold + Craft/Prof.	Bonus	Web Tracking EV	′	Character's Ma	x EV	Use	MINIATURE the listed D&D Minia	UNLOCK	us
229.1gp 140 gp	+		=	240 gp		7	Ancestor's Bow		
+						-	The unlock ability	rrior (Aberrations 16/ 7 for this character sw	aps out
+	+		=	229.1 g	ın	A		ite longbow [+0] with 1]. Furthermore, it re	
		Consumable Magic It		Total EV	JP .		price of any magi	cal composite longbo acter's career by 100 g	w taken
Magic Items Worn Magic Weapons and O MAGIC WEAPONS AND OT			terris	TOTALEY	CC	NICLIMADI	LE MAGIC ITE		Р.
	MEK IVI <i>F</i>		186				LE MAGIC ITE		4
ltem		Cost	Wt			Item		Cost	Wt
			\vdash						+-
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