



# IRON HEROES

## CHARACTER RECORD SHEET



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

### ABILITY SCORES

	Score	Mod
STRENGTH		
DEXTERITY		
CONSTITUTION		
INTELLIGENCE		
WISDOM		
CHARISMA		

	Temp Score	Temp Mod
STRENGTH		
DEXTERITY		
CONSTITUTION		
INTELLIGENCE		
WISDOM		
CHARISMA		

### HIT POINTS

Max	Damage Reduction	Reserve
Current HP	Die Type(s)	Current Reserve

### DEFENSE

	Total	Passive			Size	Class BDB				Active Shield	Dex	Misc
		Natural	Shield	Misc		1	2	3	4			
BASE	= 10 +											
FLAT-FOOTED	= 10 +											
TOUCH	= 10 +											

ACTIVE MODIFIERS

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

### SAVING THROWS

	Total	Char Level	Ability	Misc	Misc
FORTITUDE			Con		
REFLEX			Dex		
WILL			Wis		

### INITIATIVE

Total	Dex	Misc
	Dex	
	Base	Modified
SPEED		

DAMAGE  
REDUCTION

### ATTACK ROLLS

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

Additional Modifiers


### WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
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### SKILLS

Max Ranks = Level + 3

	Total	Ability Ranks	Misc	Misc	Misc
APPRAISE		Int			
CONCENTRATION		Con			
DECIPHER SCRIPT		Int			
HEAL		Wis			
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			
( )		Cha			
( )		Cha			
SLEIGHT OF HAND		Dex			
HANDLE ANIMAL		Cha			
RIDE		Dex			
SURVIVAL		Wis			
USE ROPE		Dex			
CRAFT ( )		Int			
( )		Int			
PROFESSION ( )		Wis			

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

### PROFICIENCIES

Weapons:  Simple  Martial  Exotic Armor:  Light  Medium  Heavy  Shields






