

character name Bard 1 player Human
class and level Medium 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	13	+1			5	6			30 ft. (30 ft. base)
DEX dexterity	14	+2			6	16			
CON constitution	10	+0			2				
INT intelligence	8	-1			0				
WIS wisdom	12	+1			4				
CHA charisma	15	+2			8				

HP hit points	AC armor class	TOUCH armor class	FLAT-FOOTED armor class	INITIATIVE modifier
6	16	14	12	+2

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER	DAMAGE REDUCTION
10	+4		+2					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY	conditional modifiers
FORTITUDE (constitution)	+0	+0	+0				
REFLEX (dexterity)	+4	+2	+2				
WILL (wisdom)	+3	+2	+1				

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points
+0		3

GRAPPLE modifier	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER
+1		+0	+1	+0	

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	Appraise	int	-1	-1	0	
	Balance	dex*	-1	+1	0	-2
	Bluff	cha	+6	+2	4	
	Climb	str*	-1	+1	0	-2
	Concentration	con	+4	+0	4	
	Craft	int	-1	-1	0	
	Decipher Script	int				
	Diplomacy	cha	+6	+2	4	
	Disable Device	int				
	Disguise	cha	+2	+2	0	-2
	Escape Artist	dex*	+0	+2	0	-2
	Forgery	int	-1	-1	0	
	Gather Information	cha	+6	+2	4	
	Handle Animal	cha				
	Heal	wis	+1	+1	0	
	Hide	dex*	+0	+2	0	-2
	Intimidate	cha	+2	+2	0	
	Jump	str*	+0	+2	0	-2
	Knowledge	int				
	Knowledge	int				
	Knowledge	int				
	Knowledge	int				
	Knowledge	int				
	Listen	wis	+1	+1	0	
	Move Silently	dex*	+0	+2	0	-2
	Open Lock	dex				
	Perform (string instruments)	cha	+9	+2	4	+3
	Perform	cha				
	Perform	cha				
	Profession	wis				
	Profession	wis				
	Ride	dex	+2	+2	0	
	Search	int	-1	-1	0	
	Sense Motive	wis	+1	+1	0	
	Sleight of Hand	dex*				
	Spellcraft	int				
	Spot	wis	+1	+1	0	
	Survival	wis	+1	+1	0	
	Swim	str*	-2	+2	0	-4
	Tumble	dex*	+4	+2	4	-2
	Use Magic Device	cha				
	Use Rope	dex	+2	+2	0	

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	Appraise	int	-1	-1	0	
	Balance	dex*	-1	+1	0	-2
	Bluff	cha	+6	+2	4	
	Climb	str*	-1	+1	0	-2
	Concentration	con	+4	+0	4	
	Craft	int	-1	-1	0	
	Decipher Script	int				
	Diplomacy	cha	+6	+2	4	
	Disable Device	int				
	Disguise	cha	+2	+2	0	-2
	Escape Artist	dex*	+0	+2	0	-2
	Forgery	int	-1	-1	0	
	Gather Information	cha	+6	+2	4	
	Handle Animal	cha				
	Heal	wis	+1	+1	0	
	Hide	dex*	+0	+2	0	-2
	Intimidate	cha	+2	+2	0	
	Jump	str*	+0	+2	0	-2
	Knowledge	int				
	Knowledge	int				
	Knowledge	int				
	Knowledge	int				
	Knowledge	int				
	Listen	wis	+1	+1	0	
	Move Silently	dex*	+0	+2	0	-2
	Open Lock	dex				
	Perform (string instruments)	cha	+9	+2	4	+3
	Perform	cha				
	Perform	cha				
	Profession	wis				
	Profession	wis				
	Ride	dex	+2	+2	0	
	Search	int	-1	-1	0	
	Sense Motive	wis	+1	+1	0	
	Sleight of Hand	dex*				
	Spellcraft	int				
	Spot	wis	+1	+1	0	
	Survival	wis	+1	+1	0	
	Swim	str*	-2	+2	0	-4
	Tumble	dex*	+4	+2	4	-2
	Use Magic Device	cha				
	Use Rope	dex	+2	+2	0	

■ 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.)

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Longsword	+1 melee	1d8+1	19-20/x2
RANGE	TYPE	NOTES	
	Slashing		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

experience points

GEAR

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

Chain shirt

Light

+4

+4

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

-2

20%

30 ft.

25 lb

SHIELD/PROTECTIVE ITEM

AC BONUS

WEIGHT

CHECK PENALTY

SPELL FAILURE

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

BASIC POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Chain shirt	124	25 lb.			
Longsword	119	6 lb.			
Lute	130	3 lb.			
Adventurer's standard backpack	CS	18 lb.			
2 Sunrods	128	2 lb.			
Standard identification papers*	EB	0 lb.			
*bonus equipment			BASIC POSSESSIONS GP VALUE	154 gp	
BASIC WT.	54 lb.	+ MAGIC WT.		= TOTAL WEIGHT CARRIED	54 lb.

50 lb

100 lb

150 lb

150 lb

300 lb

750 lb

LIGHT LOAD

MEDIUM LOAD

HEAVY LOAD

LIFT OVER HEAD
EQUALS
MAX LOAD

LIFT OFF GROUND
2 x
MAX LOAD

PUSH OR DRAG
5 x
MAX LOAD

MONEY

cp —

sp —

gp — 6

pp —

[illegible][illegible][illegible]

O: *daze, detect magic, lullaby, summon instrument.*

1st: _____

2nd: _____

3rd: _____

+2

DC MOD

20

1%

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
4	12	0	2	0
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

character name _____
 Bard 1
 class and level _____

player _____
 Human
 race _____ region _____



MARK OF HEROES
 Progression Sheet

CoH
 Cash on Hand

10 = 2 + +2 + + 6 +

TOTAL BASE CoH (LVL x2) CHA MODIFIER RANKS MODIFIER ITM CREATE MODIFIER EQUIP GP BONUS MISC MODIFIER

LEVEL	CLASS TAKEN/PREREQS	GP LIMIT	EXPANDED ITEM AND SOURCE
1st	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	

EBERRON

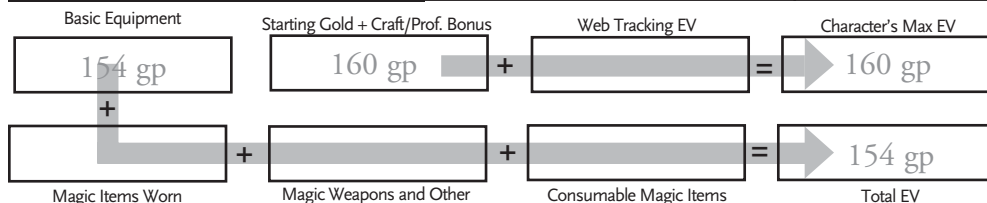
WORN MAGIC ITEMS			
Item Type	Item	Cost	Wt
Headband, hat, helmet, or phylactery			
Pair of lenses or goggles			
Amulet, brooch, medallion, necklace or scarab			
Vest, vestment or shirt			
Robe or suit of armor			
Belt			
Cloak, cape, or mantle			
Pair of bracers or bracelets			
One glove, pair of gloves, or pair of gauntlets			
Ring			
Ring			
Boots or Shoes			
Shield			

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	

MINIATURE UNLOCK

Use the listed D&D Miniature and Get the Bonus

Miniature: Voice of Battle (DEATHKNELL 25/60)
This unlock ability swaps its normal lute for a masterwork lute, which grants a +2 circumstance bonus on Perform checks.

[illegible][illegible]