

character name \_\_\_\_\_ player \_\_\_\_\_  
Wizard 1 Warforged  
class and level \_\_\_\_\_ race \_\_\_\_\_ alignment \_\_\_\_\_ deity \_\_\_\_\_  
Medium  
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	10	+0			2	6			30 ft. (30 ft. base)
DEX dexterity	14	+2			6	14	10 + +2 + +2 + +2 + +2 + +2 + +2		
CON constitution	15	+2			5	12	FLAT-FOOTED armor class		
INT intelligence	15	+2			8	12	TOUCH armor class		
WIS wisdom	10	+0			4		INITIATIVE modifier		
CHA charisma	6	-2			0				

**SAVING THROWS**

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

**BASE ATTACK BONUS** +0 **SPELL RESISTANCE** **AP** action points 3 **CURRENT**

**GRAPPLE** modifier +0 = +0 + +0 + +0 + +0 + +0

**conditional modifiers**  
Immunity to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.

**SKILLS** MAX RANKS (CLASS/CROSS-CLASS) 4/2

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	int	+2	+2	0	
Balance	dex*	+2	+2	0	
Bluff	cha	-2	-2	0	
Climb	str*	+0	+0	0	
Concentration	con	+6	+2	4	
Craft	int	+2	+2	0	
Decipher Script	int	+6	+2	4	
Diplomacy	cha	-2	-2	0	
Disable Device	int	-2	-2	0	
Disguise	cha	+2	+2	0	
Escape Artist	dex*	+2	+2	0	
Forgery	int	-2	-2	0	
Gather Information	cha	+0	+0	0	
Handle Animal	wis	+2	+2	0	
Heal	dex*	-2	-2	0	
Hide	cha	+0	+0	0	
Intimidate	str*	+6	+2	4	
Jump	int	+2	+2	0	
Knowledge (arcana)	int	+2	+2	0	
Knowledge (history)	int	+2	+2	0	
Knowledge (local)	int	+2	+2	0	
Knowledge (nature)	int	+2	+2	0	
Knowledge (nobility)	int	+2	+2	0	
Knowledge (religion)	int	+2	+2	0	
Listen	wis	+0	+0	0	
Move Silently	dex*	+2	+2	0	
Open Lock	dex	+2	+2	0	
Perform (acrobatics)	cha	+2	+2	0	
Perform (dance)	cha	+2	+2	0	
Perform (instrument)	cha	+2	+2	0	
Perform (oratory)	wis	+2	+2	0	
Profession (clerk)	wis	+2	+2	0	
Profession (merchant)	wis	+2	+2	0	
Ride	dex	+2	+2	0	
Search	int	+2	+2	0	
Sense Motive	wis	+0	+0	0	
Sleight of Hand	dex*	+6	+2	4	
Spellcraft	int	+0	+0	0	
Spot	wis	+0	+0	0	
Survival	wis	+0	+0	0	
Swim	str*	+0	+0	0	
Tumble	dex*	+2	+2	0	
Use Magic Device	cha	+2	+2	0	
Use Rope	dex	+2	+2	0	

**ATTACK**

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Slam	+0 melee	1d4	x2

**RANGE** **TYPE** **NOTES**

Bludgeoning

**ATTACK**

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Quarterstaff	+0 melee	1d6	x2

**RANGE** **TYPE** **NOTES**

Bludgeoning

**ATTACK**

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Light crossbow	+2 ranged	1d8	19-20/x2

**RANGE** **TYPE** **NOTES**

80 ft. Piercing

**ATTACK**

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

**RANGE** **TYPE** **NOTES**

AMMUNITION \_\_\_\_\_

**ATTACK**

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

**RANGE** **TYPE** **NOTES**

AMMUNITION 10 Bolts

**ATTACK**

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

**RANGE** **TYPE** **NOTES**

AMMUNITION \_\_\_\_\_

**ATTACK**

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

**RANGE** **TYPE** **NOTES**

AMMUNITION \_\_\_\_\_

**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

Composite plating

Light (special)

+2

--

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

--

5%

30 ft.

--

Occupies the same space on a the body that armor or a robe does.

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.
Quarterstaff	120	20 lb.			
Light crossbow	115	4 lb.			
10 bolts	115	1 lb.			
Scholar's outfit	131	6 lb.			
Spellbook	130	3 lb.			
Adventurer's standard backpack	CS	18 lb.			
Spell component pouch	130	2 lb.			
2 Sunrods	128	2 lb.			
3 Scroll cases	126	1.5 lb.			
Ink	126	0 lb.			
2 Ink pens	126	0 lb.			
4 Sheets of parchment	126	0 lb.			
Standard identification papers*	EB	0 lb.			
*bonus equipment			BASIC POSSESSIONS GP VALUE	111	gp
BASIC WT.	57.5 lb.	+ MAGIC WT.	= TOTAL WEIGHT CARRIED	57.5	lb.

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

MONEY

cp —

sp —

gp — 9

pp —

FEATS

PG.

Combat Casting

92

Scribe Scroll<sup>B</sup>

99

SPECIAL ABILITIES

PG.

Living construct traits

EB

Composite plating

EB

Light fortification

EB

Slam attack

EB

Summon familiar

57

LANGUAGES

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

Common, Draconic

SPELLBOOK

o: All cantrips

1st: *mage armor, magic missile, ray of enfeeblement, shield, shocking grasp.*

2nd:

3rd:

SPELL SAVE

+2

DC MOD

ARCANE SPELL FAILURE

5

%

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	12	o	3	o
	13	1ST	1	1
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

character name  
 Wizard 1  
 class and level

player  
 Warforged  
 race region



MARK OF HEROES  
 Progression Sheet

CoH  
 Cash on Hand

44 = 2 + -2 + + 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	Wizard		
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	

# EBERSON

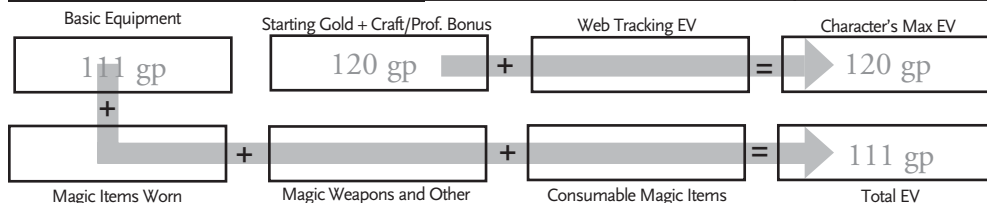
WORN MAGIC ITEMS			
Item Type	Item	Cost	Wt
Headband, hat, helmet, or phylactery			
Pair of lenses or goggles			
Amulet, brooch, medallion, necklace or scarab			
Vest, vestment or shirt			
Robe or suit of armor	--	--	--
Belt			
Cloak, cape, or mantle			
Pair of bracers or bracelets			
One glove, pair of gloves, or pair of gauntlets			
Ring			
Ring			
Boots or Shoes			
Shield			

CAMPAIGN CARD STACK	
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:** Warforged Wizard (DEATHKNELL 11/60)  
This unlock ability allows you to spend an action point to reroll an arcane spell failure roll.

[illegible][illegible]