

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

10

Base

Shield + Size + Misc = _____ = 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

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

