

character name Ranger 1 player Elf  
class and level Medium race Elf alignment  deity   
size Medium 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	HP hit points 9			30 ft. (30 ft. base)
DEX dexterity	17	+3			8	AC armor class 16	= 10 + +3 + +3 + +3 + +3 + +3 + +3		DAMAGE REDUCTION
CON constitution	12	+1			6	TOUCH armor class 13	FLAT-FOOTED armor class 13		
INT intelligence	10	+0			2	INITIATIVE modifier +3			
WIS wisdom	12	+1			4				
CHA charisma	8	-1			0				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY	conditional modifiers
FORTITUDE (constitution)	+3	= +2	+1				Immune to magic sleep effects. +2 racial bonus against enchantment spells or effects.
REFLEX (dexterity)	+5	= +2	+3				
WILL (wisdom)	+1	= +0	+1				

BASE ATTACK BONUS	+1	SPELL RESISTANCE		AP action points 3				
GRAPPLE modifier	+2	BASE ATTACK BONUS	+1	STRENGTH MODIFIER	+1	SIZE MODIFIER	MISC MODIFIER	CURRENT

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Cold iron short sword		+2 melee	1d6+1	19-20/x2
RANGE	TYPE	NOTES		
	Piercing			

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Composite longbow		+4 ranged	1d8	x3
RANGE	TYPE	NOTES		
110 ft.	Piercing			

AMMUNITION 40 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		

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CLASS SKILL		SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
		Appraise	int	+0	= +0	+ 0	+ -1
		Balance	dex*	+2	= +3	+ 0	+ -1
		Bluff	cha	-1	= -1	+ 0	+ -1
		Climb	str*	+0	= +1	+ 0	+ -1
		Concentration	con	+1	= +1	+ 0	+ -1
		Craft	int	+0	= +0	+ 0	+ -1
		Craft	int	+0	= +0	+ 0	+ -1
		Craft	int	+0	= +0	+ 0	+ -1
		Decipher Script	int	-1	= -1	+ 0	+ -1
		Diplomacy	cha		=	+ 0	+ -1
		Disable Device	int	-1	= -1	+ 0	+ -1
		Disguise	cha	+2	= +3	+ 0	+ -1
		Escape Artist	dex*	+0	= +0	+ 0	+ -1
		Forgery	int	-1	= -1	+ 0	+ -1
		Gather Information	cha	-1	= -1	+ 0	+ -1
		Handle Animal	cha	+1	= +1	+ 0	+ -1
		Heal	wis	+4	= +3	+ 2	+ -1
		Hide	dex*	-1	= -1	+ 0	+ -1
		Intimidate	cha	+0	= +1	+ 0	+ -1
		Jump	str*		=	+ 0	+ -1
		Knowledge (dungeoneering)	int	+2	= +0	+ 2	+ -1
		Knowledge (geography)	int	+2	= +0	+ 2	+ -1
		Knowledge (nature)	int		=	+ 0	+ -1
		Knowledge ( )	int	+7	= +1	+ 4	+ +2
		Knowledge ( )	int	+4	= +3	+ 2	+ -1
		Listen	wis		=	+ 0	+ -1
		Move Silently	dex*		=	+ 0	+ -1
		Open Lock	dex		=	+ 0	+ -1
		Perform ( )	cha		=	+ 0	+ -1
		Perform ( )	cha		=	+ 0	+ -1
		Perform ( )	cha		=	+ 0	+ -1
		Profession ( )	wis		=	+ 0	+ -1
		Profession ( )	wis		=	+ 0	+ -1
		Ride	dex	+3	= +3	+ 0	+ -1
		Search	int	+6	= +0	+ 4	+ +2
		Sense Motive	wis	+1	= +1	+ 0	+ -1
		Sleight of Hand	dex*		=	+ 0	+ -1
		Spellcraft	int	+7	= +1	+ 4	+ +2
		Spot	wis	+5	= +1	+ 4	+ -1
		Survival	wis	-1	= +1	+ 0	+ -2
		Swim	str*		=	+ 0	+ -1
		Tumble	dex*		=	+ 0	+ -1
		Use Magic Device	cha	+3	= +3	+ 0	+ -1
		Use Rope	dex		=	+ 0	+ -1
					=	+ 0	+ -1
					=	+ 0	+ -1
					=	+ 0	+ -1

■ 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.)

[illegible]

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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"/>

character name \_\_\_\_\_ player \_\_\_\_\_  
 Ranger 1 Elf  
 class and level \_\_\_\_\_ race \_\_\_\_\_ region \_\_\_\_\_



MARK OF HEROES  
 Progression Sheet

CoH  
 Cash on Hand

11.9 = 2 + -1 + + 10.9 +

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		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	

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## Magic and Stack Sheet

## CAMPAIGN CARD STACK

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

One Slot Per Maximum Action Points	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	

## MINIATURE UNLOCK

### 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]