

character name Rogue 7 player Changeling
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 SCORE	TEMPORARY MODIFIER	POINT BUY COST	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR strength	10	+0			2	37			30 ft. (30 ft. base)
DEX dexterity	16	+3			5	19	10 + +5 + +3 + +1 +		DAMAGE REDUCTION
CON constitution	12	+1			4	14	FLAT-FOOTED armor class		
INT intelligence	14	+2			6	14	FLAT-FOOTED armor class		
WIS wisdom	10	+0			2	3	INITIATIVE modifier		
CHA charisma	14	+2			6	3	INITIATIVE modifier		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	+4	+2	+1	+1			+2 racial bonus on sleep and charm effects
REFLEX (dexterity)	+8	+5	+2	+1			
WILL (wisdom)	+3	+2	+0	+1			

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points
+5		5

GRAPPLE modifier	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER
+3		+3	+0		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
+1 keen rapier	+9 melee	1d6	16-20/x2
RANGE	TYPE	NOTES	
	Piercing		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Cold iron dagger	+8 melee or ranged	1d4	19-20
RANGE	TYPE	NOTES	
10 ft.	Piercing		

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	+2	+2	0	+
	Balance	dex*	+3	+3	0	+2
	Bluff	cha	+16	+2	10	+4
	Climb	str*	+0	+0	0	+
	Concentration	con	+1	+1	0	+
	Craft ()	int	+2	+2	0	+
	Craft ()	int	+2	+2	0	+
	Craft ()	int	+2	+2	0	+
	Decipher Script	int	+8	+2	2	+4
	Diplomacy	cha	+15	+2	10	+2
	Disable Device	int	+12	+2	0	+10
	Disguise	cha	+2	+3	0	+
	Escape Artist	dex*	+2	+2	0	+
	Forgery	int	+7	+2	3	+2
	Gather Information	cha				
	Handle Animal	cha	+0	+0	0	+
	Heal	wis	+9	+3	6	+
	Hide	dex*	+8	+2	0	+6
	Intimidate	cha	+2	+0	0	+2
	Jump	str*	+7	+2	5	+
Knowledge (local)	int					
Knowledge ()	int					
Knowledge ()	int					
Knowledge ()	int					
Knowledge ()	int					
Listen	wis	+0	+0	0	+	
Move Silently	dex*	+9	+3	6	+	
Open Lock	dex	+14	+3	9	+2	
Perform ()	cha					
Perform ()	cha					
Perform ()	cha					
Profession ()	wis					
Profession ()	wis					
Ride	dex	+3	+3	0	+	
Search	int	+11	+2	9	+	
Sense Motive	wis	+10	+0	8	+2	
Sleight of Hand	dex*					
Spellcraft	int					
Spot	wis	+9	+0	9	+	
Survival	wis	+0	+0	0	+	
Swim	str*	+0	+0	0	+	
Tumble	dex*	+13	+3	10	+	
Use Magic Device	cha	+12	+2	10	+	
Use Rope	dex	+3	+3	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

33 lb	66 lb	100 lb	100 lb	200 lb	500 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 —
gp — 90
pp —

Urban Tracking	PG. EB
Weapon Finesse	102
Persuasive	98

SPECIAL ABILITIES

[illegible]

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

Common, Dwarven, Elven, Goblin,
Halfling, Orc (3 ranks in Speak
Language)

[illegible]

10%

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"/>

EBERRON

Magic and Stack Sheet

One Slot Per Maximum Action Points

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	

MINIATURE UNLOCK

Use the listed D&D Miniature and Get the Bonus

Miniature: Sharn Cutthroat (ABERRATIONS 20/60)

This unlock grants the following bonus equipment: disguise kit, and any one outfit (except royal outfit) in the clothing section of “Chapter 7: Equipment” in the *Player’s Handbook*. The choice of outfit can be retooled each event.



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 mithral chain shirt	2,200 gp	10lb
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	gloves of dexterity+2	4,000 gp	--
Ring	ring of protection +1	2,000 gp	--
Ring			
Boots or Shoes			
Shield			

Starting Gold + Craft/Prof. Bonus

Web Tracking EV

Character's Max EV

390 gp

200 gp

18,000 gp

▶ 18,200 gp

+

9,200 gp

8,320 gp

Consumable Magic Items

Total EV

CONSUMABLE MAGIC ITEMS

[illegible][illegible]

character name _____ player _____
 Rogue 7 _____
 class and level _____ race _____ region _____



MARK OF HEROES
 Progression Sheet

CoH
 Cash on Hand

106 = 14 + 2 + + + 90 +
 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	Rogue		
2nd	Rogue	450 gp	
3rd	Rogue	1,350 gp	
4th	Rogue	2,700 gp	
5th	Rogue	4,500 gp	
6th	Rogue	6,500 gp	
7th	Rogue	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	