

character name Cleric 4 player Gnome Neutral Good Balinor
class and level Small 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	12	+1			6	31			20 ft. (20 ft. base)
DEX dexterity	8	-1			0	17			
CON constitution	14	+2			4				
INT intelligence	10	+0			2	10	FLAT-FOOTED armor class 17		
WIS wisdom	16	+3			8				
CHA charisma	13	+1			5				
HP hit points						AC armor class	DAMAGE REDUCTION		
TOTAL						= 10 + <u>+5</u> + <u>+2</u> + <u>-1</u> + <u>+1</u> + <u></u> + <u></u> + <u></u>			
TOUCH armor class						ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER			
INITIATIVE modifier						TOTAL = <u>-1</u> = <u>-1</u> + <u></u>			
DEX MODIFIER						MISC MODIFIER			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY
FORTITUDE (constitution)	+7	+4	+2	+1		
REFLEX (dexterity)	+3	+1	-1	+1	+2	
WILL (wisdom)	+8	+4	+3	+1		

conditional modifiers
+2 racial bonus on saving throws against illusions.

BASE ATTACK BONUS	+3	SPELL RESISTANCE		AP action points	4
GRAPPLE modifier	+0	BASE ATTACK BONUS	+3	STRENGTH MODIFIER	+1
TOTAL		SIZE MODIFIER	-4	MISC MODIFIER	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Masterwork heavy mace	+6 melee	1d6+1	x2
RANGE	TYPE	NOTES	
	Bludgeoning		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Light crossbow	+3 ranged	1d6	19-20
RANGE	TYPE	NOTES	
80 ft.	Piercing		

AMMUNITION 5 cold iron bolts 5 alchemical silver bolts

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

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

<input type="checkbox"/> Appraise	int	+0	= +0 + 0
<input type="checkbox"/> Balance	dex*	-1	= -1 + 0
<input type="checkbox"/> Bluff	cha	+1	= +1 + 0
<input type="checkbox"/> Climb	str*	+0	= +1 + 0
<input type="checkbox"/> Concentration	con	+5	= +2 + 3
<input type="checkbox"/> Craft (alchemy)	int	+2	= +0 + 0
<input type="checkbox"/> Craft ()) int	+0	= +0 + 0
<input type="checkbox"/> Craft ()) int	+0	= +0 + 0
<input type="checkbox"/> Decipher Script	int	+6	= +1 + 5
<input type="checkbox"/> Diplomacy	cha		= + +
<input type="checkbox"/> Disable Device	int	+1	= +1 + 0
<input type="checkbox"/> Disguise	cha	-2	= -1 + 0
<input type="checkbox"/> Escape Artist	dex*	+0	= +0 + 0
<input type="checkbox"/> Forgery	int	+1	= +1 + 0
<input type="checkbox"/> Gather Information	cha		= + +
<input type="checkbox"/> Handle Animal	cha	+3	= +3 + 0
<input type="checkbox"/> Heal	wis	-2	= -1 + 0
<input type="checkbox"/> Hide	dex*	+1	= +1 + 0
<input type="checkbox"/> Intimidate	cha	-6	= +1 + 0
<input type="checkbox"/> Jump	str*		= +0 + 0
<input type="checkbox"/> Knowledge (arcana)	int		= +0 + 0
<input type="checkbox"/> Knowledge (history)	int	+5	= +0 + 5
<input type="checkbox"/> Knowledge (religion)	int		= +0 + 0
<input type="checkbox"/> Knowledge (the planes)	int	+1	= +0 + 1
<input type="checkbox"/> Knowledge (nature)	int	+5	= +3 + 0
<input type="checkbox"/> Listen	wis	-2	= -1 + 0
<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	-1	= -1 + 0
<input type="checkbox"/> Search	int	+0	= +0 + 0
<input type="checkbox"/> Sense Motive	wis	+3	= +3 + 0
<input type="checkbox"/> Sleight of Hand	dex*		= + +
<input type="checkbox"/> Spellcraft	int	+2	= +3 + 0
<input type="checkbox"/> Spot	wis	+2	= +3 + 0
<input type="checkbox"/> Survival	wis	-1	= +1 + 0
<input type="checkbox"/> Swim	str*		= + +
<input type="checkbox"/> Tumble	dex*		= + +
<input type="checkbox"/> Use Magic Device	cha		= + +
<input type="checkbox"/> Use Rope	dex	-1	= -1 + 0
<input type="checkbox"/>			= + +
<input type="checkbox"/>			= + +
<input type="checkbox"/>			= + +

■ 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.)

EBERRON

CAMPAIGN CARD STACK

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MINIATURE UNLOCK

Use the listed D&D Miniature and Get the Bonus



Miniature: Cleric of Garl Glittergold
(ABERRATIONS 14/ 60)

The unlock ability for this character swaps out the usual light mace with a battleaxe and also grants a bonus Weapon Proficiency (martial—battleaxe).

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	+1 chain shirt	1,250 gp	12.5 lb
Belt			
Cloak, cape, or mantle	Cloak of resistance +1	1,000 gp	1 lb
Pair of bracers or bracelets			
One glove, pair of gloves, or pair of gauntlets			
Ring			
Ring			
Boots or Shoes			
Shield			

Character's Max EV

► 5,200 gp

+

+

5,173.1 gp

Total EV

[illegible][illegible]

character name
Cleric 4

player
Gnome

class and level
race region



MARK OF HEROES
Progression Sheet

CoH
Cash on Hand

35.9 = 8 + 1 + + + 26.9 +

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