IRON HEROES
REVISED
CHARACTER RECORD SHEET

CHARACTER _____ PLAYER _____

CLASS _____ LEVEL _____

RACE _____ GLORY POINTS _____

PATRON DEITY/RELIGION _____

ORIGIN _____ RESIDENCE _____

ABILITY SCORES

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

HIT POINTS

Max   Damage Reduction   Reserve

Die Type(s)

Current HP   Current Reserve

DEFENSE

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

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

SAVING THROWS

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

INITIATIVE

Total	Dex	Misc
	Dex	

	Base	Modified
SPEED		

ATTACK ROLLS

	Total	Multiple Attacks 2nd	3rd	4th	Class Base 1	2	3	4	Modifiers Ability	Size	Misc	Misc
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						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
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NOTES						
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NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						

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				

Skill group labels: Academia, Agility, Athletics, Mysticism, Perception, Robbery, Social, Stealth, Theatrics, Wilderness Lore, Ungrouped

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

PROFICIENCIES

Weapons: ☐ Simple ☐ Martial ☐ Exotic   Armor: ☐ Light ☐ Medium ☐ Heavy ☐ Shields

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD						**TOTAL WEIGHT CARRIED**		

MOVEMENT & LIFTING

MOVEMENT

Walk	Hustle	Run	Run
= Base Speed	= 2 × Base	= 3 × Base	= 4 × Base

LIFTING

Lift Over Head	Lift Off Ground	Push or Drag
= Max Load	= 2 × Max Load	= 5 × Max Load

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT		NORMAL	O	×4
MEDIUM		+3	×3	×4
HEAVY		+1	×6	×3

EXPERIENCE

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

HIT POINTS BY LEVEL

MONEY & GEMS

CP —

SP —

GP —

PP —

GEMS —

TRAITS, SPECIAL ABILITIES & FEATS

MASTERY FEATS — Rating

LANGUAGES

MAGIC

AVAILABLE

[ ]

MANA

CHANNELING
CHECK

1d20 + mastery
vs.
mana spent +5

MANA

[ ]

LIMIT

	Mastery Rating	SCHOOLS
Primary	[ ]	[ ]
Secondary	[ ]	[ ]
Tertiary	[ ]	[ ]
Others	[ ]	

Spell Save
DC Mod

— Modifiers —
Int   Misc

[ ] = 10 + [ ] [ ] + 1/2 MANA SPENT

MAGIC NOTES

TOKEN POOLS

HENCHMEN/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	DEF	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	DEF	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	DEF	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	DEF	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													

CHARACTER DESCRIPTION

CHARACTER NAME	AGE	SEX
DESCRIPTION	BIRTH DATE	SIZE
	HEIGHT	WEIGHT
	HAIR	EYES
	SKIN	HANDEDNESS

PERSONALITY

CONTACTS/FRIENDS

ENEMIES

QUOTE(S)

CHARACTER SKETCH

BACKGROUND & NOTES