**Iron Kingdoms Roleplaying Game Character Sheet**

### Stats

<table>
<thead>
<tr>
<th>Stat</th>
<th>Max</th>
<th>Min</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>PHY</strong></td>
<td>SPD</td>
<td>STR</td>
</tr>
<tr>
<td><strong>AGI</strong></td>
<td>MAT</td>
<td>P+S</td>
</tr>
<tr>
<td><strong>INT</strong></td>
<td>ARC</td>
<td>PER</td>
</tr>
</tbody>
</table>

### Additional Weapon

**NAME**

**NOTES**

**AMMO**

### Ranged Weapons

<table>
<thead>
<tr>
<th>Name</th>
<th>Ring</th>
<th>Rat</th>
<th>Pow</th>
</tr>
</thead>
<tbody>
<tr>
<td>Notes</td>
<td></td>
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**Ammo**

### Melee Weapons

<table>
<thead>
<tr>
<th>Name</th>
<th>Mat</th>
<th>P+S</th>
</tr>
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</table>

**Ammo**

### Initiative

<table>
<thead>
<tr>
<th>SPD</th>
<th>PRW</th>
<th>MAT</th>
<th>PER</th>
<th>Total Init</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mat</td>
<td>P+S</td>
<td>Mat</td>
<td>P+S</td>
<td>Total Init</td>
</tr>
</tbody>
</table>

### Damage Capacity

**Physique**: +2 to attack rolls

**Agility**: +2 DEF and cannot upkeep spells

**Intellect**: –2 DEF and cannot upkeep spells

**Crippled Agility**: –2 to attack rolls

**Crippled Physique**: –2 DEF and cannot upkeep spells

### Skills

<table>
<thead>
<tr>
<th>Parent Set Value</th>
<th>Skill Level</th>
<th>Total</th>
</tr>
</thead>
</table>

- **Hand Weapon (PRW)**
- **Great Weapon (PRW)**
- **Pistol (POI)**
- **Rifle (POI)**
- **Detection (PER)**
- **Sneak (AGL)**
- **Command (Social)**

### Equipment Modifiers

<table>
<thead>
<tr>
<th>Armor</th>
<th>Shield</th>
<th>Arm or</th>
<th>Other</th>
<th>Total Armor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mat</td>
<td>P+S</td>
<td>Mat</td>
<td>P+S</td>
<td>Total Armor</td>
</tr>
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</table>

<table>
<thead>
<tr>
<th>Skill</th>
<th>Total CMD</th>
</tr>
</thead>
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</table>

### Current Feat Points

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

### Feat Points

Feat Points can be earned by:
- Critical success on a skill roll
- Destroy an enemy
- Remove a continuous effect
- Boost a non-combat skill roll
- Re-roll a failed roll
- Make a quick action
- Perform a relentless charge
- Perform a Run & Gun
- Perform a Two-Fister
- Perform a Heroic Dodge
- Parry
- Sprint
- Walk it Off

### Benefits & Abilities

<table>
<thead>
<tr>
<th>Name</th>
<th>Description/Notes</th>
<th>Page</th>
</tr>
</thead>
</table>

**Feat Points**

Feat Points can be spent to:
- Remove a continuous effect
- Boost a non-combat skill roll
- Re-roll a failed roll
- Make a quick action
- Perform a relentless charge
- Perform a Run & Gun
- Perform a Two-Fister
- Perform a Heroic Dodge
- Parry
- Sprint
- Walk it Off

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