

**IRON KINGDOMS ROLEPLAYING GAME CHARACTER SHEET**

**Riggs**  
 CHARACTER NAME  
**Intellectual**  
 ARCHETYPE  
**Gobber**  
 RACE

**M**  
 SEX  
**Field Mechanik/Military Officer**  
 CAREERS  
**Dhunian**  
 FAITH

**50 lbs.**  
 WEIGHT  
**40"**  
 HEIGHT

**Hero**  
 LEVEL  
 TOTAL XP EARNED



**RANGED WEAPONS**

**Repeating Pistol**  
 NAME  
 NOTES  
 8" RNG  
 5 light rounds AMMO  
 4 RAT  
 10 POW

**Melee Weapons**

**'Jack Wrench**  
 NAME  
 NOTES  
 3 MAT  
 6 P+S

**SKILLS**

HAND WEAPON (PRW)	GREAT WEAPON (PRW)	PISTOL (POI)	RIFLE (POI)	DETECTION (PER)	SNEAK (AGL)	COMMAND (SOC)	Medicine (INT)	Navigation (SOC)
4	3	1	1	4	4	4	2	4
+	+	+	+	+	+	+	+	+
1	1	1	1	1	1	1	1	1
=	=	=	=	=	=	=	=	=
5	4	4	4	5	5	5	5	5

*Craft: Metalworking (INT)*  
*Mechanical Eng. (INT)*

**BENEFITS & ABILITIES**

NAME	DESCRIPTION/NOTES	PAGE#
<i>Deft</i>	The character gains boosted AGL rolls.	
<i>Intellectual</i>	Friendly characters in this character's CMD range gain +1 to attack and damage rolls.	
<i>'Jack Marshal</i>	This character is skilled at instructing steamjacks to act. (Core Rules, p. 157.)	
<i>Battle Plan: Call to Action</i>	This character can spend 1 feat point to use Battle Plan: Call to Action as a quick action. When he uses this battle plan, each friendly character in his command range who is knocked down immediately stands up or goes prone.	
<i>Team Leader</i>	When this character gains a feat point, instead of keeping it he can give it to another character currently in his command range.	
<i>Feat: Quick Thinking</i>	Once per round, this character can spend 1 feat point to make one attack or quick action at the start of another character's turn.	
<i>Natural Leader</i>	This character increases his command range by 2".	
<i>Hit the Deck!</i>	While prone, this character does not suffer damage from AOE's unless he is directly hit. If he is caught in an AOE that would cause blast damage but was not directly hit, he goes prone but suffers no damage.	
<i>Badge</i>	This character can make temporary repairs to a steamjack in combat. (Core Rules, p. 299.)	

**STATS**

4 PHY (MAX) 6 SPD (MAX) 3 STR (MAX)  
 5 AGL (MAX) 4 PRW (MAX) 3 POI (MAX)  
 4 INT (MAX) \* ARC (MAX) 4 PER (MAX)  
 8 WILLPOWER (PHY + INT)

**ADDITIONAL WEAPON**

NAME: \_\_\_\_\_ NOTES: \_\_\_\_\_

**DEF**  
 SPD STAT + AGL STAT + PER STAT + RACIAL MODIFIER = 1  
 + EQUIPMENT MODIFIERS = -1  
 TOTAL DEF = 15

**ARM**  
 PHY STAT + SHIELD MODIFIER = 6  
 + ARMOR MODIFIERS = 6  
 + OTHER MODIFIERS = 6  
 TOTAL ARM = 10

**INITIATIVE**  
 SPD STAT + PRW STAT + PER STAT + EQUIPMENT MODIFIERS = 14  
 + ADDITIONAL MODIFIERS = 14  
 TOTAL INITIATIVE = 14

**COMMAND RANGE**  
 INT STAT + COMMAND SKILL = 2  
 + ABILITY MODIFIERS = 2  
 TOTAL CMD RANGE = 8

**DAMAGE CAPACITY**

Crippled Physique: -2 STR.  
 Crippled Agility: -2 to attack rolls.  
 Crippled Intellect: -2 DEF and cannot upkeep spells.

POWER FIELD: 000000

**FEAT POINTS**

**3**

**CURRENT 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
- Recroll a failed roll
- Perform a Heroic Dodge
- Perform a Relentless Charge
- Perform a Run & Gun
- Perform a Two-Fister
- Make a quick action
- Boost a non-combat skill roll
- Walk it Off
- Shake
- Sprint
- Parry



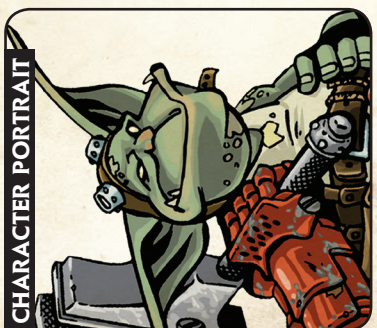


**Lug**  
 CHARACTER NAME  
**Mighty**  
 ARCHETYPE

**M**  
 SEX  
**Man-at-Arms/Soldier**  
 CAREERS  
**Gobber**  
 RACE

**65 lbs.**  
 WEIGHT  
**42"**  
 HEIGHT  
 PLAYER NAME

**Hero**  
 LEVEL  
 TOTAL XP EARNED



**RANGED WEAPONS**

**Rivet Gun**  
 NAME  
 NOTES  
 4" RNG  
 10 rivets AMMO  
 2 RAT  
 10 POW

NAME  
 NOTES  
 RNG  
 POW

**MELEE WEAPONS**

**Really Big Wrench**  
 NAME  
 NOTES  
 5 MAT  
 11 P+S

**Prosthetic Punch**  
 NAME  
 NOTES  
 4 MAT  
 7 P+S

**STATS**

6 PHY  
 5 AGL  
 6 SPD  
 4 PRW  
 4 STR  
 7 MAX  
 3 POI

\* ARC  
 3 INT  
 3 PER  
 9 WILLPOWER (PHY + INT)

**SKILLS**

HAND WEAPON (PRW)	GREAT WEAPON (PRW)	PISTOL (POI)	RIFLE (POI)	DETECTION (PER)	SNEAK (AGL)	COMMAND (SOC)
4	3					
+	+	+	+	+	+	+
1	1					
=	=	=	=	=	=	=
5	4					*

Craft: Metalworking (INT)  
 Survival (PER)

**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#
Deft	This character gains boosted A&L rolls.	
Mighty	This character gains an additional die on his melee damage rolls.	
Find Cover	At the start of combat before initiative is rolled, this character can immediately advance up to twelve feet (2") and perform a quick action to take cover or go prone.	
Sentry	Once per round when an enemy is placed in or moves into the LOS of this character, this character can immediately make one attack targeting that enemy.	
Shield Guard	Once per turn, when a friendly character is directly hit by an attack while within 2" of this character, this character can choose to be directly hit instead. This character cannot use Shield Guard if he is incorporated, knocked down, prone, or stationary.	
Feat: Revitalize	This character can spend 1 feat point during his turn to regain a number of vitality points equal to his PHY stat immediately.	
Defensive Line	While this character is B2B with one or more friendly characters, he gains +1 ARM. While this character is B2B with one or more friendly characters who also have this ability, the bonus increases to +2.	

**FEAT POINTS**

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

Feat Points can be spent to:  
 • Remove a continuous effect  
 • Recroll a failed roll  
 • Perform a Heroic Dodge  
 • Perform a Relentless Charge  
 • Perform a Run & Gun  
 • Perform a Two-Fister  
 • Make a quick action

Boost a non-combat skill roll  
 Walk it Off  
 Shake  
 Sprint  
 Parry

**3**  
 CURRENT FEAT POINTS

**GEAR**

NAME BENEFIT

*Infantry armor*  
*Mechanical prosthetic (arm)*  
*Really big wrench*  
*Mechanik's tool kit*  
*Goggles*

**MECHANIKA**

HOUSING RUNEPLATE CAPACITOR NOTES

RUNE PLATE BENEFIT CAPACITORS CHARGES

**NOTES**

Blank lined area for notes.

**PERMANENT INJURIES**

Blank area for permanent injuries.

**SPOKEN LANGUAGES**

*Gobberish*  
*Cygnaran*

**RELIGIOUS BELIEFS**

*Dhunian*

**GOLD**

Blank area for gold.



**SPELLS**

ARCANE TRADITION NAME COST RNG AOE POW UP OFF

Table with 8 columns: ARCANIC TRADITION, NAME, COST, RNG, AOE, POW, UP, OFF. Contains 5 rows of blank lines for spell entry.

**WORN ARMOR**

NAME DESCRIPTION/NOTES SPD DEF ARM

*Infantry armor*

**CONNECTIONS**

NAME DESCRIPTION/NOTES PAGE #

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**Keelie** CHARACTER NAME **Gobber** RACE **F** **Piercings, pigtail cap** DEFINING CHARACTERISTIC(S)  
**Skilled** ARCHETYPE **Cutthroat/Thief** CAREERS **Dhunian** FAITH  
 PLAYER NAME \_\_\_\_\_ WEIGHT **42 lbs.**  
 TOTAL XP EARNED \_\_\_\_\_ LEVEL \_\_\_\_\_ HEIGHT **36"**



**RANGED WEAPONS**

**Mechanik's Tools (thrown)**  
 NAME: \_\_\_\_\_ NOTES: \_\_\_\_\_  
 RNG: **8"** POW: **5**  
 AMMO: **10 throwing tools**

NAME: \_\_\_\_\_ NOTES: \_\_\_\_\_  
 RNG: \_\_\_\_\_ POW: \_\_\_\_\_  
 AMMO: \_\_\_\_\_

**MELEE WEAPONS**

**Mechanik's Tools**  
 NAME: \_\_\_\_\_ NOTES: \_\_\_\_\_  
 MAT: **4** P+S: **5**

NAME: \_\_\_\_\_ NOTES: \_\_\_\_\_  
 MAT: \_\_\_\_\_ P+S: \_\_\_\_\_

**STATS**

**4** PHY **7** SPD (MAX) **3** STR (MAX)  
**5** AGL **4** PRW (MAX) **3** POI (MAX)  
**3** INT **\*** ARC (MAX) **4** PER (MAX)  
**7** WILLPOWER (PHY + INT)

**ADDITIONAL WEAPON**

NAME: \_\_\_\_\_ NOTES: \_\_\_\_\_

**DEF**

SPD STAT + AGL STAT + PER STAT + STAB + RACIAL MODIFIER = **1** + EQUIPMENT MODIFIERS = **-1** TOTAL DEF = **16**

**ARM**

PHY STAT + SHIELD MODIFIER + ARMOR MODIFIERS + OTHER MODIFIERS = **5** TOTAL ARM = **9**

**INITIATIVE**

SPD STAT + PRW STAT + PER STAT + STAB + EQUIPMENT MODIFIERS + ADDITIONAL MODIFIERS = **15** TOTAL INITIATIVE

**COMMAND RANGE**

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

HAND WEAPON (PRW)	PISTOL (POI)	Thrown (PRW)	Craft: Metalworking (INT)	Gambling (PER)	Intimidation (SOC)	Jumping (PHY)	Bribery (SOC)	Deception (SOC)	Escape Artist (AGL)	Lock Picking (AGL)	Pickpocket (AGL)	Sneak (AGL)	Streetwise (PER)
4	3	4	3	4	*	4	*	*	5	5	5	5	4
+ 1	+ 1	+ 2	+ 1	+ 1	+ 1	+ 1	+ 1	+ 1	+ 1	+ 2	+ 2	+ 1	+ 1
= 5	= 4	= 6	= 4	= 5	= *	= 5	= *	= *	= 6	= 7	= 7	= 6	= 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#
Deft	This character gains boosted AGL rolls.	
Skilled	This character gains an additional attack during her Activation Phase if she chooses to attack.	
Parry	While armed with a hand weapon, this character cannot be targeted by free strikes.	
Riposte	Once per round when this character is missed by an enemy's melee attack, immediately after the attack is resolved she can make one normal attack against the attacking enemy. To make a ranged attack, this character's ranged weapon must be loaded.	
Dodger	When this character is missed by an enemy attack, immediately after the attack is resolved she can advance up to 2' unless she was missed while advancing. She cannot be targeted by free strikes during this movement.	
Conniver	This character is well skilled in the arts of deception. This character can reroll failed Bribery- and Deception-based social skill rolls. Each roll can be rerolled only once as a result of Conniver.	
Virtuoso (Thrown)	This character gains an additional die on non-AOE attack and damage rolls made using the listed skill. Discard the low die of each roll.	

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- Parry

**3** CURRENT FEAT POINTS





