



MONTE COOK PRESENTS:

IRON HEROES™

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Character _____ M / F

Player _____

Hair _____ Eyes _____ Skin _____

Age _____ Height _____ Weight _____

Distinct Features _____

Class(es) _____ Level(s) _____

Ability

Score Mod Temporary

Strength				
Dexterity				
Constitution				
Intelligence				
Wisdom				
Charisma				

Hit Points

Reserve _____

Wounds / Current HP _____

Nonlethal _____

Initiative

Speed

Base

Modified

Saving Throws

	Total	Base	Ability	Misc
Reflex (Dex)	_____	_____	_____	_____
Fortitude (Con)	_____	_____	_____	_____
Will (Wis)	_____	_____	_____	_____

Notes: _____

Defense

Passive

Active

Shield + Size + Misc = **10** Base = BDB + Dex + Misc

Passive Defense modifiers (except Size) do not apply when targeted by Touch Attacks. Active Defense modifiers do not apply when Flat-footed.

Armor Type/DR _____ Shield Type _____
MD _____ ACP _____ Wt _____ Note _____

Attacks

Melee	_____	=	BAB	+	Str	+	Size	+	Misc	_____
Ranged	_____	=	BAB	+	Dex	+	Size	+	Misc	_____
Grapple	_____	=	BAB	+	Str	+	Size	+	Misc	_____
Trip	_____		Sunder	_____		Subdual	_____			
Disarm	_____		Bullrush	_____		Shield	_____			

Notes: _____

Weapon	Attack	Damage	Critical	Type
Range	Notes			
Notes				
Weapon	Attack	Damage	Critical	Type
Range	Notes			
Notes				
Weapon	Attack	Damage	Critical	Type
Range	Notes			
Notes				
Weapon	Attack	Damage	Critical	Type
Range	Notes			
Notes				

Skills

Max Ranks

Grouped Skills

	Skill	Rank	Mod	Misc
<input type="checkbox"/> Academia	-Appraise	_____	=	+ Int +
	-Concentration	_____	=	+ Con +
	-Decipher Script ^T	_____	=	+ Int +
	-Heal	_____	=	+ Wis +
	-Knowledge ^T	_____	=	+ Int +
	-Speak Language ^T	_____		
<input type="checkbox"/> Agility	-Balance ^P	_____	=	+ Dex +
	-Escape Artist ^P	_____	=	+ Dex +
	-Tumble ^{P,T}	_____	=	+ Dex +
<input type="checkbox"/> Athletics	-Climb ^P	_____	=	+ Str +
	-Jump ^P	_____	=	+ Str +
	-Swim ^P	_____	=	+ Str +
<input type="checkbox"/> Mysticism	-Concentration	_____	=	+ Con +
	-Decipher Script ^T	_____	=	+ Int +
	-Spellcraft ^T	_____	=	+ Int +
	-Use Magic Device ^T	_____	=	+ Cha +
<input type="checkbox"/> Perception	-Listen	_____	=	+ Wis +
	-Search	_____	=	+ Int +
	-Sense Motive	_____	=	+ Wis +
	-Spot	_____	=	+ Wis +
<input type="checkbox"/> Robbery	-Disable Device ^T	_____	=	+ Int +
	-Forgery	_____	=	+ Int +
	-Open Lock ^T	_____	=	+ Dex +
	-Sleight of Hand ^{P,T}	_____	=	+ Dex +
<input type="checkbox"/> Social	-Bluff	_____	=	+ Cha +
	-Diplomacy	_____	=	+ Cha +
	-Gather Information	_____	=	+ Cha +
	-Intimidate	_____	=	+ Cha +
<input type="checkbox"/> Stealth	-Hide ^P	_____	=	+ Dex +
	-Move Silently ^P	_____	=	+ Dex +
	-Bluff	_____	=	+ Cha +
<input type="checkbox"/> Theatrics	-Disguise	_____	=	+ Cha +
	-Perform	_____	=	+ Cha +
<input type="checkbox"/> Wilderness Lore	-Sleight of Hand ^{P,T}	_____	=	+ Dex +
	-Handle Animal ^T	_____	=	+ Cha +
	-Ride	_____	=	+ Dex +
	-Survival	_____	=	+ Wis +
	-Use Rope	_____	=	+ Dex +

Ungrouped Skills

-Craft	_____	=	+ Int +
-Craft	_____	=	+ Int +
-Profession ^T	_____	=	+ Wis +

^P **Armor Check Penalty**—applies to all Strength and Dexterity based skill checks. A character's encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty (see "Encumbrance" in Chapter Nine: Adventuring). Shields inflict a check penalty as well.

^T **Trained Only**—you must have at least one rank in the skill to use it.

