

character name Barbarian 4 player LongtoothShifter
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	15	+3			6	HP hit points 44			40 ft. (40 ft. base)
DEX dexterity	14	+2			4	AC armor class 17	10 + 5 + 2 + 2 + 2 + 2 + 2 + 2 + 2 + 2	DAMAGE REDUCTION	
CON constitution	14	+2			6	TOUCH armor class 12	FLAT-FOOTED armor class 17		
INT intelligence	8	-1			2	INITIATIVE modifier +2			
WIS wisdom	13	+1			5				
CHA charisma	8	-1			2				

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

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points
+4		4

GRAPPLE modifier	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER
+7		+4	+3		

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
+1 greatsword		+8 melee	2d6+5	19-20/x2
RANGE	TYPE	NOTES		
	Slashing			

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Bite (while shifting)		+8 melee (or +3 with full attack)	1d6+5	x2
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Shortbow		+6 ranged	1d6	x3
RANGE	TYPE	NOTES		
60 ft.	piercing			

AMMUNITION 20 arrows _____

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	-1	-1	0	
	Balance	dex*	+3	+2	0	+1
	Bluff	cha	-1	-1	0	
	Climb	str*	+9	+3	5	+1
	Concentration	con	+2	+2	0	
	Craft	int	-1	-1	0	
	Craft	int	-1	-1	0	
	Craft	int	-1	-1	0	
	Decipher Script	int	-1	-1	0	
	Diplomacy	cha				
	Disable Device	int	-1	-1	0	
	Disguise	cha	+1	+2	0	-1
	Escape Artist	dex*	-1	-1	0	
	Forgery	int	-1	-1	0	
	Gather Information	cha	-1	-1	0	
	Handle Animal	cha	+1	+1	0	
	Heal	wis	+1	+2	0	-1
	Hide	dex*	-1	-1	0	
	Intimidate	cha	+13	+3	5	+5
	Jump	str*				
	Knowledge	int				
	Knowledge	int				
	Knowledge	int				
	Knowledge	int				
	Knowledge	int	+8	+1	7	
	Listen	wis	+1	+2	0	-1
	Move Silently	dex*				
	Open Lock	dex				
	Perform	cha				
	Perform	cha				
	Perform	cha				
	Profession	wis				
	Profession	wis				
	Ride	dex	+1	+1	0	
	Search	int	-1	-1	0	
	Sense Motive	wis	+1	+1	0	
	Sleight of Hand	dex*				
	Spellcraft	int	+1	+1	0	
	Spot	wis	+1	+1	0	
	Survival	wis	+6	+3	4	-2
	Swim	str*				
	Tumble	dex*				
	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.)

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GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
+1 chain shirt		Light	+4	+6
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-1	20 %	30 ft.	25 lb	

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

BASIC POSSESSIONS							
ITEM		PG.	WT.	ITEM		PG.	WT.
Shortbow		120	2 lb.				
20 arrows		114	5 lb.				
Traveler's outfit		131	0 lb.				
2 sunrods		128	2 lb.				
backpack		131	2 lb.				
- bedroll		130	5 lb.				
- flint and steel		126	0 lb.				
- silk rope, 50 ft.		127	5 lb.				
-waterskin		127	4 lb.				
-3 alchemist's fire		128	3 lb.				
-2 vials of acid		128	1 lb.				
Standard identification papers*		EB	0 lb.				
*bonus equipment				BASIC POSSESSIONS GP VALUE		519.1gp	
BASIC WT.	31 lb.	+ MAGIC WT.	33 lb.	= TOTAL WEIGHT CARRIED			64 lb.

MONEY	
cp	—
sp	— 9
gp	— 40
pp	—

Shifter Ferocity	PG. EB
Raging Luck	EB

SPECIAL ABILITIES

[illegible]

DOMAINS OR SPECIALTY SCHOOLS

3rd: _____

20%

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"/>

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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

519.1gp

160 gp

5,000 gp

► 5,160 gp

1,250 gp

2,350 gp

1,0000 gp

5119.1

Magic Items Worn

Magic Weapons and Other

Consumable Magic Items

Total EV

MINIATURE UNLOCK

Use the listed D&D Miniature and Get the Bonus

Shifting Drive

Miniature: Longtooth Barbarian (ABERRATIONS 19/60)

The unlock ability for this character grants a +1 bonus to the number of rounds your shifting lasts.



CONSUMABLE MAGIC ITEMS

[illegible]

character name
Barbarian 4

player
Shifter

class and level
race

region



MARK OF HEROES
Progression Sheet

CoH
Cash on Hand

47.9 = 8 + -1 + + + 40.9 +

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