

character name Rogue 1 player Changeling
 class and level Medium race Changeling alignment _____ deity _____
 size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____



MARK OF HEROES
Character Record Sheet

ABILITY NAME	ABILITY SCORE	ABILITY MOD.	TEMPORARY	TEMPORARY MODIFIER	POINT BUY	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR strength	10	+0			2	HP hit points 7			30 ft. (30 ft. base)
DEX dexterity	13	+1			5	AC armor class 13 = 10 + ARMOR BONUS +2 + SHIELD BONUS + DEX MODIFIER +1 + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC MODIFIER			
CON constitution	12	+1			4	TOUCH armor class 11	FLAT-FOOTED armor class 12		DAMAGE REDUCTION
INT intelligence	14	+2			6	INITIATIVE modifier +1 = +1 + MISC MODIFIER			
WIS wisdom	10	+0			2				
CHA charisma	14	+2			6				

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

BASE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER	AP action points CURRENT 3
+0	+0	+0	+0			3

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Rapier	+0 melee	1d6	18-20/x2
RANGE	TYPE	NOTES	
Piercing			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Dart	+1 ranged	1d4	x2
RANGE	TYPE	NOTES	
20 ft.	Piercing		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

CLASS SKILL	SKILLS		MAX RANKS (CLASS/CROSS-CLASS)	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER
	Appraise	int	+2	+2
	Balance	dex*	+1	+1
	Bluff	cha	+6	+2
	Climb	str*	+0	+0
	Concentration	con	+1	+1
	Craft ()	int	+2	+2
	Craft ()	int	+2	+2
	Craft ()	int	+2	+2
	Decipher Script	int		
	Diplomacy	cha	+4	+2
	Disable Device	int	+7	+3
	Disguise	cha	+12	+2
	Escape Artist	dex*	+1	+1
	Forgery	int	+2	+2
	Gather Information	cha	+5	+2
	Handle Animal	cha		
	Heal	wis	+0	+0
	Hide	dex*	+3	+1
	Intimidate	cha	+4	+2
	Jump	str*	+0	+0
	Knowledge (local)	int	+6	+2
	Knowledge ()	int		
	Knowledge ()	int		
	Knowledge ()	int		
	Knowledge ()	int		
	Listen	wis	+0	+0
	Move Silently	dex*	+3	+1
	Open Lock	dex	+6	+1
	Perform ()	cha		
	Perform ()	cha		
	Perform ()	cha		
	Profession ()	wis		
	Profession ()	wis		
	Ride	dex	+1	+1
	Search	int	+5	+2
	Sense Motive	wis	+4	+0
	Sleight of Hand	dex*		
	Spellcraft	int		
	Spot	wis	+3	+0
	Survival	wis	+0	+0
	Swim	str*	+0	+0
	Tumble	dex*	+5	+1
	Use Magic Device	cha	+6	+2
	Use Rope	dex	+1	+1

■ 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.)

character name _____

player _____



Rogue 1

Changeling

class and level

race

region _____

CoH Cash on Hand

18 = 2 + +2 + + + + 14 +

TOTAL BASE CoH (LVL x2) CHA MODIFIER RANKS MODIFIER ITM CREATE MODIFIER EQUIP GP BONUS MISC MODIFIER

MARK OF HEROES
Progression Sheet

LEVEL	CLASS TAKEN/PREREQS	GP LIMIT	EXPANDED ITEM AND SOURCE
1st	Rogue _____		
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	

