

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 MODI-	TEMPO- RARY	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 +		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 +		
CHA charisma	8	-1			0	TOTAL	DEX MODIFIER MISC MODIFIER		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPO- RARY	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				CURRENT
TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER			

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	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

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.)

experience points

GEAR

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

+1 mithral chain shirt

Light

+5

+6

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

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

BASIC POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Cold iron short sword	121	2 lb.			
60 arrows	114	9 lb.			
Traveler's outfit	131	6 lb.			
Sunrod	128	1 lb.			
Flask of acid	128	1 lb.			
Smokestick	128	.5 lb.			
Backpack	126	2 lb.			
-bedroll	126	5 lb.			
- flint and steel	126	0 lb.			
-silken rope, 50 ft.	127	5 lb.			
-waterskin	127	4 lb.			
Standard identification papers*	EB	0 lb.			
*bonus equipment			BASIC POSSESSIONS GP VALUE	209.1gp	
BASIC WT.	35.5	+ MAGIC WT.	13 lb.	= TOTAL WEIGHT CARRIED	48.5

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 — 9

gp — 80

pp —

FEATS

PG.

Endurance<sup>B</sup>

93

Point Blank Shot

98

Precise Shot

98

Rapid Shot<sup>B</sup>

99

Track<sup>B</sup>

101

B = bonus feat

SPECIAL ABILITIES

PG.

Low-light vision

Immune to sleep effects

+2 racial save on enchantment  
Spells and effects

Weapon Proficiency in rapier,  
longsword, longbow and shortbow

+2 racial bonus on Listen, Search  
and Spot Checks

Favored Enemy +2 (undead)  
Wild empathy

Hawk Animal Companion: Tiny  
animal; HD 1d8; hp 4; Init +3;  
Spd 10 ft.; fly 60 ft. (average);  
AC 17 , touch 15, flat-footed 14;  
Base Atk +0; Grp -10; Atk and  
Full Atk +5 melee (1d4-2, talons);  
Space/Reach 2 ½ ft./0 ft.; SQ  
link, low-light vision, share spells;  
AL N; SV Fort +2 (+2), Ref +2  
(+5), Will +0 (+2); Str 6, Dex 17,  
Con 10, Int 2, Wis 14, Cha 6.  
Skills, Feats and Tricks: Listen  
+0 (+4), Spot +4 (+16); Alertness,  
Weapon Finesse<sup>B</sup>; Attack, Attack,  
Seek<sup>B</sup>.

LANGUAGES

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

Common, Elven

SPELLS

DOMAINS OR SPECIALTY SCHOOLS

0:

1st: *entangle*

2nd:

3rd:

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

10 %

conditional modifiers

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

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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	

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]

character name  
 Ranger 4  
 class and level

player  
 Elf  
 race

region



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	