

character name Rogue 4 player Changeling  
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	10	+0			2	22			30 ft. (30 ft. base)
DEX dexterity	14	+2			5	17			
CON constitution	12	+1			4				
INT intelligence	14	+2			6				
WIS wisdom	10	+0			2				
CHA charisma	14	+2			6				

  

HP hit points	AC armor class	TOUCH armor class	FLAT-FOOTED armor class	INITIATIVE modifier
22	17	12	14	+1

  

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER	DAMAGE REDUCTION
10	+5		+2					

  

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY
FORTITUDE (constitution)	+3	+1	+1	+1		
REFLEX (dexterity)	+6	+4	+1	+1		
WILL (wisdom)	+2	+1	+0	+1		

  

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points
+3		4

  

GRAPPLE modifier	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER
+3		+3	+0		

  

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Masterwork cold iron rapier	+6 melee	1d6	18-20/x2

  

RANGE	TYPE	NOTES
	Piercing	

  

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Dagger	+5 melee or ranged	1d4	19-20

  

RANGE	TYPE	NOTES
10 ft.	Piercing	

  

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Dart	+5 ranged	1d3	x2

  

RANGE	TYPE	NOTES
20 ft.	Piercing	

  

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

  

RANGE	TYPE	NOTES

  

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

  

RANGE	TYPE	NOTES

SKILLS					MAX RANKS (CLASS/CROSS-CLASS)
					7/3
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER

■ Appraise ■	int	+2	= +2	+ 0	+ +
■ Balance ■	dex*	+4	= +2	+ 0	+ +2
■ Bluff ■	cha	+9	= +2	+ 5	+ +2
■ Climb ■	str*	+0	= +0	+ 0	+ +
□ Concentration ■	con	+1	= +1	+ 0	+ +
■ Craft ■ (	) int	+2	= +2	+ 0	+ +
■ Craft ■ (	) int	+2	= +2	+ 0	+ +
■ Craft ■ (	) int	+2	= +2	+ 0	+ +
■ Decipher Script	int	+8	= +2	+ 2	+ +4
■ Diplomacy ■	cha	+10	= +2	+ 6	+ +2
■ Disable Device	int	+12	= +2	+ 0	+ +10
■ Disguise ■	cha	+2	= +2	+ 0	+ +
■ Escape Artist ■	dex*	+2	= +2	+ 0	+ +
■ Forgery ■	int	+10	= +2	+ 6	+ +2
■ Gather Information ■	cha		= +	+ +	
□ Handle Animal	cha	+0	= +0	+ 0	+ +
□ Heal ■	wis	+5	= +2	+ 3	+ +
■ Hide ■	dex*	+6	= +2	+ 0	+ +4
■ Intimidate ■	cha	+2	= +0	+ 0	+ +2
■ Jump ■	str*	+7	= +2	+ 5	+ +
■ Knowledge (local)	int		= +	+ +	
□ Knowledge (	) int		= +	+ +	
□ Knowledge (	) int		= +	+ +	
□ Knowledge (	) int		= +	+ +	
□ Knowledge (	) int	+0	= +0	+ 0	+ +
■ Listen ■	wis	+5	= +2	+ 3	+ +
■ Move Silently ■	dex*	+10	= +2	+ 6	+ +2
■ Open Lock	dex		= +	+ +	
■ Perform (	) cha		= +	+ +	
■ Perform (	) cha		= +	+ +	
■ Perform (	) cha		= +	+ +	
■ Profession (	) wis		= +	+ +	
■ Profession (	) wis	+2	= +2	+ 0	+ +
□ Ride ■	dex	+7	= +2	+ 6	+ +
■ Search ■	int	+7	= +0	+ 5	+ +2
■ Sense Motive ■	wis		= +	+ +	
■ Sleight of Hand	dex*		= +	+ +	
□ Spellcraft	int	+6	= +0	+ 6	+ +
■ Spot ■	wis	+0	= +0	+ 0	+ +
□ Survival ■	wis	+0	= +0	+ 0	+ +
■ Swim ■	str*	+9	= +2	+ 7	+ +
■ Tumble	dex*	+9	= +2	+ 7	+ +
■ Use Magic Device	cha	+2	= +2	+ 0	+ +
■ Use Rope ■	dex		= +	+ +	
□			= +	+ +	
□			= +	+ +	
□			= +	+ +	

■ 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                                                                                                                                                                        

AMMUNITION                                                                                                                                                                        

AMMUNITION

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## GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
+1 mithral chain shirt		Light	+4	+6
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
+0	10%	30 ft.	10 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

ITEM			PG.	WT.	ITEM			PG.	WT.
Masterwork cold iron rapier			120	3 lb.					
Dagger			116	1 lb.					
10 darts			116	5 lb.					
Mithral chain shirt				10 lb.					
Traveler's outfit			131	0 lb.					
Darkweave entertainer's outfit			EB	4 lb.					
Glameweave courtier's outfit			EB	5 lb.					
Flint and steel			126	0 lb.					
Masterwork thieves' tools			130	2 lb.					
Flask of acid			128	1 lb.					
Alchemist's fire			128	1 lb.					
Standard identification papers*			EB	0 lb.					
*bonus equipment					BASIC POSSESSIONS GP VALUE			837 gp	
BASIC WT.	22 lb	+ MAGIC WT.	11 lb.	=	TOTAL WEIGHT CARRIED			33 lb.	

33 lb	66 lb	100 lb	100 lb	200 lb	500 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

cp —	
sp —	
gp — 33	
pp —	

Urban Tracking	PG. EB
Weapon Finesse	102

[illegible]

## SPECIAL ABILITIES

	PG.
+2 racial saving throw bonus on sleep and charm effects	EB
+2 racial bonus on Bluff, Intimidate, and Sense Motive checks.	EB
Natural Linguist	EB
<b>Minor Change Shape (Su):</b> may alter appearance as the <i>disguise self</i> spell that affects their bodies but not possessions.	
this is not an illusion effect.	EB
Sneak attack +2d6	50
Trapfinding +1	50
Evasion	50
Uncanny dodge	50

[illegible]

	DC MOD
ARCANE SPELL FAILURE	10 %
conditional modifiers	

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

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

Common, Dwarven, Elven, Goblin, Halfling, Orc (3 ranks in Speak Language)



## Magic and Stack Sheet

## CAMPAIGN CARD STACK

**CAMPAIGN CARD STACK**  
One Slot Per Maximum Action Points

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	

Character's Max EV

► 5,200 gp

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► 4,167 gp

Total EV

## CONSUMABLE MAGIC ITEMS

[illegible]

character name \_\_\_\_\_  
 Rogue 4  
 class and level \_\_\_\_\_

player \_\_\_\_\_  
 Changeling  
 race \_\_\_\_\_ region \_\_\_\_\_



MARK OF HEROES  
 Progression Sheet

CoH  
 Cash on Hand

43 = 8 + 2 + + + 33 +

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	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	