

IRON KINGDOMS ROLEPLAYING GAME CHARACTER SHEET

Scarлата Drastini, Tordoran Duelist F

127 lbs.

Hero

CHARACTER NAME

SEX

DEFINING CHARACTERISTIC(S)

WEIGHT

LEVEL

Skilled

Human

Brigand/Duelist

Menite

5'8"

23

ARCHETYPE

RACE

CAREERS

FAITH

PLAYER NAME

HEIGHT

TOTAL XP EARNED



CHARACTER PORTRAIT

STATS

5

PHY

7

SPD

5

STR

5

AGL

5

PRW

4

POI

3

INT

*

ARC

4

PER

8

WILLPOWER

(PHY + INT)

RANGED WEAPONS



NAME

RNG

RAT

POW

NOTES

AMMO



NAME

RNG

RAT

POW

NOTES

AMMO

MELEE WEAPONS



NAME

MAT

P+S

NOTES



NAME

MAT

P+S

NOTES

ADDITIONAL WEAPON

NAME

NOTES

DEF

SPD STAT + AGL STAT + PER STAT + RACIAL MODIFIER + EQUIPMENT MODIFIERS = **16** TOTAL DEF

ARM

PHY STAT + SHIELD MODIFIER + ARMOR MODIFIERS + OTHER MODIFIERS = **5** TOTAL ARM

INITIATIVE

SPD STAT + PRW STAT + PER STAT + EQUIPMENT MODIFIERS + ADDITIONAL MODIFIERS = **18** TOTAL INITIATIVE

COMMAND RANGE

INT STAT + COMMAND SKILL + ABILITY MODIFIERS = **3** TOTAL CMD RANGE

SKILLS

	PARENT SET VALUE		SKILL LEVEL	TOTAL
<i>Climbing (AGL)</i>	5	+	2	= 7
<i>Deception (SOC)</i>	-	+	2	= *
<i>Detection (PER)</i>	4	+	1	= 5
<i>Escape Artist (AGL)</i>	5	+	2	= 7
<i>Gambling (PER)</i>	4	+	1	= 5
<i>Hand Weapon (PRW)</i>	5	+	2	= 7
<i>Jumping (PHY)</i>	4	+	2	= 6
<i>Lock Picking (AGL)</i>	5	+	2	= 7
<i>Oratory (SOC)</i>	-	+	2	= *
<i>Sneak (AGL)</i>	5	+	2	= 7
<i>Streetwise (PER)</i>	4	+	1	= 5
		+		=
		+		=
		+		=
		+		=
		+		=
		+		=
		+		=
		+		=

DAMAGE CAPACITY

Crippled Physique: -2 STR.

Crippled Agility: -2 to attack rolls.

Crippled Intellect: -2 DEF and cannot upkeep spells.

POWER FIELD

BENEFITS & ABILITIES

NAME	DESCRIPTION/NOTES	PAGE#
<i>Ambidextrous</i>	Does not suffer the attack roll penalty with a second weapon while using Two-Weapon Fighting skill.	
<i>Ambush</i>	During the first round, gain boosted attack and damage rolls against enemies that have not yet activated.	
<i>Anatomical Precision</i>	When hitting a living target with a melee attack but failing to exceed ARM, the target suffers d3 damage instead of the damage rolled.	
<i>Dodger</i>	When missed by an enemy attack, can immediately advance up to 2" after the attack is resolved unless missed while advancing. Cannot be targeted by free strikes during this movement.	
<i>Fast Draw</i>	Gains +2 on initiative and an additional quick action during his first turn of combat each encounter that can be used only to draw a weapon.	
<i>Parry</i>	Cannot be targeted by free strikes while armed with a hand weapon.	
<i>Precision Strike</i>	When hitting with a melee attack, choose the branch of target's life spiral hit, if applicable.	
<i>Riposte</i>	Once per round when missed by a melee attack, after the attack is resolved can make one normal attack against the enemy.	
<i>Two-Weapon Fighting</i>	While fighting with a one-handed weapon or thrown weapon, gains an additional attack for the second.	
<i>Virtuoso</i>	When making an attack that uses Hand Weapon, gain an additional die on attack and damage rolls. Discard the lowest die of each roll.	

FEAT POINTS

Feat Points can be earned by:

- Critical success on a skill roll
- Destroy an enemy
- Given by the GM

Feat Points can be spent to:

- Remove a continuous effect
- Boost a non-combat skill roll
- Re-roll a failed roll
- Perform a relentless charge
- Perform a Run & Gun
- Perform a Two-Fister
- Perform a Heroic Dodge
- Make a quick action
- Shake
- Sprint
- Parry
- Walk it Off

CURRENT FEAT POINTS

GEARNAME BENEFIT*Thief's Tools***MECHANIKA**HOUSING RUNEPLATE CAPACITOR NOTESRUNE PLATE BENEFIT CAPACITORS CHARGES**NOTES***This character has hidden Thief's Tools only in the event that Ghort is not part of the group. Both characters should not begin play with this equipment.***WORN ARMOR**NAME DESCRIPTION/NOTES SPD DEF ARM

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CONNECTIONSNAME DESCRIPTION/NOTES PAGE #**SPELLS**

ARCANE TRADITION _____

NAME COST RNG AOE POW UP OFF**PERMANENT INJURIES****SPOKEN LANGUAGES****RELIGIOUS BELIEFS****GOLD**

IRON KINGDOMS ROLEPLAYING GAME CHARACTER SHEET

Tharnosh, Shaman of the Blackroot Wood M

142 lbs.

Hero

CHARACTER NAME

SEX

DEFINING CHARACTERISTIC(S)

WEIGHT

LEVEL

Gifted

Human

Shaman (Devourer Wurm)/Sorcerer(Storm) Devourer Wurm

5'9"

23

ARCHETYPE

RACE

CAREERS

FAITH

PLAYER NAME

HEIGHT

TOTAL XP EARNED



CHARACTER PORTRAIT

RANGED WEAPONS



NAME

RNG

RAT

POW

NOTES

AMMO



NAME

RNG

RAT

POW

NOTES

AMMO

MELEE WEAPONS



NAME

MAT

P+S

NOTES



NAME

MAT

P+S

NOTES

ADDITIONAL WEAPON

NAME

NOTES

STATS

7

PHY

7

SPD

4

STR

4

AGL

5

PRW

4

POI

3

INT

4

ARC

4

PER

11

WILLPOWER
(PHY + INT)

SKILLS

PARENT SET VALUE SKILL LEVEL TOTAL

Command (SOC) - + 1 = *

Detection (PER) 4 + 1 = 5

Great Weapon (PRW) 5 + 2 = 7

Interrogation (SOC) - + 1 = *

Intimidation (SOC) - + 2 = *

Lore: Devourer Wurm (INT) 3 + 2 = 5

Medicine (INT) 3 + 1 = 4

Sneak (AGL) 4 + 2 = 6

Unarmed Combat (PRW) 5 + 2 = 7

□ + □ = □

□ + □ = □

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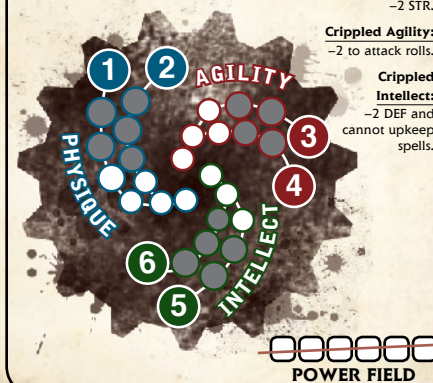
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DAMAGE CAPACITY

Crippled Physique:
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BENEFITS & ABILITIES

NAME	DESCRIPTION/NOTES	PAGE#
Blood Boon	When this destroying a living character with a melee attack, instead of gaining a feat point can immediately cast a spell with a cost of 3 or lower without generating fatigue. Benefit does not require expenditure of a quick action.	
Blood Trade	Can upkeep spells by suffering d3 damage points per spell instead of gaining fatigue.	
Combat Caster	When making a magic attack roll, gains an additional die. Discard lowest die of each roll.	
Flesh of Steel	While this character is unarmored, double PHY when determining ARM. This ability has no effect while this character is wearing armor.	
Will Weaver	This character is a will weaver.	

DEF

SPD STAT + AGL STAT + PER STAT + RACIAL MODIFIER + EQUIPMENT MODIFIERS = 15 TOTAL DEF

ARM

PHY STAT + SHIELD MODIFIER + ARMOR MODIFIERS + OTHER MODIFIERS = 14 TOTAL ARM

INITIATIVE

SPD STAT + PRW STAT + PER STAT + EQUIPMENT MODIFIERS + ADDITIONAL MODIFIERS = 16 TOTAL INITIATIVE

COMMAND RANGE

INT STAT + COMMAND SKILL + ABILITY MODIFIERS = 4 TOTAL CMD RANGE

FEAT POINTS

CURRENT FEAT POINTS

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