

IRON KINGDOMS ROLEPLAYING GAME CHARACTER SHEET 1

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

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graph LR
    PHY[PHY] --- SPD[SPD]
    PHY --- STR[STR]
    SPD --- MAX1[MAX]
    STR --- MAX2[MAX]
  
```

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 _____	_____		
	NOTES _____	_____		
	NAME _____	_____		
	NOTES _____	_____		
		AMMO		
		<div>RNG</div>	<div>RAT</div>	<div>POW</div>

MELEE WEAPONS



NAME _____

NOTES _____

MAT

P + S



NAME _____

NOTES _____

MAT

P + S

ADDITIONAL WEAPON _____

NAME		
NOTES		

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

ARM

PHY STAT	+	SHIELD MODIFIER	+	ARMOR MODIFIERS	+	OTHER MODIFIERS	=	TOTAL ARM
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INITIATIVE			
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$$\boxed{\text{SPD STAT}} + \boxed{\text{PRW STAT}} + \boxed{\text{PER STAT}} + \boxed{\text{EQUIPMENT MODIFIERS}} + \boxed{\text{ADDITIONAL MODIFIERS}} = \boxed{\text{TOTAL INITIATIVE}}$$

COMMAND RANGE

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

SKILLS	PARENT	SKILL
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[illegible]

DAMAGE CAPACITY	Crippled Physique:
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Crippled Agility:
 -2 to attack rolls.

Crippled Intellect:
 -2 DEF and cannot upkeep spells.

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 	<ul style="list-style-type: none"> • Given by the GM
	Feat Points can be spent to: <ul style="list-style-type: none"> • Remove a continuous effect 	<ul style="list-style-type: none"> • Boost a non-combat skill roll • Make a quick action • Shake • Sprint • Parry • Walk it Off

[illegible]

BENEFIT

[illegible]

NOTES

CHARGES

[illegible]

OFF

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"/>

ARM

1

1

1

()

[illegible]

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NOTES

PERMANENT INJURIES

SPOKEN LANGUAGES

RELIGIOUS BELIEFS

GOLD

