

character name Fighter 1 player Human
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	+2			2	12			20 ft. (30 ft. base)
DEX dexterity	12	+1			6	19	10 + +4 + +4 + +1 + + + + +		
CON constitution	14	+2			5				
INT intelligence	10	+0			8	18	FLAT-FOOTED armor class 11		
WIS wisdom	13	+1			4				
CHA charisma	8	-1			0				

HP hit points 12 AC armor class 19 = 10 + +4 + +4 + +1 + + + + +
TOUCH armor class 18 INITIATIVE modifier +1 = +1 + +
TOTAL DEX MODIFIER MISC MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY
FORTITUDE (constitution)	+4	+2	+2			
REFLEX (dexterity)	+1	+0	+1			
WILL (wisdom)	+1	+0	+1			

conditional modifiers

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points
+1		3

GRAPPLE modifier +3 = +1 + +2 + +0 + +
TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER MISC MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Bastard sword	+4 melee	1d10+2	19-20/x2

RANGE	TYPE	NOTES
	Slashing	This character can be used one handed since it has the Exotic Weapon Proficiency (bastard sword) feat.

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Shortbow	+2 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

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*	-13	+1	0	-14
	Bluff	cha	-1	-1	0	
	Climb	str*	-8	+2	4	-14
	Concentration	con	+2	+2	0	
	Craft ()	int	+0	+0	0	
	Craft ()	int				
	Craft ()	int				
	Decipher Script	int				
	Diplomacy	cha	-1	-1	0	
	Disable Device	int				
	Disguise	cha	-1	-1	0	
	Escape Artist	dex*	-13	+1	0	-14
	Forgery	int	+0	+0	0	
	Gather Information	cha	-1	-1	0	
	Handle Animal	cha				
	Heal	wis	+1	+1	0	
	Hide	dex*	-13	+1	0	-14
	Intimidate	cha	-1	-1	0	
	Jump	str*	-14	+2	4	-20
	Knowledge ()	int				
	Knowledge ()	int				
	Knowledge ()	int				
	Knowledge ()	int				
	Knowledge ()	int				
	Listen	wis	+1	+1	0	
	Move Silently	dex*	-13	+1	0	-14
	Open Lock	dex				
	Perform ()	cha				
	Perform ()	cha				
	Perform ()	cha				
	Profession ()	wis				
	Profession ()	wis				
	Ride	dex	+5	+1	4	
	Search	int	+0	+0	0	
	Sense Motive	wis	+1	+1	0	
	Sleight of Hand	dex*				
	Spellcraft	int				
	Spot	wis	+1	+1	0	
	Survival	wis	+1	+1	0	
	Swim	str*	-26	+2	0	-28
	Tumble	dex*				
	Use Magic Device	cha				
	Use Rope	dex	+1	+1	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

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
Scale mail		Medium	+4	+3
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-4	25%	20 ft.	30 lb	

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
Tower shield	+4	45 lb	-10
SPELL FAILURE	SPECIAL PROPERTIES		
50%	A tower shield can instead grant cover. See <i>Player's Handbook</i> page 125.		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

BASIC POSSESSIONS						
ITEM		PG.	WT.	ITEM		PG. WT.
Scale mail		125	30 lb.			
Tower shield		125	45 lb.			
Bastard sword		121	6 lb.			
Shortbow		120	2 lb.			
20 Arrows		114	3 lb.			
2 Sunrods		128	2 lb.			
Adventurer's standard backpack		CS	18 lb.			
Silk rope		127	5 lb.			
Grappling hook		126	4 lb.			
Crowbar		126	5 lb.			
Standard identification papers*		EB	0 lb.			
*bonus equipment				BASIC POSSESSIONS GP VALUE		197 gp
BASIC WT.	120 lb.	+ MAGIC WT.		= TOTAL WEIGHT CARRIED		120 lb.

66 lb	133 lb	200 lb	200 lb	400 lb	1000 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 —

gp — 43

pp —

[illegible][illegible][illegible]

SPELLS	
O:	
1st:	
2nd:	
3rd:	

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    graph TD
      A[SPELL SAVE] --- B[+]
      B --- C[DC MOD]
      C --- D[75]
      A --- E[ARCANE SPELL FAILURE]
      E --- F[conditional modifiers]
  
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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 _____
 Fighter 1
 class and level

player _____
 Human
 race _____
 region _____



MARK OF HEROES
 Progression Sheet

CoH
 Cash on Hand

44 = 2 + -1 + + + 43 +

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	Fighter		
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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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			
Belt			
Cloak, cape, or mantle			
Pair of bracers or bracelets			
One glove, pair of gloves, or pair of gauntlets			
Ring			
Ring			
Boots or Shoes			
Shield			

1	
2	
3	
4	
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11	
12	
13	

MINIATURE UNLOCK

Use the listed D&D Miniature and Get the Bonus

Miniature: Soldier of Thrane (DEATHKNELL 9/60)
The unlock ability for this character swaps out the tower shield with a masterwork tower shield. Furthermore, it reduces the price of any magical shield taken later in your character's career by 150 gp.

[illegible][illegible]