

CHARACTER _____ PLAYER _____
 CLASS _____ LEVEL _____
 RACE _____ GLORY POINTS _____
 PATRON DEITY/RELIGION _____
 ORIGIN _____ RESIDENCE _____

MONTE COOK PRESENTS:
IRON HEROES

CHARACTER RECORD SHEET

ABILITY SCORES

	Score	Mod	Temp Score	Temp Mod
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

Max	Die Type(s)	Reserve
Current HP		Current Reserve

SKILLS

Max Ranks = Level + 3

	Total	Ability	Ranks	Misc	Misc	Misc
ACADEMIA		Int				
APPRAISE ■		Con				
CONCENTRATION ■		Int				
DECIPHER SCRIPT		Wis				
HEAL ■		Int				
KNOWLEDGE (_____)		Int				
KNOWLEDGE (_____)		Int				
KNOWLEDGE (_____)		Int				
KNOWLEDGE (_____)		Int				
BALANCE ■		Dex				
ESCAPE ARTIST ■		Dex				
TUMBLE		Dex				
CLIMB ■		Str				
JUMP ■		Str				
SWIM ■		Str				
CONCENTRATION ■		Con				
DECIPHER SCRIPT		Int				
SPELLCRAFT		Int				
USE MAGIC DEVICE		Cha				
LISTEN ■		Wis				
SEARCH ■		Int				
SENSE MOTIVE ■		Wis				
SPOT ■		Wis				
DISABLE DEVICE		Int				
FORGERY ■		Int				
OPEN LOCK		Dex				
SLEIGHT OF HAND		Dex				
BLUFF ■		Cha				
DIPLOMACY ■		Cha				
GATHER INFORMATION ■		Cha				
INTIMIDATE ■		Cha				
HIDE		Dex				
MOVE SILENTLY		Dex				
BLUFF ■		Cha				
DISGUISE ■		Cha				
PERFORM (_____)		Cha				
PERFORM (_____)		Cha				
PERFORM (_____)		Cha				
SLEIGHT OF HAND		Dex				
HANDLE ANIMAL		Cha				
RIDE ■		Dex				
SURVIVAL ■		Wis				
USE ROPE ■		Dex				
CRAFT ■ (_____)		Int				
CRAFT ■ (_____)		Int				
PROFESSION (_____)		Wis				

DEFENSE

	Total	Natural	Shield	Misc	Size	BDB	Shield	Dex	Misc	DAMAGE
BASE	10									
FLAT-FOOTED	10									
TOUCH	10									

Armor/Protective Item	Damage Reduction	Def Bonus	Max Dex	Check Penalty	Weight	Notes

SAVING THROWS

	Total	1	2	3	4	Ability	Misc	Misc
FORTITUDE						Con		
REFLEX						Dex		
WILL						Wis		

INITIATIVE

Total	Dex	Misc
Base		
Modified		
SPEED		

ATTACK ROLLS

	Total	Multiple Attacks	Class Base	Modifiers	Ability	Size	Misc	Misc
		2nd	3rd	4th	1	2	3	4
MELEE		-5	-10	-15				
RANGED		-5	-10	-15				
GRAPPLE		-5	-10	-15				

Additional Modifiers

WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
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NOTES						
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NOTES						

■ Denotes Skill Can Be Used Untrained — * Armor Check Penalty Applies (Double For Swim)

PROFICIENCIES

Weapons: Simple Martial Armor: Light Medium Heavy Exotic Shields

