

character name
Ranger 4
class and level
Medium
size age gender height weight eyes hair skin

player
Elf
race alignment deity



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	HP hit points 27			30 ft. (30 ft. base)
DEX dexterity	18	+4			8	AC armor class 19	= 10 + +5 + +4 + +4 + +4 + +4 + +4 + +4	DAMAGE REDUCTION	
CON constitution	12	+1			6	TOTAL	ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER		
INT intelligence	10	+0			2	TOUCH armor class 14	FLAT-FOOTED armor class 15		
WIS wisdom	12	+1			4	INITIATIVE modifier +4	= +4 + +4 + +4 + +4 + +4 + +4		
CHA charisma	8	-1			0	TOTAL	DEX MODIFIER MISC MODIFIER		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY	conditional modifiers
FORTITUDE (constitution)	+5	= +4	+1				Immune to magic sleep effects. +2 racial bonus against enchantment spells or effects.
REFLEX (dexterity)	+8	= +4	+4				
WILL (wisdom)	+2	= +1	+1				

BASE ATTACK BONUS	+4	SPELL RESISTANCE		AP action points 3						
GRAPPLE modifier	+5	= +4	+1	+ +4 + +4 + +4 + +4	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER	CURRENT

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Cold iron short sword	+5 melee	1d6+1	19-20/x2
RANGE	TYPE	NOTES	
	Piercing		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
+1 composite longbow (+1 Str)	+9 ranged (+7/+7 Rapid Shot)	1d8+2	x3
RANGE	TYPE	NOTES	
110 ft.	Piercing		

AMMUNITION 60 arrows

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	Appraise	int	+0	= +0	+0	
	Balance	dex*	+4	= +4	+0	
	Bluff	cha	-1	= -1	+0	
	Climb	str*	+1	= +1	+0	
	Concentration	con	+1	= +1	+0	
	Craft	int	+0	= +0	+0	
	Craft	int	+0	= +0	+0	
	Craft	int	+0	= +0	+0	
	Decipher Script	int	-1	= -1	+0	
	Diplomacy	cha		=	+0	
	Disable Device	int	-1	= -1	+0	
	Disguise	cha	+4	= +4	+0	
	Escape Artist	dex*	+0	= +0	+0	
	Forgery	int	-1	= -1	+0	
	Gather Information	cha	-1	= -1	+0	
	Handle Animal	cha	+1	= +1	+0	
	Heal	wis	+8	= +4	+4	
	Hide	dex*	-1	= -1	+0	
	Intimidate	cha	+1	= +1	+0	
	Jump	str*		=	+0	
	Knowledge (dungeoneering)	int	+2	= +0	+2	
	Knowledge (geography)	int	+5	= +0	+5	
	Knowledge (nature)	int		=	+0	
	Knowledge	int	+10	= +1	+7	+2
	Knowledge	int	+9	= +4	+5	
	Listen	wis		=	+0	
	Move Silently	dex*		=	+0	
	Open Lock	dex		=	+0	
	Perform	cha		=	+0	
	Perform	cha		=	+0	
	Perform	cha		=	+0	
	Profession	wis		=	+0	
	Profession	wis	+4	= +4	+0	
	Ride	dex	+7	= +0	+5	+2
	Search	int	+1	= +1	+0	
	Sense Motive	wis		=	+0	
	Sleight of Hand	dex*		=	+0	
	Spellcraft	int	+10	= +1	+7	+2
	Spot	wis	+8	= +1	+7	
	Survival	wis	+1	= +1	+0	
	Swim	str*		=	+0	
	Tumble	dex*		=	+0	
	Use Magic Device	cha	+4	= +4	+0	
	Use Rope	dex		=	+0	
				=	+0	
				=	+0	
				=	+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.)

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GEAR

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

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

cp	—
sp	— 9
gp	— 80
pp	—

SPECIAL ABILITIES

Common, Elven

3rd:

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"/>	12	1ST	1	<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"/>

EBERRON

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	

Starting Gold + Craft/Prof. Bonus

Web Tracking EV

Character's Max EV

209.1gp

240 gp

5,000

► 5,240 gp

+

2,200 gp

2,500 gp

250 gp

5,159.1 gp

Magic Items Worn

Magic Weapons and Other

Consumable Magic Items

Total EV

MINIATURE UNLOCK

Use the listed D&D Miniature and Get the Bonus



Ancestor's Bow

Miniature: Elf Warrior (ABERRATIONS 16/60))

The unlock ability for this character swaps out the usual composite longbow [+0] with a composite longbow [+1]. Furthermore, it reduces the price of any magical composite longbow taken later in your character's career by 100 gp.

CONSUMABLE MAGIC ITEMS

[illegible]

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MARK OF HEROES
 Progression Sheet

CoH
 Cash on Hand

87.9 = 8 + (-1) + + + 80.9 +

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	Ranger		
2nd	Ranger	450 gp	
3rd	Ranger	1,350 gp	
4th	Ranger	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	