

character name Fighter 4 player Human
 class and level Medium race Human 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	16	+3			8	36			20 ft. (30 ft. base)
DEX dexterity	13	+1			5	20	10 + 6 + 3 + 1 + 0 + 0 + 0 + 0		
CON constitution	14	+2			6				
INT intelligence	12	+1			4	11	18		
WIS wisdom	10	+0			2				
CHA charisma	8	-1			0				

HP hit points: 36
 AC armor class: 20 = 10 + 6 (armor bonus) + 3 (shield bonus) + 1 (dex modifier) + 0 (size modifier) + 0 (natural armor) + 0 (deflection modifier) + 0 (misc modifier)
 TOUCH armor class: 11
 FLAT-FOOTED armor class: 18
 INITIATIVE modifier: +1 = +1 (dex modifier) + 0 (misc modifier)

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY	conditional modifiers
FORTITUDE (constitution)	+6	+4	+2				
REFLEX (dexterity)	+2	+1	+1				
WILL (wisdom)	+3	+1	+0		+2		

BASE ATTACK BONUS	SPELL RESISTANCE	AP action points
+4		4

GRAPPLE modifier: +7 = +4 (base attack bonus) + 3 (strength modifier) + 0 (size modifier) + 0 (misc modifier)

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
+1 longsword	+9 melee	1d8+6	19-20/x2
RANGE	TYPE	NOTES	
	Slashing	Weapon Focus (longsword) grants +1 to attack, Weapon Specialization (longsword) grants +2 to damage	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
cold iron shortspear	+7 melee or +5 ranged	1d6+3	x2
RANGE	TYPE	NOTES	
20 ft.	piercing		

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RANGE	TYPE	NOTES	

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CLASS SKILL	SKILLS				
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
	Appraise	int	+1	+1	0
	Balance	dex*	-3	+1	0
	Bluff	cha	-1	-1	0
	Climb	str*	+1	+3	2
	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	-3	+1	0
	Escape Artist	dex*	+1	+1	0
	Forgery	int	-1	-1	0
	Gather Information	cha	+3	-1	4
	Handle Animal	cha	+0	+0	0
	Heal	wis	-3	+1	0
	Hide	dex*	+4	-1	5
	Intimidate	cha	-7	+3	0
	Jump	str*			
	Knowledge ()	int			
	Knowledge ()	int			
	Knowledge ()	int			
	Knowledge ()	int			
	Knowledge ()	int			
	Listen	wis	+0	+0	0
	Move Silently	dex*	-3	+1	0
	Open Lock	dex			
	Perform ()	cha			
	Perform ()	cha			
	Perform ()	cha			
	Profession ()	wis			
	Profession ()	wis			
	Ride	dex	+8	+1	7
	Search	int	+1	+1	0
	Sense Motive	wis	+0	+0	0
	Sleight of Hand	dex*			
	Spellcraft	int	+0	+0	0
	Spot	wis	+0	+0	0
	Survival	wis	+0	+0	0
	Swim	str*	+0	+3	5
	Tumble	dex*			
	Use Magic Device	cha	+1	+1	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.)

