

IRON KINGDOMS ROLEPLAYING GAME CHARACTER SHEET

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

LEVEL
TOTAL XP EARNED



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, darker spots, characteristic of old paper. The page is framed by a dark border, possibly the book's cover or binding.**STATS**

A diagram showing a 3D coordinate system with three axes. The vertical axis is labeled 'PHY' with a 'MAX' label below it. The horizontal axis is labeled 'SPD' with a 'MAX' label to its right. The depth axis is labeled 'STR' with a 'MAX' label to its right. The axes are represented by lines meeting at a central point, forming a 3D frame.

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graph LR
    AGI[AGI] --- MAX1[MAX]
    MAX1 --- PRW[PRW]
    PRW --- MAX2[MAX]
    MAX2 --- POI[POI]
    POI --- MAX3[MAX]
  
```

Diagram illustrating the layout of the four main components: INT, ARC, PER, and MAX. INT is a large rectangle on the left. ARC is a rectangle above PER. MAX is a small rectangle to the right of each of the other three components.

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

Diagram illustrating the six attributes of a character, represented by a gear with six segments:

- 1. PHYSIQUE** (Blue segment)
- 2. AGILITY** (Blue segment)
- 3. CANNIBALISM** (Red segment)
- 4. MAGIC** (Red segment)
- 5. INTELLECT** (Green segment)
- 6. PSYCHIC** (Green segment)

Each segment contains a cluster of white circles, representing the character's stats. The segments are arranged in a circular pattern, with the labels 'PHYSIQUE', 'AGILITY', 'CANNIBALISM', 'MAGIC', 'INTELLECT', and 'PSYCHIC' written along the outer edge of the gear.

At the bottom right, there are five empty square boxes labeled **POWER FIELD**.

BENEFITS & ABILITIES

[illegible]

FEAT POINTS

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

[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

