

character name _____ player _____
class and level _____ race _____ alignment _____ deity _____
size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____



MARK OF HEROES Character Record Sheet

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY	TEMPORARY MODIFIER	POINT BUY	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR strength									
DEX dexterity									
CON constitution									
INT intelligence									
WIS wisdom									
CHA charisma									

HP hit points	AC armor class	TOUCH armor class	INITIATIVE modifier	FLAT-FOOTED armor class

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER	DAMAGE REDUCTION

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY	conditional modifiers
FORTITUDE (constitution)							
REFLEX (dexterity)							
WILL (wisdom)							

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points

GRAPPLE modifier	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER	CURRENT

SKILLS					MAX RANKS (CLASS/CROSS-CLASS)
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER

<input type="checkbox"/> Appraise ■	int				
<input type="checkbox"/> Balance ■	dex*				
<input type="checkbox"/> Bluff ■	cha				
<input type="checkbox"/> Climb ■	str*				
<input type="checkbox"/> Concentration ■	con				
<input type="checkbox"/> Craft ■ () int				
<input type="checkbox"/> Craft ■ () int				
<input type="checkbox"/> Craft ■ () int				
<input type="checkbox"/> Decipher Script	int				
<input type="checkbox"/> Diplomacy ■	cha				
<input type="checkbox"/> Disable Device	int				
<input type="checkbox"/> Disguise ■	cha				
<input type="checkbox"/> Escape Artist ■	dex*				
<input type="checkbox"/> Forgery ■	int				
<input type="checkbox"/> Gather Information ■	cha				
<input type="checkbox"/> Handle Animal	cha				
<input type="checkbox"/> Heal ■	wis				
<input type="checkbox"/> Hide ■	dex*				
<input type="checkbox"/> Intimidate ■	cha				
<input type="checkbox"/> Jump ■	str*				
<input type="checkbox"/> Knowledge () int				
<input type="checkbox"/> Knowledge () int				
<input type="checkbox"/> Knowledge () int				
<input type="checkbox"/> Knowledge () int				
<input type="checkbox"/> Listen ■	wis				
<input type="checkbox"/> Move Silently ■	dex*				
<input type="checkbox"/> Open Lock	dex				
<input type="checkbox"/> Perform () cha				
<input type="checkbox"/> Perform () cha				
<input type="checkbox"/> Perform () cha				
<input type="checkbox"/> Profession () wis				
<input type="checkbox"/> Profession () wis				
<input type="checkbox"/> Ride ■	dex				
<input type="checkbox"/> Search ■	int				
<input type="checkbox"/> Sense Motive ■	wis				
<input type="checkbox"/> Sleight of Hand	dex*				
<input type="checkbox"/> Spellcraft	int				
<input type="checkbox"/> Spot ■	wis				
<input type="checkbox"/> Survival ■	wis				
<input type="checkbox"/> Swim ■	str*				
<input type="checkbox"/> Tumble	dex*				
<input type="checkbox"/> Use Magic Device	cha				
<input type="checkbox"/> Use Rope ■	dex				
h _____					
h _____					
h _____					

■ 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.)

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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AMMUNITION _____

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
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SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
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PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
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	AC PORTS	WIGHT	STCA/ROCKNS

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
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	1A-1000000	1A-1000001	1A-1000002

ITEM	PG.	WT.	ITEM	PG.	WT.

			BASIC POSSESSIONS GP VALUE	
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BASIC WT.	+ MAGIC WT.	= TOTAL WEIGHT CARRIED
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MONEY

PG.

DOMAINS OR SPECIALTY SCHOOLS

1st: _____

2nd: _____

3rd: _____

DC MOD

%

conditional modifiers

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

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