

# IRON KINGDOMS ROLEPLAYING GAME CHARACTER SHEET

Character Name			Sex	Defining Characteristic(s)		Weight
Archetype	Race	Careers	Faith	Player Name		Height

<b>LEVEL</b>
<b>TOTAL XP EARNED</b>



## CHARACTER PORTRAIT

This image shows a blank, aged, cream-colored page, likely an endpaper or flyleaf of a book. The paper has a slightly textured appearance with some minor discoloration and faint, irregular brown spots, characteristic of old paper. The page is framed by a dark border, possibly the book's cover or binding.**STATS**

The diagram illustrates a 32-bit bus architecture. On the left, a large square block labeled **PHY** is connected to a smaller square block labeled **MAX**. To the right, there are two identical vertical stacks. Each stack consists of a square block labeled **SPD** (top) and a square block labeled **STR** (bottom). To the right of each **SPD** block is a small vertical rectangle labeled **Mod**. To the right of each **STR** block is a small vertical rectangle labeled **MAX**. All components are connected to a common 32-bit bus.

Diagram illustrating the relationship between AGI, PRW, and POI. AGI is a large box, and PRW and POI are smaller boxes. AGI is connected to PRW and POI by lines. PRW is connected to POI by a line. AGI is also connected to a box labeled MAX. PRW is also connected to a box labeled MAX. POI is also connected to a box labeled MAX.

The diagram illustrates a neural network architecture with three main layers: INT, ARC, and PER. Each layer is represented by a large rectangle, and a smaller rectangle labeled 'MAX' indicates a pooling operation. The INT layer is on the left, the ARC layer is in the middle, and the PER layer is on the right. The MAX operations are positioned below each main layer rectangle.

**WILLPOWER**  
(PHY + INT)

## RANGED WEAPONS

	NAME _____	RNG	RAT	POW
	NOTES _____	AMMO _____		
	NAME _____	RNG	RAT	POW
	NOTES _____	AMMO _____		

## MELEE WEAPONS

	NAME _____	<div>MAT</div>	<div>P + S</div>
	NOTES _____		
	NAME _____	<div>MAT</div>	<div>P + S</div>
	NOTES _____		

### ADDITIONAL WEAPON

NAME			
NOTES			

## DEF

$$\text{SPD STAT} + \text{AGL STAT} + \text{PER STAT} + \text{RACIAL MODIFIER} + \text{EQUIPMENT MODIFIERS} = \text{TOTAL DEF}$$

## ARM

PHY STAT	+	SHIELD MODIFIER	+	ARMOR MODIFIERS	+	OTHER MODIFIERS	=	TOTAL ARM
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## INITIATIVE

$$\text{SPD STAT} + \text{PRW STAT} + \text{PER STAT} + \text{EQUIPMENT MODIFIERS} + \text{ADDITIONAL MODIFIERS} = \text{TOTAL INITIATIVE}$$

## COMMAND RANGE

$$\text{INT STAT} + \text{COMMAND SKILL} + \text{ABILITY MODIFIERS} = \text{TOTAL CMD RANGE}$$

## SKILLS

[illegible]

## DAMAGE CAPACITY

–2 STR

**Crippled Agility**  
–2 to attack rolls

**Crippled Intelligence**  
–2 DEF and cannot upkeep spells

**PHYSIQUE**

**AGILITY**

**INTELLECT**

**POWER FIELD**

## BENEFITS & ABILITIES

[illegible]

## FEAT POINTS

<div>CURRENT FEAT POINTS</div>	<b>Feat Points can be earned by:</b> <ul style="list-style-type: none"> <li>• Critical success on a skill roll</li> <li>• Destroy an enemy</li> </ul>	
	<b>Feat Points can be spent to:</b> <ul style="list-style-type: none"> <li>• Remove a continuous effect</li> </ul>	<ul style="list-style-type: none"> <li>• Given by the GM</li> <li>• Boost a non-combat skill roll</li> <li>• Make a quick action</li> <li>• Shake</li> <li>• Sprint</li> <li>• Parry</li> <li>• Walk it Off</li> </ul>



[illegible]

WORN ARMOR				
NAME	DESCRIPTION/NOTES	SPD	DEF	ARM
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

[illegible][illegible][illegible]

## NOTES

## PERMANENT INJURIES

## SPOKEN LANGUAGES

## RELIGIOUS BELIEFS

**GOLD**

