







# WHAT IS IRONCLAW?

# If you've NEVER played a role-playing game before ...

To play the game of *Ironclaw*, you will assume a *role*. You will make up a *character* who lives in the fantasy land of Calabria. You will choose a name for your character, what sort of species they are (bat, cat, rat, etc.), and what sort of job they have (crafter, fighter, wizard, etc.).

One of you will be the *Host*, the director of the story. The Host tells you what's happening in the world, and to your character. Shop-keepers want to sell you things! Thieves want to steal your money! Monsters want to eat your face! Villains want to do bad things! Victims want your help against the forces of tyranny! As you pretend to be your role, you will tell the Host what you want to do, and the Host tells you whether it happens or not.

Just like how authors write a story, you and the Host will have to decide if what you want to do is possible or not. Many times, you will push your character to new heights of glory, uncertain of the outcome. To represent taking a chance, Ironclaw uses dice, those funny shaped things with the numbers on them. You've probably seen the cube-shaped, six-sided dice before. Ironclaw also uses four-sided, eight-sided, ten-sided, and twelve-sided dice. (The four-sided pyramids are a little weird – when you roll them, look at the number at the base, to see what you scored.) You will roll several dice at once, in all different shapes and sizes. If the text says "Roll 2d10, 3d6", then you roll two ten-sided dice and three six-sided dice and check out each number. Usually, only the highest number matters. Sometimes, the second- or third-highest numbers will matter. Don't add the dice together.

You start the game with ratings in general abilities called *Traits*. Your character is rated in strength and hardiness (*Body*), quickness and agility (*Speed*), smarts and wits (*Mind*), stubbornness and determination (*Will*), instinct and natural ability (*Species*), and training and schooling in their job (*Career*). Each Trait is measured with dice. The bigger your dice are – that is, the more sides they have – then the higher they can roll, so the better your character is at doing things.

You can improve your character by buying *Skills* – specialized dice for certain tasks like climbing, searching, building, sneaking, etc. – and by buying *Gifts* – new abilities that let you do things the non-gifted can't do, like cast mighty spells or perform amazing stunts.

Some abilities can only be used a limited number of times, or they require you to do something to refresh them. When a Gift *Exhausts*, you must Refresh it before you're allowed to us it again. Each Gift is different, and each one has different rules on how often it can be used.

Books, television, and movies often brush over long spreads of time, such as "Three weeks went by as Mavra searched for the book." But when an action sequence starts up, suddenly everything is described in great detail. "Mavra reached for her sword, her eyes quivering with rage, and she leveled the point against the charging bandit, and she barked a strangled curse." *Ironclaw* will often use *narrative time* to breeze through long periods of time, but then will switch into *combat time* to describe a fight scene blow by blow. When a fight starts, each Player will get a turn to do something – well, two somethings, actually, which are called *Actions*. There's lots of rules for what Actions do, and they're covered in the *Combat* chapter, but the main rule is that you can do two things, as long as they're *different* things.

*Ironclaw* is an action game, so there will be lots of fighting. As people get hit, they will become hurt, they will lose the will to fight, and they may even be killed. Just like how the main character doesn't get bumped off in the first five minutes of the story, your character begins the game with some special abilities to protect them ... but be careful! It will take quick wits, skillful planning, and a heroic attitude to win the day.

This book may look intimidating, with all the rules, but most of this stuff only comes up in rare cases. And in the end, there's only one golden rule to role-playing: **Have fun!** 

# If you've played a COMPUTER role-playing game before ...

One player acts as the *Game Host*. He or she is the moderator who decides what content will be available in the game, what rules are in effect, how those rules should be played out. As a *Player*, you declare what you want to do, and the Host tells you how it plays out. The Host says what goes and what doesn't.

Ironclaw is a story-based game. What you did yesterday will affect what folks think of you today. Many computer games have locked doors, obstructed passageways, or even invisible walls that block your progress ... and the people in the world are just props, they don't remember who you are nor have any opinions about you. In Ironclaw, the only limits are your



imagination: you can go anywhere and talk to anyone, making new friends ... and maybe new enemies.

Ironclaw gives characters several special abilities, called *Gifts*. Many Gifts grant special abilities that *Exhaust* the Gift – you'll have to Refresh the Gift before you can use it again. When an ability can Refresh will vary; some Gifts have long cool-down times, others can be Refreshed in the middle of a fight.

Funny-shaped *dice* will be used, to add random elements to the game. If the text says "Roll 2d10, 3d6", then you roll two ten-sided dice and three six-sided dice and check out each number. Usually, only the highest number matters. Sometimes, the second- or third-highest numbers will matter. Don't add the dice together.

*Ironclaw* has two kinds of time: "narrative time" and "combat time." Narrative time is more like a cut scene, where characters establish things that they'll do, or talk about things related to their personalities. Game time is rigidly measured out in hours, minutes, or even 6-second increments (called *rounds*), and what you declare, at what time, is very important.

Combat is turn-based, with one side taking all of their actions, and then another side taking all of theirs. Each side can take their turns in whatever order they want ... so usually the healers go first, to remove bad statuses from the fighters, and then the fighters attack.

Being hit in combat causes *Reeling* – a de-buff status that lowers your defenses and makes you lose one of your actions. It's quite possible for a character to get stunlocked and to be beaten up by an angry mob. To prevent stun-locking, you must be really good at countering, or you must fight at range, or you must have some really good healers on your side. Any character can attempt to remove Reeling, using their Will and Leadership ... so it's a good idea to have one or two members in your party who have strong Will and great Leadership!

Area-of-effect attacks are rare, but many of them have friendly fire. Don't drop a grenade in the middle of a fight if you might catch some of your friends in the blast!

Ironclaw is a point-based system, where characters earn Experience and then spend them to buy up their Skills and to buy new Gifts. Points are earned by surviving to the next Chapter, by good role-playing, and by completing objectives.

# If you've played a TABLETOP role-playing game before ...

The master of the game is called the *Host*. Everyone else is called a *Player*. Non-player-characters are divided up into *Major Characters* (who may have any special ability that the PCs can get) and *Minor Characters* (who are denied any major abilities, and thus could be taken out with one lucky hit.)

*Ironclaw* uses typical polyhedral dice. Usually, only the highest number matters. Sometimes, the second- or third-highest numbers will matter. Don't add the dice together.

Ironclaw divides combat into rounds, and each player takes a turn. First all the combatants on one side take their turns, then all the combatants on the other side take their turns. On your turn, you can declare two actions, which must be different. (For example, you can "dash" towards someone, then "attack" them, but you couldn't declare two attacks.) You can learn special abilities that increase the number of actions, or that let you combine actions, but the golden rule is "never the same action twice, on the same turn."

Ironclaw doesn't use hit points. Each character gains more and more bad statuses. At first, statuses just increase future damage ... but bigger damage results can make your character lose the will to fight, knock them down, or kill them.

Ironclaw is a point-based system, where characters earn Experience and then spend them to buy up their Skills and to buy new special abilities (called *Gifts*). Points are earned by surviving to the next point in the story or by good role-playing. Completing an objective can win you an entirely new Gift.

# If you've played a previous version of IRONCLAW before ...

Here's a guick guide to the major changes.

- **Fewer Skills, more Gifts.** There are only 26 skills, and that's it. Everything else is a Gift.
- ★ Lower starting abilities. You now start with 2d8, 3d6, and d4. You only start with 13 Marks to put in Skills, with a maximum of 3 Marks in any one Skill. (If that bothers your group, check out the Variant Rules for ideas on starting with more power.)
- Flat Costs. Skill Marks cost 4 experience, all Gifts cost 10 experience. All Gifts have the same cost, but many have requirements. Everyone starts the game with the same number of Gifts and Skill Marks.
- Bonuses and Penalties are more dice. A bonus for you is another die to roll. A penalty for you is a bonus die to the other side. No more bumping up die sizes, no more re-rolls.
- Exhaustions and Refreshes. Some Gifts grant abilities you can use any time you want. Other Gifts must be Exhausted, and then you must Refresh them before you can use any of their abilities again.
- ★ Faster Combat. There's no "ranks of initiative" ... there's no initiative rolling every round. Characters take their turns in the most logical order, and everyone gets two actions to decide what to do. (Recovering from Reeling is one action, so getting

## **IRONCLAW**



hit only makes you lose half your turn, not your whole turn.)

The standard melee defense is now the Counter-Attack: two combatants dice off, the winner hits the loser ... so something happens to somebody.

Your attack roll is also your damage roll. Every success you score to hit someone counts as +1 point of damage. Each weapon adds bonus damage to that. You still roll Soak dice, but now you count 4s or better as -1 point of damage, each.

Hit points have been replaced with status effects; being damaged can not only injure or kill, it can demoralize a combatant so they can't attack, which may end a fight.

- Magic. All Magic is handled by Gifts. There are no more Magic Points. Many magic spells are weapons that are readied, thrown, then readied again.
- **Re-training.** You can exchange Marks and Gifts for experience points, to change your character.

# CONTENTS

What is Ironclaw? 2
If you've NEVER played a role-playing game
before
If you've played a COMPUTER role-playing game
before
If you've played a TABLETOP role-playing
game before
If you've played a previous version of IRONCLAW
before3
Character Creation6
Starting Traits6
Starting Species7
Starting Career7
Starting Personality7
Starting Local Knowledge7
Add your 13 Skill Marks8
Add 3 Gifts 8
Add up your Skill Marks to determine Skill Dice9
Choose a Name9
Choose a Motto10
Choose a Starting Goal11
Choose your Equipment
Battle Array11
Species13
Species13
Careers33
Skills38
Skill Dice38
Skill Marks38
Descriptions of Skills39
Academics (Culture, Mental)40
Brawling (Physical)40
Climbing (Encumbered, Physical)40
Craft (Physical, Mental)40
Deceit (Culture, Social)41
Digging (Physical)41
Dodge (Encumbered, Physical)41
Endurance (Encumbered, Physical)41

	Gossip (Culture, Social)	42
	Inquiry (Culture, Social)	42
	Jumping (Encumbered, Physical)	42
	Leadership (Culture, Social)	43
	Mêlée Combat (Physical)	43
	Negotiation (Culture, Social)	43
	Observation (Mental)	44
	Presence (Social)	44
	Ranged Combat (Physical)	45
	Riding (Physical)	45
	Searching (Mental)	45
	Stealth (Encumbered, Physical, Mental)	45
	Supernatural (Mental)	46
	Swimming (Encumbered, Mental)	46
	Tactics (Physical, Mental)	47
	Throwing (Physical)	47
	Vehicles (Physical, Mental)	47
	Weather Sense (Physical, Mental)	47
c:	fts	10
91	Explanation of Gifts (Descriptors)	
	Opportunity Cost  Exhaustion and Refresh	
	Physical Gifts	
	Mental Gifts	
	Social Gifts	
	Trappings Gifts	
	Character Development Gifts Natural Gifts	
	Magical Gifts	91
EG	Quipment	95
	Money	95
	Finding Stuff	96
	Encumbrance	97
	Weapons	97
	Effects and Descriptors, Explained	107
	Armor	111
	Shields	

	Containers	112
	Food and Drink	113
	Garments	113
	Illumination	113
	Labor	113
7	Lodging	113
	Personal Items	114
	Transportation	114
	Trade gear	115
	Valuables	115
	Suggestions for Other Items	115
Н	ow to Play	116
	One Participant is the Game Host	.116
	Declare First; Claim Later	116
	The Funny-Shaped Things With the Numbers On	
	Them: Dice	117
	Your Highest Showing Die: The Score	.117
	Beating the odds: Successes	118
	Overwhelming Victory: Multiple Successes	118
	Facing off against someone: Dice-Rolling Contest	.118
	Rolling all ones: Botches	118
	Making Ties into Successes: Breaking a Tie	118
	Quotas	119
	Extra Dice for you: Bonus	119
	Extra dice for them: Penalty	119
	Getting Some Help: Assists	119
	Same Old, Same Old: Rotes	119
	Less-Than-Ideal Circumstances: Limits	.120
	Something for Nothing: Favor	120
C	ombat Rules	121
	Narrative Time vs. Combat Time	121
	Combat in a Nutshell	121
	The Set-Up	121
	Divide the Battle into Two Sides	121
	First, Refresh all Battle Gifts	121
	Ring the Bell to Start the Fight: Initiative	121
	The Side that Starts the Battle Goes First	
	When the Round Ends, deal with pending issues	122
	Taking your Turn	123

# IRONCLAW IRONCLAW

Actions	123
Descriptions of Actions	123
Focus Turn	126
Taking Action on Someone Else's Turn:	
Interrupt	126
Attacks	127
Threatening Zones and Defenses	128
Attacks vs. Defenses	130
Results	131
Attack vs. Resistance	132
Retreating and Pressing	133
Reeling	134
Damage	134
Recovery from Attacks	137
Scope of Attacks	138
Spot Rules and Variant Rules	139
Character Development	. 140
Experience	140
Beginning of play: The reading of the Mottos and	
Goals	140
Chapters	140
Goals	140
End of Session	140
Improving your Character: Spending Experience	141
Changing your Character: Retraining	141
Hosting the Game	. 137
Know the Theme of Your Game	137
Spot Rules	
Spot nuies	. 145
Movement	

Environment ...

The Avoirdupois	
The Bisclavret	. 161
The Doloreaux	. 163
The Phelan	. 165
Rinaldi	. 166
the Free City of Triskellian	. 167
Gazetteer	. <b>227</b>
Menagerie	. 254
Minor Characters	
Major Characters	258
Beasts of Burden	262
Untamed Beasts	265
Beings of Primoridal Material: Elementals	268
Lingering Phantoms of Emotion: Shades	271
That Which is Not Dead Can Eternal Lie: Undead	272
Ferocious Monsters of Battle: Goblins	277
Other Careers	. 279
Advanced Magic	. <b>28</b> 6
Journeyman Air Magic	286
Master Air Magic	287
Journeyman Earth Magic	288
Master Earth Magic	289
Journeyman Fire Magic	291
Master Fire Magic	292
Journeyman Water Magic	294
Master Water Magic	295
Course Chan Manie of the Dunius acon Academiu	207

Journeyman Cognoscente Magic	299
Master Cognoscente Magic	300
Journeyman White Magic	303
Master White Magic	307
Journeyman Thaumaturgy	308
Master Thaumaturgy	311
Using the Part for the Whole: Synecdoche	312
Ultimate Power Over Life and Death: Necromancy	312
Apprentice Necromancy	312
Journeyman Necromancy	313
Master Necromancy	315
Necromantic Weapons	316
The Wilding Way	317
Adventure: The Closing Of	
The City Gates	323
What Has Gone On Before	323
The Tale of How Our Heroes Came to Meet	323
The Tale of the Surly Watchmen	324
The Tale of the Bustling City	326
The Tale of the Roadside Ruffians	327
Dramatis Personæ	330
Appendix: Statuses	332
Appendix: Variant Rules	336
Appendix: Time	339
Times of Day	220
D M d IV	339
Days, Months, and Years	





# CHARACTER CREATION

Game Terms	
Career	Your character's job
Equipment	Stuff that your character carries around
Gift	A special advantage that the non-gifted don't have
Goal	An objective your character wants to accomplish
Mark	A measure of skill training
Motto	The slogan that your character lives by
Name	What they call your character
Personality	A Gift that grants a bonus d12 to a certain behavior
Skill	Key abilities in the game, rated by training
Species	Your character's genetic race
Trait	Body, Speed, Mind, & Will – measures of your ability

Here we'll talk you through the steps of making your own character.

## **Starting Traits**

You start with one d4, three d6s, and two d8s. Assign these traits to your Body, Speed, Mind, Will, Species, and Career.

#### What's the best way to assign your traits?

There is no one "right" answer for how to assign your Trait Dice, but we can give you some good advice.

An excellent strategy is to drop the first d8 into your Career. Your Career is what your character will be doing most, so you want to be as good at that, as you can be.

The second d8 is a little tricky: if you see your character as a muscle-bound type, put the d8 in Body; a fast and agile shooter, put the d8 in speed; a thinker and a learned sort, put the d8 in Mind; as a stubborn hero who never gives up, put the d8 in Will; or as a prime example of what it means to be the sort of critter that they are, put the d8 in Species.

Your character also has that d4 – a weak point in their character. If you see your character as thin or small, put the d4 in Body; as awkward or clumsy, put the d4 in Speed; as uneducated or simple, put the d4 in Mind; as indecisive and wimpy, put the d4 in Will; and as far more humanoid than bestial, put the d4 in Species.

And don't worry – if that d4 really bothers you, you can improve these Trait Dice later.

YOUR CHARACTER HAS SIX BASIC TRAITS THAT DEFINE JUST WHAT SORT OF PERSON THEY ARE. FOR EXAMPLE, YOU MIGHT DECIDE TO CREATE A CAT MERCENARY...



A CHARACTER WITH BIG DICE IN BODY, WILL, AND SPECIES WILL
BE A SAVAGE, BRUTAL WARRIOR. HE WOULD BE A POWERFUL
ATHLETE, HE COULD SNEAK THROUGH THE SHADOWS AND POLINCE
ON HIS FOES, THEN SAVAGE THEM WITH CLAWS AND TEETH. HE
WOULD RELY ON HIS NATURAL INSTINCTS, AND HE WOULD
PROBABLY LEAVE THE HEAVY THINKING TO OTHERS.



A CHARACTER WITH BIG DICE IN SPEED, MIND, AND CAREER WOULD BE A STEELY-EYED SOLDIER. HE WOULD BE VERY GOOD WITH WEAPONS AND ARMOR, AND HE WOULD BE SKILLED WITH TACTICS AND NEGOTIATION. HE WOULD PREFER TO THINK FIRST AND TO CHOOSE HIS BATTLES CAREFULLY.

THERE'S NO RIGHT OR WRONG WAY TO CHOOSE YOUR TRAITS.
THINK ABOUT WHAT YOUR CHARACTER WOULD BE LIKE, WHAT
THEIR STRENGTHS ARE, AND HOW THEY WOLLD DEAL WITH
PROBLEMS. AND MOST IMPORTANTLY, HAVE FUN!

## **Starting Species**

Choose your Species. Write down the three Gifts it gives you. Write down your Habitat, Cycle, Diet, Senses, and Weapons.

Find the Species column on the Skill List. Find the three skill rows that your Species Trait is included with. Write your Species Trait's die in each of the three rows, in the Species column.

#### What is the best Species to take?

Most people who play *Ironclaw* have a preferred species in mind: Cat, Fox, Raccoon, Horse, Rat, etc. Naturally, the best Species is the one that you are the most comfortable assuming as a role.

Other players will want to pick a Species that has a specific advantage for their character's role. For example, cats can be sneaky fighters who strike from the shadows ... squirrels can jump from tree-top to tree-top ... horses can carry heavy loads and run fast ... et cetera.

## **Starting Career**

Choose your Career. Write down the three Gifts it gives you.

If you get the same Gift twice, only write it down once, and instead give yourself "Increased Trait (of choice)". The Gift of Increased Trait lets you increase any Trait to the next die size.

Find the Career column on the Skill List. Find the three skill rows that your Career Trait is included with. Write your Career Trait's die in each of the three rows, in the Career column.

# **Starting Personality**

Everyone starts with a Personality Gift. Choose your Personality now, either from the suggested list below or just make one up, using one or two words.

The Personality Gift is the major defining feature of your character. Is your character a dashing hero, renowned for their boldness? Are they preening and vain, with pride that sometimes gets the better of them?

After playing your character for a while, you may decide on a different Personality. That's fine – you can change to a new Personality at no cost.

#### What personality should my character have?

If you're having trouble coming up with a Personality, here's a list of common suggestions.

- ↔ Altruistic, Selfless, or Self-Sacrificing
- ⇔ Bold, Dashing, or Reckless
- ⇔ Charitable, or Giving
- + Chaste, Abstinent, or Pure
- ⇔ Choleric, or Vengeful
- # Envious, or Jealous
- ⇔ Gluttonous, or Unrestrained
- ← Greedy
- ↔ Gregarious, or Friendly
- ↔ Humble
- ↔ Kind

- ↔ Naïve
- ↔ Obsequious, Sycophantic, or Flattering
- \* Patient
- ♦ Phlegmatic, or Listless
- \*\* Proud, or Vain
- Sanguine, Hopeful, or Optimistic
- **Selfish**
- ⇔ Slothful, or Lazy
- ➡ Sneaky, Duplicitous, or Deceptive
- ⇔ Sympathetic
- → Temperate, Ascetic, or Restrained
- ⇔ Wrathful, or Angry
- ↔ Zealous, Diligent, or Stubborn

In the world of *Ironclaw*, physicians and learned folk will describe *Choleric*, *Melancholy*, *Phlegmatic*, and *Sanguine* as the **Four Humors** — an "unbalanced" personality caused by a build-up of fluids in the body.

The popular religion known as the Church of s'Allumer condones the **Eight Virtues** of being Altruistic, Charitable, Chaste, Humble, Kind, Patient, Selfless, Temperate, and Zealous. These Personalities are admired by the pious and the righteous. On the other side of the coin, the Church condemns the Eight Vices of being Envious, Gluttonous, Greedy, Lustful, Proud, Selfish, Slothful, and Wrathful. Many church sermons speak out against such behavior.

## **Starting Local Knowledge**

Ask your Game Host where the game will be starting. When they tell you the place name, write that in under "Local Knowledge".



## Add your 13 Skill Marks

You may now place 13 Marks into any skills you want. You may *not* put more than 3 Marks per Skill.

Later, some Gifts may push you past the 3-Mark limit. For right now you can only put up to 3 Marks in a single Skill.

#### How should I assign my Skill Marks?

All Skills are good to have! Your character already starts with some dice to roll when using a few Skills — your character has a Species and a Career, and those Trait dice are included with several Skills. Marks can give you even more dice in Skills your character already has ... or the Marks can be in other abilities to make your character wiser in the ways of the world.

Some players may prefer the route of putting 1 Mark in each of 13 different Skills, becoming a jack-of-all-trades. A Skill roll carries the risk of catastrophic failure, known as a *Botch*. Botches are much, much more likely with Skills where the character has no training at all ... so even one Mark can make a big difference. Also, having that one Mark lets your character declare *Favorite Uses* for Skills, which can be a minor bonus.

Most of your foes will have dice no larger than d6. If you can get your Skill up to at least 3 Marks, you'll have a d8 to roll. In other words, if you want your skill to work against almost everyone you meet, put 3 Marks or more in it.

Some players will prefer the "minimaxing" route of picking four skills to have 3 Marks apiece. More Marks mean bigger dice, and bigger dice are always better.

Remember that you may only place up to three Marks in a single skill at this step, the character creation step. You'll earn more Marks as you play the game.

#### What Skills should I put Marks in?

Ask yourself what you think your character will be doing. Adventurers live dangerous lives, and that makes some skills more popular than others: *Dodge* to avoid being hit in combat, *Melee Combat* to use hand-to-hand weapons, *Ranged Combat* for shooting people, and *Brawling* for punching, kicking, clawing, and biting.

Skill Marks can also round out the weaknesses of some classes. If your Career lacks talking skills, you'll probably want to buy some *Gossip* and *Inquiry*. If you're worried about missing clues, consider *Observation* and *Searching*.

The bonus dice from Skill Marks stack with your Trait Dice ... so if you want to be the best at what you do, get high Traits and high Marks.

#### Later in the game, you can change Marks

Don't worry too much if you forget something. Your character will earn more Marks as you play the game. Also, you will be able to trade in Marks you're not using for extra points.

### Add 3 Gifts

You may add three Gifts of your choice. They can be any 3 Gifts that you meet the Requirements for.

# What Gifts can I take? What are Requirements?

Some Gifts are *Basic Gifts*. Any character can take these Gifts. There are no special requirements, prerequisites or other conditions.

Advanced Gifts will have one or more requirements – conditions that must be met before your character is allowed to have these Gifts. Sample requirements include:

- Another Gift. For example, you can't take the Gift of "Rapid Guard" unless you already have the Gift of "Veteran". If you don't already have the Veteran Gift, you will have to buy Veteran as one of your 3 starting Gifts, then buy Rapid Guard as another of your starting Gifts.
- \*\* A minimum Trait. For example, the Gift of "Animal Magnetism" requires "Species Trait of d10 or better". If your character's Species Trait is d10, or d12, then you may take the Gift. If the Trait is only d4, d6, or d8, you may not. You may use the Gift of "Increased Trait" to raise a Trait to the level you need.
- \*\* Special permission from the Game Host. For example, the gift of "Ordainment" would make your character a recognized priest or priestess of a popular religion. Such characters can be fun to play, but they also have big obligations. You and your Game Host should spend a minute or two to discuss what the Gift means and how it will affect your character.

When a Gift has multiple requirements, you must have all the requirements before you can take it. For example, the gift of "White Magic" requires both "Literacy" and "Cleric's Trappings". Your character must have both Gifts before they can take "White Magic".

#### What Gifts should I take?

As an adventurer, your character will live a dangerous life, so some Gifts will be more popular than others:

- ♣ Increased Trait If you're unsure what Gifts to take, then making your Trait Dice bigger is always good. The Gift of Increased Trait improves a die to the next size. For example, a Speed of d6 would become d8. Use Increased Trait to get rid of that d4 you start with, or to improve your Career Trait (since you'll be using your Career Die a lot).
- \*\* Literacy The world of Ironclaw is primitive, and there's no popular education. Characters without the Gift of Literacy cannot read at all! A few Careers, such as wizards, start with Literacy ... but most Careers don't. If you want your character to be able to read and write, take Literacy.
- Luck This Gift allows you to force a die to be re-rolled, taking the best of three throws. Luck can be a real life-saver. And since Luck works on almost any die roll, it can also fix your character's bad Skill rolls, making Luck a good buy for multitalented heroes.
- ★ Resolve Characters who get beaten up a lot learn how to walk it off. The Gift of Resolve lets you use your Will to resist damage. Fighting Careers start with Resolve, but it's a good buy for anyone who might take a hit.
- ★ Toughness Some folks are made of sterner stuff. The Gift of Toughness may be tapped to weaken damage done to your character. What's more, a character can take the Gift of Toughness multiple times, to weaken multiple hits.
- •• Veteran –The Gift of Veteran improves how your character aims at their targets and how they guard against attackers. Most fighting Careers start with Veteran; all would-be warriors should take it.

#### Some Gifts say "+1 Mark" to a Skill. These Gifts can push you over the 3-Mark Limit

For example, the Gift of Knack gives you +1 Mark to a Skill of your choice. If you already had 3 Marks in Stealth, then you now have 4. Only Gifts that grant Skill Marks can push you over the 3-Mark limit, at character creation. (After you start playing the game, there is no limit to Skill Marks.)

#### Later in the game, you can change Gifts

Don't worry too much about whether this Gift is better than that Gift, or if you're choosing the "wrong" Gifts. Your character will earn more Gifts as you play the game. Also, you will be able to trade in Gifts you're not using for extra points.

# Add up your Skill Marks to determine Skill Dice

After all Marks and Gifts are taken, you can now determine your Skill Dice. More Marks means more dice.

- **↔** 1 Mark = d4
- **↔** 2 Marks = d6
- $\leftrightarrow$  3 Marks = d8
- **↔** 4 Marks\* = d10
- **↔** 5 Marks\* = d12
- ↔ 6 Marks\* = d12, d4

\* At this step in your character's creation, more than 3 Marks is only possible if you have a Gift that adds Marks.

#### Dice from Skill Marks do not add to Traits

The extra dice you get from Skill Marks stay in their own column. For example, a Trait of "Species: Horse d6" would give you a d6 in Endurance. If you put 1 Mark in Endurance, you would have an extra d4, for a total of "d6, d4". (You do *not* have a d8.)

#### **Choose a Name**

Wow, did we actually get this far, and your character doesn't have a *name* yet? Let's fix that!

#### **Common Names**

Every character has at least one common name, so we know who is who in a crowd. Different regions of Calabria will have different naming conventions. Here's a listing of 52 names to help get you started.

Sample Fem	ale Names	Sample Male Names		
Abelinda	Nerilda	Alais	Nicephore	
Belamire	<b>Odelie</b>	Beauvais	Odilon	
Celestyna	Pierrine	Calixto	Petronius	
Damasile	Qerene	Dalvany	Quentilien	
Eldorienne	Renata	Echetone	Raguenot	
Franzoez	Stessy	Foucauld	Sauvaire	
Grilequin	Theognosia	Garion	Theudbald	
Hombelina	Ultragotha	Heracleus	Ulderic	
Irounia	Vigilia	Itamar	Vicente	
Javiere	Wynne	Jean-Matthieu	Wilmot	
Khalidah	Xavierre	Konhoyarn	Xever	
Lecheme	Yfame	Leofred	Yariv	
Magloirienne	Zozimene	Malaquias	Zemarchus	

#### Noble Surnames

Horses of noble birth will have the surname of their house: *Boulanger* or *Moulin*. An arrogant knight-errant might declare their last name to simply be *Avoirdupois*.



Noble foxes, especially grey ones, may be of the *Rinaldi* blood-line. The Rinaldi once ruled all of Calabria, but their house has fallen into deep decline. These days, the Rinaldi have all the privileges of nobility but none of the respect.

Boars of high privilege are Doloreaux.

Wolves of nobility are almost always *Bisclavret*, but often they may claim another house.

The Avoirdupois horses, Bisclavret wolves, and Doloreaux boars, are the three *Great Noble Houses*. The Great Houses recognize each other as peers. The Rinaldi foxes are the *First Great House*, and their patriarch, the *Don Rinaldi* or *High King Rinaldi*, is recognized by the Great Houses as the rightful ruler of all of Calabria.... Well, the letter of the law recognizes the Don, anyway. In reality, the Rinaldi have become so weakened that the Great Houses do as they want, fighting their battles amongst each other. Each Great King hopes to gain enough power so that he may declare himself High King and then crush any challengers to their title.

Not all horses, boars, and wolves need be of noble blood of a Great House. There are still tribes of commoners who serve their blooded masters. So yes, you can play a horse who isn't an Avoirdupois.

Dozens of other noble bloodlines exist. These Lesser Houses or Minor Houses have sworn fealty to a Great House. With the permission of the Game Host, you can make up your own Minor House, complete with its checkered history of marriages, fortunes, and scandals. The Gazeteer has a lot more details on the world, and it starts on page

#### **Nicknames**

Most commoners don't have a last name. Often, folks will earn *nicknames*, to tell them apart: "Young Pierre", "Fat Pierre", "Pierre the Polecat", "Pierre the Miller", "Pierre from Granvert", "One-Eyed Pierre", and so forth. Sometimes, the reason for the nickname is long gone, but the nickname sticks – for example, maybe "Old Pierre" died twenty years ago, and Young Pierre has since turned gray, but everyone still calls him that, so it sticks.

A proud character may try to start their own nickname, such as "Mavra the Ineluctable". Such nicknames will only stick if they keep working at it.

Sometimes someone will just pick up a nickname at the scene and use that for conversation. It's common knowledge that wizardry can be worked against someone, by means of knowing the target's name.

#### Forms of Address

What do you call someone in formal speech? How do you introduce yourself to strangers? The forms of

address in Calabria are numerous and strange. Here are some tips.

Only nobles – that is, characters with the Gift of Nobility – may be addressed as "Sir" or "Madam". There are numerous forms of address and how to say them – characters with the Gift of Etiquette will know how to speak with nobles without embarrassing themselves by using the wrong form of address.

Characters with the Gift of Ordainment are recognized priests and priestesses. The lowest-level ordinaries in the Church of s'Allumer are addressed as "Brother" or "Sister". Common clerics – that is, folks with s'Allumer careers who are not ordained – may be addressed as "Presbyter", such as "Presbyter John". Uneducated lay-folk may slur the words and say "Prester John". instead.

There are no men ordained in the Old Faith of the Doloreaux. Ordained women, known as *Hierarchs*, are addressed as "Blessed".

Commoners are addressed as "Good", such as "Good Hendrick, have you seen my purse?"

#### **Choose a Motto**

Your character's *Motto* represents their personal outlook on life. When you're not sure what a character would do, read the motto again, and then act accordingly.

# Mottos help you get into the role-playing mood

At the beginning of each play session, you and your fellow players will read your character's Motto out loud. Be enthusiastic! It's time to get into character.

#### Mottos help you earn Experience Points

At the end of the play session, you and your fellow players will once again read your Mottos, and then it's up to the Game Host to decide if your character lived up to the Motto. If your character kept to the spirit of their Motto, the Game Host will award 1 Experience Point.

#### Sample Mottos

Choose a motto that not only defines your character's outlook on the world, but also encourages taking some kind of action. Mottos earn points, so you want a motto that's broad enough to cover a variety of heroic acts, but is also one that says when and why your characters does the things that they do. Here are some examples:

- → "All for one and one for all."
- "Deeds, not words."
- "Discretion is the better part of valor."
- ⇔ "Dutv first."
- # "Failure is the mother of success."
- ← "First toil, then the grave."
- ↔ "First, do no harm."
- ← "Fortune favors the bold."
- ↔ "Honor in all things."
- "Justice will prevail"
- "Keep your faith alight, but keep your powder dry."
- # "Knowledge is belief, belief is power."
- ↔ "No one is above the law."
- "No one punishes me with impunity."
- "Nothing is done in this world until men are ready to die for it."
- → "Peace to all good people."
- "Success is the nobler brother of revenge."
- "There's always something new beyond the horizon."
- "When good folk do nothing, evil prevails."

## **Choose a Starting Goal**

Each character starts with one *Goal* that you get to pick. After character creation, only the Game Host may assign new Goals.

#### Sample Starting Goals

Your first Goal should be pretty simple. It should be the kind of Goal that starts you on the road to adventure. Here are some sample Goals. Pick one, or make your own:

- → Defeat a foe in combat.
- ← Get out of town.
- **↔** Get paid.
- ↔ Go on a real adventure.
- ↔ Help someone out of danger.
- ← Meet a real hero.

## **Choose your Equipment**

You may start with up to 8 stone (50 kg) of Cheap and Average equipment. You also begin the game with the Equipment listed in any Trappings Gifts you have taken.

You also start with loose change equal to the maximum that you could roll on your Career Die. For example, if your Career Die is d8, then you start with 8 coins, called *denarii*. Write that number down on your character sheet, in the "Money" section.

## **Battle Array**

The last step in Character Creation is to fill out the battle array. It's best to take a few minutes to fill this out before a fight starts, to avoid delaying the game.

Your *Initiative* is your *Speed & Mind Dice*. You roll these dice at the start of the battle to see how ready you are.

Your **Stride** is usually 1. Gifts can improve this. Your **Dash** is half of the maximum you could rol on your Speed Dice. (d4=2, d6=3, d8=4, d10=5, d12=6), with a +1 if your Body trait is *greater* than your Speed Trait. If you carry too meach gear and become Burdened, your Dash drops to zero.

Your **Sprint** is your Speed die. Sprint movement is random.

Your **Run** is the maximum you could roll on your Body die, plus the maximum you could roll on your Speed die, plus your Dash. For example, if your Body was d8 and your Speed was d4, then your Run would be 8+4+3. or 15.

For **Equipment**, you can start with as much Cheap and Average gear as is appropriate. Careers list the equipment they start with.

Your *Attack* dice vary from weapon to weapon. See the Equipment chapter for more details.

Your **Defenses** also vary, but everybody gets at least a **Dodge** defense, which is your *Speed die* and any *Dodge Dice* you have from Skills and the like.

Cover is from shields or cloaks (or magic)

Your **Soak** is your *Body die*. (If you have the Gift of Resolve, you may include your *Will die*, too).

Your **Armor** is from equipment. Most people prefer to list both their dice and their type of armor, such as "Leather d6". Some folks will wear two types of armor, such as "Leather & Cloth d6, d4", at the expense of their Dodge dice and their Dash.

As for *Money*, you start with *denarii* equal to your maximized Career die. So if you have a Career of d6, you start with 6 denarii.

STEP ONE: Choose your Traits. You may assign two d8s, three d6s, and one d4. Higher is better.

STEP TWO: Choose your Species. Fill in the blanks, as appropriate. In the Gifts section below, fill in your Species Gifts.

STEP THREE: Choose your Career. Fill in the blanks, as appropriate. In the Gifts section below, fill in your Species Gifts.

STEP FOUR: Choose your Personality. You may now claim a bonus dl2 to do something appropriate.

# welve steps to MAKE A CHARACTER

STEP EIGHT: Choose a Name. What do they call your character?

OMORPHIC FANTASY ROLE-PLAY SKILLS Marks Species Carner Academics . \_\_\_d4 . . Brawling . .

STEP FIVE: Choose your Local Knowledge. Ask your Game Host for suggestions.

VS EVILDO WITH ALLIN

Favorit

MISTORY.

WITH "CREATE

GIFTS

sonality: ZEALOUS

Species NIGHT VISION

Language; Calabrese Local Knowledge:

STEP SIX: Add thirteen Marks to skills. You may put up to 3 Marks in any one Skill.

Weather Sense d10

CHEAR ULTRASONIC AND QUIET NOISES)

(PARTIAL DARKNESS --> NO DARKNESS)

LAIPER ELEMENTAL MAGIC (USE E	LEMENTAL SPELLS & WEAPONS)		BATTL
LITERACY	(CAN READ AND WRITE)	X	100
LUCK (X TO RE-ROLL ONE	DIE 2 MORE TIMES, TAKE BEST)		CHAPTE
SECRETS OF AIR MAGIC	(EXTRA MAGIC REFRESH)	X	and the same
LIGHTNING BOLT	(AIM UPGRADES "CREATE AIR")	X	-
		$\overline{a}$	
/\		_0	
_/ \		_0	
_/ \			
STEP SEVEN: Choo You get 3 Specie Career Gifts, and Gifts of your	s Gifts, 3 then any 3		
		-8	
		_0	

EXPERIENCE OOO OOO OOO Spend 10 to buy a new Gift.

Species DANGER SENSE (DID TO INITIATIVE, OBSERVE DANGER)

ONE ELEMENTALIST'S TRAPPINGS: YELLOW (STUFF!)

MAVRA T **INELUCTABLE** RED FOX WARLOCK CARCER Age. 19 Gender: 🗣 Habitat, FOREST Senses: LISTEN: SMELL Helaht: 41 HANDS Weight: PRIVATE Diet: OMNIVORE Fyer AZURE Pel Distinguishing Characteristics DIFFEORS OPTIMENT FABILIDUS CLOTHES BODY ₽ 8PeeD 48 16 MIMDY

> PERSONAL MOTTO JUSTICE WILL PREVAIL

GOALS (up to three)

Pag (X for bonus U (2 on one appropriate coll)	e X	Refresh?	-Movement	Initiative: d12, d8, d6 (Speed & Mind Di
the most common language of Colobria)		Mark Law	Stride: 1 (1)	Dash: zero (1/2 Max Sneed
(banus d.) 2 for local-knowledge rolls)		44	Sprint: d8 (Speid die)	Run: 12 max speed + Dash,
egate Dying or Dead from failed Defense)		Respite	-Attack	Effect s
O INITIATIVE, OBSERVE DANGER)	X		ROD & CLOSE	dB, dG DAMAGE +:
ULTRASONIC AND QUIET NOISES)	X	-	CREATE AIR & MEDIUM	d10, d8 DAMAGE +2 CRITICAL
AL DARKNESS> NO DARKNESS)	X	List is	LIGHTNING BOLT & MED	
PINGS: YELLOW (STUFF!)		SPECIAL	47.4	Defense Dice Effect
ELEMENTAL SPELLS & WEAPONS)		BATTLE		1941101101101
(CAN READ AND WRITE)	X	135	Speed I/ Dodge Dice	d10, 2d8 Dodge
E DIE Z MORE TIMES, TAKE BEST)		CHAPTER	COUNTER W/ROD	dB, d6
(EXTRA MAGIC REFRESH)	X		PARRY W/ROD	d12, d8, d6 BLOCK MELLS
(AIM LIPGRADES "CREATE AIR")	[X]		-Soak; d6	(Body dice) Armor: LEATHER & Y.ROBE de
			Combat Modifiers Cov	
	000		X & USE AIM ACTION TO B	O CALL FORTH A "CREATE AIR" SPELL. IOTH AIM AND UPGRADE "CREATE AIR" TO ATTACK" ACTION TO LAUNCH SPELL. DEEPPS H TO USE ON ONE AIR MARIC RIET.

-Damage & Other Status any hit = O Reeling (penalty d8; no Counters) Burdened (Dash is zero, 1 hit = O Hurt (+1 damage) limit of d8 to Skills) 2 hits = O Afraid (contof attack or rally) O Over-Burdened (Burdened. 3 hits = () Injured (+1 damage) can't run, disadvantaged)

May Harte 2000 200 000 600 600 000 000 000 4 hits = O Dying (get lirst aid!) 5 hits = O Dead (beyond mortal help) 6 hits = O Overkilled (allies become Afraid) O Unconscious (helpless) O Sick (Reeling causes Knockdown)

000 000 000 000 000 000 000 Money: Orichalks Denarii: Quincunx: Aureals: (=24 D)

O Knockdown

(disadvantaged, can't retreat)

motivates your character?

STEP NINE: Choose a Motto. What

STEP TEN: Choose a Goal. What does your character want to do?

STEP ELEVEN: Choose your Equipment. Each Career lists starting gear, but you can add more.

STEP TWELVE: FIII out the Battle array. Write in your Initiative, Stride, Dash, Sprint, and Run. What are your Attacks? Defenses? Soak? Armor? You start with Đenarii equal to your max Career Die.

### **ANONYMOUS**

CATTLE	DOPPLESÖLDNER
Species d6	CAREER
Habitat: PLAINS	Age: <u>22</u> Gender: <u>Q</u>
Senses: SMELL, SPOT	Height: 26 HANDS Weight: 33 STONE
Diet: HERBIVORE	Eyes: BROWN Pelt: BROWN
Weapons: HOOVES, HORNS	Distinguishing Characteristics:
- (St.)	ALL BUSINESS,
Cycle: DAY	ALL THE TIME
Second Second	
BODY	SPEED
Be	
d 12	\d6
	300
- TA EL SIANE	
	A ANO
d6	1 / d 6
MIND	AWILL
PERSON	AL 700TTO
FIRST TOU T	HEN THE GRAVE
FIRST TOIL, TI	HEN THE GRAVE
GOALS (up to three)	
que to unech	

Favorite Use	Marks	<b>3</b> KILLS		)ice trom . Species .	•
		Academics			
WITH CESTUS	///	Brawling	d8		Ĺ
		_ 🖽 Climbing 🎛 _			İ
LEATHERWORKING	/	Craft	d4		İ
		Deceit			İ
		Digging			İ
VS. MAGIC	///	_ . 亜 Dodge 亜. _	d8		d4
		<b>⊞</b> Endurance <b>⊞</b>		d6	d4
LOOKING FOR WORK	/	Gossip	d4		
		Inquiry			
		<b>■</b> Jumping <b>■</b>			
VS. SUPERIOR ODDS	///	. Leadership .	d8		
		Mêlée Combat			d4
		. Negotiation			
		. Observation			
		Presence			
		Ranged Combat			
		Riding			
		Searching .			
		. 🏚 Stealth 🛱			
ELEMENTALISM	/	. Supernatural	d4		
		Swimming #			
WITH HORNS	/	Tactics	d4	d6	
		Throwing .			
		Vehicles			
		Weather Sense		d6	
	(Marks:	One=d4,Two=d6,Three=	d8, Four=d	10, Five=0	112, Six=d12,d4, etc.

<b>4</b> . •	rage	Λ	Keiresii
Personality: INSCRUTABLE	(X for bonus d12 on one appropriate roll)		Respite
Language: Calabrese	(Speak the most common language of Calabria)		
Local Knowledge:	(bonus d12 for local-knowledge rolls)		
Combat Save	(X to negate Dying or Dead from failed Defense)		Respite
species <b>CHARGING STRIKE</b>	(MOVE DG PACES, THEN ATTACK)	X	
species INCREASED TRAIS	T: BODY (+1 DIE SIZE TO BODY)	X	
pecies <b>STRENGTH</b>	(BONUS D8 TO ATTACK)	X	
Career <i>RESOLVE</i>	(INCLUDE WILL DIE WITH SOAK DICE)	X	
areer INCREASED TRAIT	T: BODY* (+1 DIE SIZE TO BODY)	X	
areer <b>VETERAN</b> (	AIM OR GUARD ADDS BONUS D12, NOT D8)	X	
ANONYMOUS	(HAS NO NAME, D12 MAGIC RESISTANCE)		SPECIAL
BRAWLING FIGHT	ER (COUNTER, PARRY WITH BRAWLING)	X	
GIANT	(IMPROVED REACH, CARRYING CAPACITY)	X	
*BOTH SPECIES AND CA	AREER INCLUDE "STRENGTH", SO ANONYMOUS		
HAS SUBSTITUTED "IN	CREASED TRAIT: BODY".		
			I

BATTLE	Initiative: 2d6	(Speed & Mind Dice)
<b>Stride</b> : 1 (1)	<b>Dash:</b> 4 (1/2 Max Spe	ed, +1 if Body>Speed)
Sprint: d6 (Speed die)	Run: 22 (Max Body	+ Max Speed + Dash)
-Attack	Attack Dice	ffect
CESTUS @ CLOSE, REACH	d12, 2d8	DAMAGE +2
HOOVES @ CLOSE, REACH	d12, 2d8, d6 DAM	MAGE +1 CRITICAL
HORNS @ CLOSE, REACH	d12, 2d8, d6 DAM	AGE +1 IMPALING
- Defense	Defense Dice	ffect
Speed & Dodge Dice	10 10 111	Oodge
speed & bodge bice	d8, d6, d4	Jouge
COUNTER w/HORNS		AGE +1 IMPALING
<u> </u>		
COUNTER w/HORNS	d12, d8, d6 DAM	AGE +1 IMPALING BLOCK MELEE
COUNTER w/HORNS PARRY w/CESTUS	d12, d8, d6 DAM 2d12, d8  (Body dice) Armor: LEA er Dice, Gifts, etc.) M2 TO ATTACK S D12 TO DEFEND FOE, MOVE D6 PACES AT	AGE +1 IMPALING BLOCK MELEE ATHER d6
COUNTER w/HORNS PARRY w/CESTUS Soak: d12, d6 Combat Modifiers (COV AIM ACTION ADDS BONUS D GUARD ACTION ADDS BONUS C CHARGING STRIKE: DECLARE	d12, d8, d6 DAM 2d12, d8  (Body dice) Armor: LEA er Dice, Gifts, etc.)  M2 TO ATTACK S D12 TO DEFEND FOE, MOVE D6 PACES AT CCE	AGE +1 IMPALING BLOCK MELEE ATHER d6
COUNTER w/HORNS PARRY w/CESTUS Soak: d12, d6 Combat Modifiers (Cov AIM ACTION ADDS BONUS D GUARD ACTION ADDS BONUS C CHARGING STRIKE: DECLARE BONUS D12 MAGIC RESISTAN	d12, d8, d6 DAM 2d12, d8 (Body dice) Armor: LEA er Dice, Gifts, etc.) 2d TO ATTACK S D12 TO DEFEND FOE, MOVE D6 PACES AT CE tus	AGE +1 IMPALING BLOCK MELEE ATHER d6

Money: Orichalks	Denarii:	Quincunx:	Aureals:
(=1/12 Đ	(=1 Đ)	(=3 Đ)	(=24 Đ)

Healing Quota 000 000 000 000 000 000

Healing Quota 000 000 000 000 000 000

Over-Burdened (Burdened,

can't run, disadvantaged)

(disadvantaged, can't retreat)

O Unconscious (helpless)

○ Knockdown

**2 hits** = • **Afraid** (cannot attack or rally)

3 hits  $= \bigcirc$  Injured (+1 damage)

**4 hits**  $= \bigcirc$  **Dying** (get first aid!)

**5 hits** = O **Dead** (beyond mortal help)

○ **Sick** (*Reeling causes Knockdown*)

**6 hits** = • **Overkilled** (allies become Afraid)

# TRONGLAD ANTHROPOMORPHIC FANTASY ROLE-PLAY

Dice from: **Favorite Use** Marks **BKILLS** Marks ... Species ... Career . . Academics . d4 .. Brawling .. WITH HOOVES Climbing # . . . . Craft . . . . . . Deceit . . . ... Digging .. d8 . 🎛 Dodge 🏗 . dB VS. RANGED COMBAT d6 **■** Endurance **■** ... Gossip ... ... Inquiry ... **■** Jumping **■ d6** . Leadership . VS. SUPERIOR ODDS /// dВ Mêlée Combat dB WITH MY FALCHION d4 . Negotiation RANSOMS & TRIBUTE . Observation .. Presence .. d4 ROUSING SPEECHES **Ranged Combat** ... Riding ... .. Searching . . 🖽 Stealth 🏗 . Supernatural E Swimming d4 **d6** ... Tactics ... FTER A RALLY .. Throwing . .. Vehicles ..

**Weather Sense** 

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12, d4, etc.)

qur 18	Page	? X	Ketresh
Personality: HONORABLE	(X for bonus d12 on one appropriate roll)		Respite
Language: Calabrese	(Speak the most common language of Calabria)		
Local Knowledge:	(bonus d12 for local-knowledge rolls)		
Combat Save	(X to negate Dying or Dead from failed Defense)		Respite
Species <b>FAST MOVER</b>	(+1 STRIDE, +2 DASH, +6 RUN)	X	
Species INCREASED TRAI	T: BODY (+1 DIE SIZE TO BODY)	X	
Species <b>STRENGTH</b>	(BONUS D8 TO ATTACK)	X	
Career <b>ETIQUETTE</b>	(BONUS D12 IN HIGH SOCIETY)	X	
Career <b>NOBILITY</b> (	ENTITLED TO PRIVILEGES OF UPPER CLASS)	_ 🔲	INFLUENCE
Career <b>VETERAN</b>	(AIM OR GUARD ADDS BONUS D12, NOT D8)	X	
ARTFUL DODGER	(BONUS D12 DODGE @ MEDIUM RANGE)	X	
KNIGHT'S TRAPPI	NGS (EXTRA INVENTORY)	_ 🔲	SPECIAL
SHIELD FIGHTER	(SHIELD COVER DIE BOOSTED TO D12)	X	
		_ 🔲	<u> </u>
		_ 🔲	
		_ 🔲	<u> </u>
		_ 🔲	
		_ 🔲	
		_ 🔲	
		_	

NAME: ANTON D'AVOIRDUPOIS

	HORSE	KNIG	SHT-ERRANT
SPE	CIES d6	d 8 CAF	REER
Habitat: PLAINS	<u>;                                    </u>	Age: <u>18</u>	Gender: <u></u>
Senses: SPOT	<b>k</b>		NDS Weight: 21 STONE
Diet: HERBIVORI			IN Pelt: BROWN
. Weapons: HOOV		Distingui	ishing Characteristics: FLOWING MANE,
Cycle: DAY			HEROIC CHIN
BODY	P Col		SPEED
d 10		100	46
1 1 Jan			
	TO TO		and My
d 4			16
MIND			WILL
	PERSON	AL 700TTO	
	HONOR IN	ALL THING	5
	 J		
TABLE	(up to three)		
GONLS	(up to three)		
1			
2			
3			
()			>

BATTLE	Initiative: d6	, d4	(Speed & Mind Dice)
-Movement			
<b>Stride</b> : <b>2</b> (1)	Dash: zero (	½ Max S <sub>l</sub>	peed, +1 if Body>Speed)
Sprint: <u>d6</u> (Speed die,	Run: 16	(Мах Во	dy + Max Speed + Dash)
-Attack	Attack Dice		Effect
FALCHION @ CLOSE	d10, 3d8		DMG +2 CRITICAL
SHORTBOW @ MEDILIM	d6, d8		DAMAGE +1
HOOVES @ CLOSE	2d6		DMG +1 CRITICAL
- Defense <b></b>	■ Defense Dice ■		Effect
Speed & Dodge Dice	d12, 2d8, d	16	Dodge
COUNTER w/FALCHION	d10, 2d8		DMG +2, CRITICAL
PARRY w/FALCHION	d12, d10, 2	8b?	BLOCK MELEE
-Soak: d10	_(Body dice) <b>Arm</b>	or: PLA	TE & LEATHER d10, d
SHIELD GRANTS BONUS DI AIM ACTION ADDS BONUS GUARD ACTION ADDS BON BONUS DI2 CONCEALMENT	D12 TO ATTACK NUS D12 TO DEFE	END	
Damage & Other Sta	ıtus 📉		
any hit = $\bigcirc$ Reeling (penalty 1 hit = $\bigcirc$ Hurt (+1 damage	d8; no Counters) e)	limi	dened (Dash is zero, t of d8 to ∰ Skills)
2 hits = O Afraid (cannot attack or rally) Over-Burdened (Burdened,			,
3 hits = O Injured (+1 dam	3 .	can	t run, disadvantaged)
Healing Quota OOO OOC  4 hits = O Dying (get first ai		000 0 Vna	ckdown
5 hits = O Dead (beyond mo	*		ntaged, can't retreat)
6 hits = O Overkilled (allies			onscious (helpless)
Sick (Reeling causes Knockd		J VIII	onstrus (napiess)
111		000	000 000 000

Money: Orichalks

Denarii:\_

(=1/12 Đ)

Aureals:\_

(=24Đ)

 $(=3 \, \text{D})$ 

Quincunx:\_

(=1Đ)

### **ANNUSHKA**

DAI / IIIIONO	J.C. MESSENGER
species d8	d 6 CAREER
Habitat: FOREST	Age: <u>18</u> Gender: $\overline{Q}$
Senses: SMELL, SPOT	Height: 8 HANDS Weight: 6 STONE
Diet: CARNIVORE	Eyes: BLUE Pelt: BROWN
Weapons: CLAWS, TEETH	Distinguishing Characteristics:
Cycle: TWILIGHT	CONSTANT MOTION,
- Cycle. IVILIONI	CONSTANT SMILE
The feel of	
BODY	SPEED
d 4 %	\\d 10
- LA JANE	
	2200
d 6	46
- as	700
MA	WILL
MIND	AWIE
PERSON	AL 7NOTTO
KNOW NO FEAR	SERVE WITH JOY
GOALS (up to three)	
_ I	
<b>2.</b>	
3	

Favorite Use	Marks	<b>SKILLS</b>	E Marks	ice from Species	
MEDICINE	/	Academics	d4		
		Brawling			<u> </u>
		# Climbing #		d6	<u> </u>
TAILORING	/	Craft	d4		<u> </u>
		Deceit			İ
		Digging			
WHILE FLYING	111	. 🏚 Dodge 🏗 .	d8		
LONG-DISTANCE TRAVEL	/	# Endurance #	d4		d6
FINDING ADDRESSES	/	Gossip	d4		d6
FINDING ADDRESSES	/	Inquiry	d4		<u> </u>
		🖪 Jumping 🖺 🔃	j		İ
WHILE FLYING	///	. Leadership .	d8		
		Mêlée Combat			<u> </u>
		. Negotiation			İ
FINDING ADDRESSES	/	. Observation	d4		d6
		Presence			
WITH SLING	/	Ranged Combat _	d4		İ
		Riding			
		Searching .		d6	
	İ	. 🎛 Stealth 🏗	ľ		
		. Supernatural			
		<b>■</b> Swimming <b>■</b>			
		Tactics			
		Throwing .			
		Vehicles			
	i	Weather Sense		d6	i
	(Marks: 0	na—d1 Two—d6 Three—	d8 Four-d1	0 Fivo-	d12 Siv—d12 d4 atc

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12, d4, etc.)

dir 10	Page	e X	Kefresh
Personality: EFFERVESCENT	(X for bonus d12 on one appropriate roll)		Respite
Language: Calabrese	(Speak the most common language of Calabria)		
Local Knowledge:	(bonus d12 for local-knowledge rolls)		
Combat Save	(X to negate Dying or Dead from failed Defense)	_ 🗆	Respite
pecies <b>ECHOLOCATION</b>	(NEGATE CONCEALMENT WITH SONAR)	X	
pecies <i>FLIGHT</i>	(X TO FLY REMEMBER TO REFRESH!)	_ 🗆	BATTLE
pecies <b>PREHENSILE FEET</b>	(FEET ARE 2 EXTRA OFF HANDS)	X	
areer <b>DEAD RECKONING</b>	(D12 TO NAVIGATE BY LANDMARKS)	X	
areer <i>GEOGRAPHY</i>	(D12 TO KNOW WHERE PLACES ARE)	X	
areer <i>HIKING</i> (1	BONUS D12 FOR LONG DISTANCE TRAVEL)	X	
FLYING FIGHTER	(EXTRA REFRESH ACTION FOR FLIGHT)	X	
INCREASED TRAIT	: SPEED (+1 DIE SIZE TO SPEED)	X	
LUCK (X TO RE-R	OLL ONE DIE 2 MORE TIMES, TAKE BEST)		CHAPTER
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BATTLE	Initiative: d	8, d6 (Speed & Mind Dice)
- Movement	·	·
Stride: WALK 1; FLY 4	Dash: WALK 5	5; FLY 5 (Speed, +1 if Body>Speed)
Sprint: WALK d10; FLY d10,d8	Run: WALK 19	9; FLY 31 ody + Max Speed + Dash)
- Attack	Attack Dice	Effect
SLING @ SHORT	d10, d4	
SHORTSWORD @ CLOSE	d8, d4	DAMAGE +1 IMPALING
CLAWS @ CLOSE	d8, d4	DAMAGE +1 CRITICAL
- Defense	■ Defense Dice	Effect ———
Speed & Dodge Dice	d10, d8	Dodge
COUNTER w/SWORD	d8, d4	DAMAGE +1 IMPALING
PARRY w/SWORD	d8, d4	BLOCK MELEE
-Soak: d6	(Body dice) Ar	mor: LEATHER d6
	-1 / /	
Combat Modifiers (Cov	,	S, etc.) ————————————————————————————————————

Combat Modifiers (Cover Dice, Gifts,	etc)
TO FLY, X FLIGHT. TO STAY IN THE AIR, USE	,
YOU HAVE ONE EXTRA "REFRESH FLIGHT"	
START YOUR TURN FLYING? FLY D4 PACES I	
MOVED DIRECTION, OR YOU WILL CRASH.	
-Damage & Other Status	
any hit = ○ Reeling (penalty d8; no Counters)	O Burdened (Dash is zero,
1 hit $= \bigcirc$ Hurt $(+1 damage)$	limit of d8 to 🖶 Skills)
<b>2 hits</b> = • Afraid (cannot attack or rally)	O Over-Burdened (Burdened,
3 hits $= \bigcirc$ Injured (+1 damage)	can't run, disadvantaged)
Healing Quota 000 000 000	000 000 000 000
<b>4 hits</b> $= \bigcirc$ <b>Dying</b> (get first aid!)	○ Knockdown
<b>5 hits</b> $= \bigcirc$ <b>Dead</b> (beyond mortal help)	(disadvantaged, can't retreat)
<b>6 hits</b> = $\bigcirc$ <b>Overkilled</b> (allies become Afraid)	Unconscious (helpless)
○ <b>Sick</b> (Reeling causes Knockdown)	
Healing Quota 000 000 000	000 000 000 000
Managa Orighalla Danavii O	uin aunu. Aurania
Money: Orichalks Denarii: Q	
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(=24Đ)

# TRONCLAV ANTHROPOMORPHIC FANTASY ROLE-PLAY

#### Dice from: Marks ... Species ... Career SKILLS **Favorite Use** Marks . . Academics . . . Brawling . . dВ WITH CLAWS /// Climbing # . . . . Craft . . . . . . Deceit . . . ... Digging .. . 🖶 Dodge 🏗 . d8 VS. RANGED COMBAT **■** Endurance **■** d6 d4 . . . Gossip . . . ... Inquiry ... **■** Jumping **■ d6** . Leadership . dВ WHEN HOWLING /// Mêlée Combat . Negotiation . Observation d4 .. Presence .. WHEN HOWLING **Ranged Combat** ... Riding ... .. Searching . TRACKING . 🖽 Stealth 🏗 d4 . Supernatural d4 IN THE FOREST **■** Swimming **■** ... Tactics ... d4 d6 WITH TEETH .. Throwing . .. Vehicles ..

**Weather Sense** 

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12, d4, etc.

Pèrsonality: SAVAGE Language: Calabrese Local Knowledge: Combat Save Species HIKING Species HOWLING Species TRACKING Career DEAD RECKONII. Career INCREASED TR Career RESOLVE INVULNERABLE	(Speak the (X to negate (BONLIS D12 (D12 TO SCAR (B NG (D12 PAIT: BODY* (INCLIE HIDE†	r bonus d12 on one appropriations tommon language of Calcibonus d12 for local-knowledge by Digna or Dead from failed Defection of the Defectio	abria) rolls) fense) AVEL) DISE) AILS) RKS) DOPY)	X X X X	Respite Respite
Local Knowledge: Combat Save Species HIKING Species HOWLING Species TRACKING Career DEAD RECKONII Career INCREASED TR Career RESOLVE	(X to negating the control of the co	bonus d12 for local-knowledge e Dying or Dead from failed Det FOR LONG DISTANCE TRA E WHEN MAKING LOUD NO ONUS D12 TO FOLLOW TR. TO NAVIGATE BY LANDMA (+1 DIE SIZE TO BO LUDE WILL DIE WITH SOAK I	rolls) fense) AVEL) DISE) AILS) RKS) DOPY)	X X X	
Combat Save Species HIKING Species HOWLING Species TRACKING Career DEAD RECKONI Career INCREASED TR Career RESOLVE	(X to negating to the property of the property	e Dying or Dead from failed Det FOR LONG DISTANCE TRA E WHEN MAKING LOUD NO ONUS D12 TO FOLLOW TRA TO NAVIGATE BY LANDMA (+1 DIE SIZE TO BO LUDE WILL DIE WITH SOAK I (X TO SUBTRACT 1 DAM	VEL) DISE) AILS) RKS) DIOPY)	X X X	
Species HIKING Species HOWLING Species TRACKING Career DEAD RECKONII Career INCREASED TR Career RESOLVE	(BONUS D12 (D12 TO SCAR (B NG (D12 AIT: BODY* (INCL E HIDE†	FOR LONG DISTANCE TRA E WHEN MAKING LOUD NO ONUS D12 TO FOLLOW TRA TO NAVIGATE BY LANDMA  (+1 DIE SIZE TO BO  JDE WILL DIE WITH SOAK I  (X TO SUBTRACT 1 DAM	AVEL) DISE) AILS) RKS) DDY) DICE)	X X X	
Species HOWLING Species TRACKING Career DEAD RECKONII Career INCREASED TR Career RESOLVE	(D12 TO SCAR (B1) (D6) (D12) (AIT: BODY* (INCL) E HIDE†	E WHEN MAKING LOUD NO ONUS D12 TO FOLLOW TRA TO NAVIGATE BY LANDMA (+1 DIE SIZE TO BO JDE WILL DIE WITH SOAK I (X TO SUBTRACT 1 DAM	DISE) AILS) RKS) DDY) DICE)	X X X	-
Species TRACKING  Career DEAD RECKONII  Career INCREASED TR  Career RESOLVE	(B NG (D12 PAIT: BODY* (INCL E HIDE†	ONUS D12 TO FOLLOW TRA TO NAVIGATE BY LANDMA (+1 DIE SIZE TO BO JDE WILL DIE WITH SOAK I (X TO SUBTRACT 1 DAM	AILS) RKS) ODY) DICE)	X	
Career DEAD RECKONIA Career INCREASED TR Career RESOLVE	NG (D12 PAIT: BODY* (INCL E HIDE† ESS†	TO NAVIGATE BY LANDMA (+1 DIE SIZE TO BO JDE WILL DIE WITH SOAK I (X TO SUBTRACT 1 DAM	RKS) ODY) DICE)	X	 - 
Career INCREASED TR Career RESOLVE	PAIT: BODY*  (INCLI E HIDE† ESS†	(+1 DIE SIZE TO BO JDE WILL DIE WITH SOAK I (X TO SUBTRACT 1 DAM	ODY)	X	
Career <b>RESOLVE</b>	(INCL E <i>HIDE</i> † ESS†	JDE WILL DIE WITH SOAK I	DICE)		
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INVULNERABLE	ESS†		AGE)	=	
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ame:	BEAGEN FÍOCHMHARA

	WOLF			SCOUT	
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Habitat: FO		_	_	e:_266	
	EN, SMELL	A	9 D		eight: 20 STONE
Diet: OMNIV	LAWS, TEETH	— <b>%</b>	Eyes: R		lt: SLATE
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Cycle: NIGHT	r		NE END		MANY TEETH
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TOAL	<b>S</b> (up to t	three)			
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2					
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c.)					>
··/ <del>*</del>	-				

PATTLE	Initiative: <u>20</u>	(Speed	1 & Mind Dice)
-Movement			>
<b>Stride</b> : (1)	Dash: 4	(½ Max Speed, +1 if Bo	ndy>Speed)
Sprint: <u>d6</u> (Speed die,	Run: 20	_(Max Body + Max Spe	eed + Dash)
-Attack	Attack Dice	Effect	
CLAWS @ CLOSE	d10, 2d8	DAMAGE +1	CRITICAL
TEETH @ CLOSE	d10, 2d8	DAMAGE +1,	GRAPPLE
DISARM @ CLOSE	d10, d8 [	AMAGE +1 WEAK	, DISARM
-Defense	■ Defense Dice	Effect -	>
Speed & Dodge Dice	d8, d6	Dodge	
<del></del>			
-Soak: d10, d6	_(Body dice) <b>Arr</b>	nor: NONE	
Combat Modifiers (Cov X INVULNERABLE HIDE X RELENTLESS TO INSTI- EACH TURN, EXTRA "REFI INVULNERABLE HIDE OR RI - Damage & Other Sta	TO NEGATE ON ANTLY REMOVE RESH" ACTION ELENTLESSNES	NE POINT OF DAMAG REELING 1, ONLY TO REFRES	
any hit $= \bigcirc$ Reeling (penalty		O Burdened (Dasi	n is zara
1 hit $= \bigcirc$ Hurt (+1 damage		limit of d8 to	,
2 hits = O Afraid (cannot at		Over-Burdened	,
3 hits = $\bigcirc$ Injured (+1 dam	age)	can't run, disadv	. ,
Healing Quota 000 000	-		,
4 hits = ○ Dying (get first ai	'd!)	○ Knockdown	
5 hits = O Dead (beyond mo	rtal help)	(disadvantaged, can't	retreat)
<b>6 hits</b> $=$ $\bigcirc$ <b>Overkilled</b> (alliest	become Afraid)	O Unconscious (h	elpless)
O Sick (Reeling causes Knockd Healing Quota		0000000	00000
Money: Orichalks De	enarii :	uincunx: Aurea	s:

(=1Đ)

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(=24Đ)

(=1/12 Đ)

# ERONGLAV ANTHROPOMORPHIC FANTASY ROLE-PLAY

Dice from: SKILLS **Favorite Use** Marks Marks ... Species ... Career . . Academics . MEDICINE .. Brawling .. d6 **■** Climbing **■** . . . . Craft . . . d4 WOODWORKING . . . Deceit . . . ... Digging ... **d6** . 🎛 Dodge 🏗 . d8 d8 VS. MELEE dВ **■** Endurance **■** ... Gossip ... ... Inquiry ... **■** Jumping **■ d6** . Leadership . dВ IN THE FOREST Mêlée Combat WITH SHORTSWORD . Negotiation . Observation .. Presence .. **Ranged Combat** d10 WITH LONGBOW //// ... Riding ... d4 .. Searching . TRACKING . 🖽 Stealth 🏗 . Supernatural **■** Swimming **■** ... Tactics ... .. Throwing . .. Vehicles ..

**Weather Sense** 

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12, d4, etc.)

qii i G	rage	X	Ketresn
Personality: WRATHFUL	(X for bonus d12 on one appropriate roll)		Respite
Language: Calabrese	(Speak the most common language of Calabria)	Г	
Local Knowledge:	(bonus d12 for local-knowledge rolls)		
Combat Save	(X to negate Dying or Dead from failed Defense)		Respite
Species <i>COWARD</i> (x -	> AFRAID. FEAR INCREASES MOVE, DODGE)		RESPITE
Species <b>FAST CLIMBER</b>	(CLIMB IS A STUNT, NOT AN ACTION)	X	
Species INCREASED TR	AIT: SPEED (SPEED UP ONE DIE SIZE)	X	
Career <i>HIKING</i>	(BONUS D12 FOR LONG DISTANCE TRAVEL)	X	
Career SHARPSHOOTE	(REDUCED RANGE PENALTIES)	X	
Career <b>VETERAN</b>	(AIM OR GUARD ADDS BONUS D12, NOT D8)	X	
	E DRAW (RELOAD A BOW & AIM = 1 ACTION)	X	
FAVOR BONUS	(FAVOR? ROLL A 1? ROLL A BONUS D12, TOO!)	X	
KNACK: RANGE	COMBAT (X TO RE-ROLL ALL DICE)		RESPITE

NAME: \_\_\_\_\_SERGEANT\_DIERDRE

SQUIRREL	RANGER
SPECIES d	d 8 CAREER
Habitat: FOREST	Age: 19 Gender: $\overline{Q}$
Senses: LISTEN, SPOT	Height: 11 HANDS Weight: PRIVATE
Diet: HERBIVORE	Eyes: BLUE Pelt: LIGHT GRAY
Weapons: CLAWS, TEETH	Distinguishing Characteristics:  LOST EYE, FOUND
Cycle: NIGHT	CHIP ON SHOULDER
DY A	SPO
BODY	Speed
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GOALS (up to thre	20)
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C.) BATTLE	atives d12 dQ dG (Creed 0 Mind Dies)

buile	nitiative: d1	<b>2</b> , <b>d8</b> , <b>d6</b> (Speed & Mind Dice)
-Movement		>
<b>Stride</b> : 1† (1)	Dash: 5†	1/2 Max Speed, +1 if Body>Speed)
Sprint: d10 (Speed die)	Run: 19†	_(Max Body + Max Speed + Dash)
-Attack	Attack Dice 🕳	Effect ————
LONG BOW @ LONG	2d10, d8*	DMG +1 CRIT., RELOAD/1
SHORTSWORD @ CLOSE	2d4	DAMAGE +1 IMPALING
CLAWS @ CLOSE	d6, d4	DAMAGE +1 CRITICAL
- Defense <b></b>	Defense Dice	Effect
Speed & Dodge Dice	d10, 2d8†	Dodge
COUNTER w/SWORD	2d4	DAMAGE +1 IMPALING
PARRY w/SWORD	2d4	BLOCK MELEE
-Soak: <u>d4</u>	(Body dice) <b>Arn</b>	nor: LEATHER d6
* IF ANY ATTACK DICE CON "RELOAD" OR "READY BOW † WHEN AFRAID, BONUS DI2 DASH BECOMES 8, RUN	" AND "AIM" A TO DODGE. A BECOMES 31.	S ONE ACTION.
-Damage & Other Stat		>
any hit = O Reeling (penalty of		O Burdened (Dash is zero,
1 hit = $\bigcirc$ Hurt (+1 damage,		limit of d8 to 🖶 Skills)
2 hits = O <sup>†</sup> Afraid (cannot atte		Over-Burdened (Burdened,
3 hits = O Injured (+1 dama Healing Quota OOO OOO	-	can't run, disadvantaged)
4 hits = O Dying (get first aid		O Knockdown
5 hits = O Dead (beyond mor	•	(disadvantaged, can't retreat)
6 hits = O Overkilled (allies l	, ,	○ Unconscious (helpless)
○ <b>Sick</b> (Reeling causes Knockdo	,	G Cinconductus (marpress)
Healing Quota 000 000	,	

Money: Orichalks

Denarii:\_

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**BKILLS** 

. . . Deceit . . .

... Digging ...

. 🎛 Dodge 🏗 .

➡ Endurance ➡... Gossip ...... Inquiry ..➡ Jumping ➡. Leadership .

Mêlée Combat

**Ranged Combat** 

... Riding ...

. Negotiation . Observation . . Presence . . Marks ... Species ... Career

dВ

d8

d4

d8

d8

d4

Marks

**Favorite Use** 

PLEADING INNOCENCE

FLEEING THE SCENE

W/ RAPIER

W/ PISTOL

#### : Smak

### HENDRICK

WEASEL	BURGLAR
SPECIES d 8	d 6 CAREER
Habitat: FOREST	Age: 21 Gender: 0
Senses: SMELL	Height: 14 HANDS Weight: 8 STONE
Diet: CARNIVORE	Eyes: BROWN Pelt: BROWN
Weapons: CLAWS, TEETH	Distinguishing Characteristics:
(ycle: TWILIGHT	WASN'T THERE AND YOU HAVE NO PROOF
BODY ♥	SPEED
d6	d 10
FI NOTES	
d 6	44
MIND	AWILL
PERSON	IAL MOTTO
	VORS THE BOLD
GOALS (up to three,	)

FOR VALUABLES	/	Searching .				
		. # Stealth #		_d8	d6	
EVIDENCE OF MAGIC	/	. Supernatural	<u>d4</u>	İ	İ	
		<b>■</b> Swimming <b>■</b>		İ		
		Tactics		İ	İ	
AFTER AIMING	111	Throwing .	d8	İ	İ	
		Vehicles			İ	
		Weather Sense		<u></u>	İ	
	(Marks: 0	ne=d4,Two=d6,Three	=d8, Four=d	10, Five=0	d12, Six=d12,d4, etc	.)
TIFTS				_	V D ( 13	

a appropriate roll) uage of Calabria) -knowledge rolls) m failed Defense) IS TO ESCAPE) IZE TO SPEED) DVE D10 BACK) I, NOT STUNT) DW OR EVADE) LOWER CLASS) A INVENTORY) ENCING PARRY) PON" ACTION)		Respite Respite INFLUENCE SPECIAL
-knowledge rolls) m failed Defense) IS TO ESCAPE) IZE TO SPEED) DVE D10 BACK) I, NOT STLINT) DW OR EVADE) LOWER CLASS) A INVENTORY)	X X X	INFLUENCE
m failed Defense) IS TO ESCAPE) IS TO ESCAPE) DVE DIO BACK) I, NOT STUNT) OW OR EVADE) LOWER CLASS) A INVENTORY) INCING PARRY)	X X X	INFLUENCE
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BATTLE	nitiative: d10,	d6 (Speed & Mind Dice)			
-Movement					
<b>Stride</b> : (1)	Dash: 5 (1/2	Max Speed, +1 if Body>Speed)			
Sprint: d10 (Speed die)	Run: 21 (/	Max Body + Max Speed + Dash)			
- Attack	Attack Dice	Effect			
RAPIER @ CLOSE	d8, d6	DAMAGE +2 CRITICAL			
THROWN DAGGER@SHORT	d10, d8, d6	DAMAGE +1			
PISTOL @ SHORT	d10, d4	SPARK D10, +2 SLAYING			
- Defense	Defense Dice 💳	Effect			
Speed & Dodge Dice	d10, 2d8	Dodge			
COUNTER W/RAPIER	d8, d6	DAMAGE +2, CRITICAL			
PARRY w/RAPIER	3d8, 2d6	BLOCK MELEE			
-Soak: d6	(Body dice) <b>Armc</b>	r: LEATHER d6			
Combat Modifiers (Cove	er Dice, Gifts, e	tc.) —			
FENCING ADDS DODGE DICE					
DODGE TIES = ALSO WIN ON TIES WITH FENCING PARRY QUICK DRAW = EXTRA "DRAW WEAPON" ACTION EACH TURN SPRINGING ATTACK = AFTER MELEE ATTACK, SPRING AWAY D10 PACES					

O Burdened (Dash is zero,

○ Knockdown

limit of d8 to # Skills)

(disadvantaged, can't retreat)

O Unconscious (helpless)

Over-Burdened (Burdened,

can't run, disadvantaged)

Healing Quota 000 000 000 000 000 000

Healing Quota OOO OOO OOO OOO OOO

- Damage & Other Status any hit = ○ Reeling (penalty d8; no Counters)

3 hits =  $\bigcirc$  Injured (+1 damage)

**4 hits** = • **Dying** (get first aid!)

5 hits = O Dead (beyond mortal help)

○ **Sick** (*Reeling causes Knockdown*)

**6 hits** = • **Overkilled** (allies become Afraid)

**2 hits** = O **Afraid** (cannot attack or rally)

**1 hit**  $= \bigcirc$  **Hurt** (+1 damage)

MANSUR al-'ALIYY

DHOLE	d 6 SPELLBINDER CAREER
species d4	CAREER
Habitat:_FOREST	Age: <u>27</u> Gender:
Senses: LISTEN, SMELL	Height: 14 HANDS Weight: 12 STONE
Diet: OMNIVORE	Eyes: YELLOW Pelt: TAN
Weapons: CLAWS, TEETH	Distinguishing Characteristics: UNRELENTING
Cycle: DAY	JOYLESS GAZE
Color Parker	- CO 1223 OAZE
N A A	25
BODY	SPEED
d6/	/\d6
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d 8	\d 8
MIND	AWILL
PERSON	AL 700TTO
NO ONE PUNISHES	ME WITH IMPUNITY
THE STALL TURNSHES	WE WITH THE GIVE
GOALS (up to three)	
1	
- 2.	
<b>3.</b>	

Favorite Use	Marks	<b>SKILLS</b>		Dice from . Species	Career
MEDICINE	/	Academics	d4		d6
	İ	Brawling			
		<b>⊞</b> Climbing <b>⊞</b>		i	
		Craft		<u> </u>	
		Deceit			
		Digging		d4	
VS. MAGIC	///	. 🗷 Dodge 🎛 .	d8		
		Endurance	d4		
		Gossip		i	
SUPERNATURAL MATTERS	/	Inquiry	d4		
		<b>■</b> Jumping <b>■</b>			
ON ENRAGED TARGETS	///	. Leadership .	d8	i	
WITH BASTARD SWORD	/	Mêlée Combat	d4		
WITH "ATAXIA"	///	. Negotiation	d8		d6
		. Observation			
		Presence			
		Ranged Combat			İ
	İ	Riding		i	
		Searching .		d4	
		. 🖶 Stealth 🖶			
COGNOSCENTE MAGIC	/	. Supernatural	d4	<u></u>	d6
		Swimming		<u> </u>	
		Tactics		d4	
		Throwing .			
		Vehicles			
		Weather Sense			

du 10	Page	X	Ketresh?
Personality: HUMORLESS	(X for bonus d12 on one appropriate roll)		Respite
Language: Calabrese	(Speak the most common language of Calabria)		
Local Knowledge:	(bonus d12 for local-knowledge rolls)		
Combat Save	(X to negate Dying or Dead from failed Defense)		Respite
Species <i>HOWLING</i>	(D12 TO SCARE WHEN MAKING LOUD NOISE)	Х	
Species <b>KEEN EARS</b>	(HEAR ULTRASONIC AND QUIET NOISES)	Х	
Species <b>KEEN NOSE</b>	(SMELL TRACE ODORS, TRACK BY SCENT)	Х	
Career COGNOSCENTE	'S TRAPPINGS: PURPLE (STUFF!)		SPECIAL
Career COGNOSCENTE	MAGIC (USE GEP SPELLS & WEAPONS)		BATTLE
Career <i>LITERACY</i>	(CAN READ AND WRITE)	X	
MESMERISM	(AIM UPGRADES "PERPLEX")		RESPITE
PANIC (YOUR	MIND & WILL VS. GROUP'S, TO CAUSE FEAR )		SPECIAL
THOUGHT-READ	PING (READ A GROUP OF MINDS)		RESPITE

J				
BATTLE	Initiative: d	8, d6 (Speed & Mind Did		
-Movement				
<b>Stride</b> : <b>1</b> (1)	Dash: 3	_(½ Max Speed, +1 if Body>Speed)		
Sprint: d6 (Speed die	) Run: 15	(Max Body + Max Speed + Dash)		
- Attack	Attack Dice	Effect		
BASTARD SWORD @CLOS	SE <b>d6, d4</b>	DAMAGE +3, AWKWARD		
ATAXIA @ MED 2d8,d6 vs	. 3 RESIST: SPEE	D, MIND, INQUIRY VS. 3 OR CONFUSED		
PERPLEX @ MED 2d8 vs. 3	3	RESIST: MIND, WILL VS. 3 OR SLOWER		
- Defense	Defense Dice	Effect -		
Speed & Dodge Dice	2d8	Dodge		
COUNTER w/SWORD	d6, d4	DAMAGE +3, AWKWARD		
PARRY w/SWORD	d6, d4	BLOCK MELEE		
·Soak: d6	_(Body dice) <b>Ar</b>	mor: LEATHER d6		
Combat Modifiers (Cover Dice, Gifts, etc.)  X & USE "READY" ACTION TO CALL FORTH "ATAXIA" OR "PERPLEX."  TO UPGRADE "PERPLEX" TO "MESMERISM", X & USE AN AIM ACTION.  USE THE "REFRESH" ACTION TO REFRESH ONE MAGICAL GIFT BEFORE  YOU CAN USE IT AGAIN.				
Damage & Other Sta	atus <b>———</b>			
any hit = O Reeling (penalty	d8; no Counters)	O Burdened (Dash is zero,		
1 hit $= \bigcirc$ Hurt $(+1 damage)$		limit of d8 to 🖶 Skills)		
2 hits = O Afraid (cannot at	ttack or rally)	Over-Burdened (Burdened,		
3 hits = $\bigcirc$ Injured (+1 dan	nage)	can't run, disadvantaged)		
Healing Quota 000 000	00000	000000000000		

Healing Quota 000 000 000 000 000 000

(=1Đ)

○ Knockdown

\_ Quincunx: \_\_

(disadvantaged, can't retreat)

O Unconscious (helpless)

(=3 Đ)

\_ Aureals: \_

(=24Đ)

**4 hits**  $= \bigcirc$  **Dying** (get first aid!)

○ **Sick** (Reeling causes Knockdown)

Money: Orichalks\_

**5 hits** = O **Dead** (beyond mortal help)

**6 hits** = • **Overkilled** (allies become Afraid)

ns \_\_\_\_ Denarii :\_\_ (=1/12 Đ)

#### :SMAK

#### MAVRA THE INELUCTABLE

RED FOX	WARLOCK
SPECIES d4	CAREER
Habitat: FOREST	Age: 19 Gender: $\overline{Q}$
Senses: LISTEN, SMELL	Height: 11 HANDS Weight: PRIVATE
Diet: OMNIVORE	Eyes: AZURE Pelt: RUSSET
_ Weapons: CLAWS, TEETH	Distinguishing Characteristics:
Guda NIGUT	RIGHTEOUS OPTIMISM,
Cycle: NIGHT	FABULOUS CLOTHES
GU GU	Array Contraction of the Array Contraction of
BODY	SPEED
(d 6)	d8
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	332000
d6)	16
	d6
MIND	all.L
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PERSONAL	TO TO
JUSTICE WILL	L PREVAIL
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TOALS (up to three)	
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Dice from: SKILLS **Favorite Use** Marks Marks ... Species ... Career . . Academics . HISTORY .. Brawling .. **■** Climbing **■** . . . . Craft . . . . . . Deceit . . . ... Digging ... d4 . 🎛 Dodge 🏗 . d8 VS. RANGED **■** Endurance **■** d4 . . . Gossip . . . FINDING EVILDOERS ... Inquiry ... d4 VS. EVILDOERS **■** Jumping **■** d4 . Leadership . Mêlée Combat d8 WITH ALLIMEN ROD . Negotiation . Observation .. Presence .. **Ranged Combat** ... Riding ... .. Searching . . 🖽 Stealth 🏗 d4 d4 . Supernatural ELEMENTALISM E Swimming ... Tactics ... .. Throwing . .. Vehicles .. **Weather Sense** d10 WITH "CREATE AIR" (Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12, d4, etc.)

GIF	12			Pag	je )	(	Refresh?
	ality: ZEALOUS		K for bonus d12 on one ap	<u> </u>	_[		Respite
	age: Calabrese	(Speak ti	he most common langua	<del></del>	_ [		
Local k	(nowledge:		(bonus d12 for local-kr	nowledge rolls)	_ [		
Comba	it Save	(X to neg	gate Dying or Dead from i	failed Defense)		Ī	Respite
Species	DANGER SENSE	(D12 T	O INITIATIVE, OBSER	VE DANGER)		X	
Species	KEEN EARS	(HEAR L	JLTRASONIC AND QU	IET NOISES)	[	X	
Species	NIGHT VISION	(PARTIAL	_ DARKNESS> NO	DARKNESS)		X	-
Career	<b>ELEMENTALIST'S</b>	TRAPPI	NGS: YELLOW	(STUFF!)		Ī	SPECIAL
Career	ELEMENTAL MAG	IC (USE E	ELEMENTAL SPELLS &	WEAPONS)	_[		BATTLE
Career	LITERACY		(CAN READ	AND WRITE)		X	-
	LUCK (X TO RE-	ROLL ONE	DIE 2 MORE TIMES,	TAKE BEST)	_[	Ī	CHAPTER
	SECRETS OF AIR	MAGIC	(EXTRA MAG	IC REFRESH)		X	
	LIGHTNING BOLT		(AIM UPGRADES "C	REATE AIR")		X	
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				222 ()	4 - 1 -	_	. 1 Chill Man

BATTLE	Initiative: d1	2, d8, d6 (Speed & Mind Dice)	
-Movement		>	
<b>Stride</b> : (1)	Dash: zero	(½ Max Speed, +1 if Body>Speed)	
Sprint: d8 (Speed die)	Run: 12	_(Max Body + Max Speed + Dash)	
-Attack	Attack Dice	Effect -	
ROD @ CLOSE	d8, d6	DAMAGE +2	
CREATE AIR @ MEDIUM	d10, d8	DAMAGE +2 CRITICAL	
LIGHTNING BOLT @ MED	d10, d8 D	MG +2 CRIT., PEN., CONFUSE	
- Defense	Defense Dice	Effect	
Speed & Dodge Dice	d10, 2d8	Dodge	
COUNTER w/ROD	d8, d6	DAMAGE +2	
PARRY w/ROD	d12, d8, d	BLOCK MELEE	
-Soak: d6	(Body dice) <b>Arr</b>	nor: LEATHER & Y.ROBE d6	
Combat Modifiers (Cover Dice, Gifts, etc.)  X & USE READY ACTION TO CALL FORTH A "CREATE AIR" SPELL.  X & USE AIM ACTION TO BOTH AIM AND UPGRADE "CREATE AIR" TO LIGHTNING BOLT. USE "ATTACK" ACTION TO LAUNCH SPELL.  SECRETS OF AIR = EXTRA REFRESH TO USE ON ONE AIR MAGIC GIFT.			
-Damage & Other Sta	tus		
any hit = O Reeling (penalty of	d8; no Counters)	■ Burdened (Dash is zero,	
1 hit $= \bigcirc$ Hurt $(+1 damage)$	)	limit of d8 to 🖶 Skills)	
2 hits = O Afraid (cannot attack or rally) Over-Burdened (Burdened,			
3 hits $= \bigcirc$ Injured (+1 dama	ıge)	can't run, disadvantaged)	
Healing Quota 000 000		0000000000000	
<b>4 hits</b> $= \bigcirc$ <b>Dying</b> (get first aid	-	○ Knockdown	
5 hits = O Dead (beyond mortal help) (disadvantaged, can't retreat)			
<b>6 hits</b> = ○ <b>Overkilled</b> (allies become Afraid)			

Healing Quota 000 000 000 000 000 000

(=1Đ)

\_Quincunx:\_

\_ Aureals: \_

(=24Đ)

(=3 Đ)

Denarii:\_

○ **Sick** (Reeling causes Knockdown)

(=1/12 Đ)

Money: Orichalks

name:	
-------	--

**TYCHO** 

Favorite Use	Marks	ZKILLS		Dice from Species	: Career
MEDICINE	/	Academics	d4		d8
		Brawling			İ
		🖪 Climbing 🏗 📗			<u> </u>
	İ	Craft			<u> </u>
		Deceit			<u> </u>
WITH "CREATE EARTH"	/	Digging	d4	<u>d4</u>	<u> </u>
VS. MAGIC	/	. 🖶 Dodge 🖶 .	d4		<u> </u>
	<u> </u>	# Endurance #			İ
ABOUT SUPERNATURAL	/	Gossip	d4		
ABOUT SUPERNATURAL	/	Inquiry	d4		
		🖪 Jumping 🖽			
WHEN GUARDING	///	. Leadership .	d8		
		Mêlée Combat			
		. Negotiation			
		. Observation			d8
WITH "IGNITE FIRE"	/	Presence	d4		
		Ranged Combat			
		Riding			
		Searching .			
		. # Stealth #		d4	i
WITH "SILENCE"	1111	. Supernatural	d10		d8
		Swimming		d4	
		Tactics			
		Throwing .			İ
		Vehicles			
WITH "CREATE AIR"	/	Weather Sense	d4		
	(Marks: 0	 Dne=d4,Two=d6,Three=	d8, Four=d1	0, Five=	d12, Six=d12,d4, etc.

QIF I S		Page	X	Refresh?
Personality: PATRICIAN	(X for bonus d12 on one appropriate roll,			Respite
Language: Calabrese	(Speak the most common language of Calabria,			
Local Knowledge:	(bonus d12 for local-knowledge rolls,			
Combat Save	(X to negate Dying or Dead from failed Defense,		$\bar{\Box}$	Respite
Species <b>CONTORTIONIST</b> (	WIN ON DODGE TIES, BONUS TO ESCAPE	)	X	
Species <b>KEEN EARS</b>	(HEAR ULTRASONIC AND QUIET NOISES	)	X	
Species <b>SURVIVAL</b>	(D12 TO LIVE OFF THE LAND)	)	X	
Career <b>LITERACY</b>	(CAN READ AND WRITE)	)	X	
Career THAUMATURGES'S	TRAPPINGS (STUFF!)	)		SPECIAL
Career THAUMATURGY MA	IGIC (USE THEURGIC SPELLS & WEAPONS)	)		BATTLE
ELEMENTALIST'S	TRAPPINGS: STAR (STUFF!)	)		SPECIAL
ELEMENTAL MAG	IC (USE ELEMENTAL SPELLS & WEAPONS)	)		BATTLE
SECRETS OF THAL	IMATURGY (EXTRA MAGIC REFRESH)	)	X	
			$\overline{\Box}$	

RAT	d 4 d 8 CARRER
SPECIES	d4) d8 CAREER
Habitat: SHORE	Age: <u>60?</u> Gender: <u>O'</u>
Senses: LISTEN	Height: 8 HANDS Weight: 6 STONE
Diet: OMNIVORE	Eyes: <u>VIOLET</u> Pelt: <u>GRAYING</u>
Weapons: CLAWS, TEETH	Distinguishing Characteristics:
Cycle: NIGHT	DELIBERATE MANNER, RHEUMATISM
BODY &	SPEED
d6)	46
The state of the s	
d8	46
MINDV	WILL
	∆ Wi
m(1)	SONAL MOTTO
KNOWI	LEDGE IS BELIEF, LIEF IS POWER
GOALS (up to th	nree)
1	
2	

BATTLE	Initiative: d8	, d6	(Speed & Mind Dice)	
-Movement			<b>&gt;</b>	
<b>Stride</b> : 1 (1)	Dash: zero	½ Max Sp	eed, +1 if Body>Speed)	
Sprint: d6 (Speed die	) Run: 12	_(Max Bod	ly + Max Speed + Dash)	
-Attack	Attack Dice		Effect	
MISFORTUNE @MED 2d8,	d6 vs.3 RESIST: BO	DY, OBSER	EVATION VS. 3 OR DISARM	
SILENCE @MED d10,2d8,d6 vs.3	RESIST: BODY, SPEED	, WILL, SUPE	RNATURAL VS. 3 OR SILENCED	
IGNITE FIRE @ MEDILIM	<b>d6</b> , <b>d4</b> DAI	MAGE +1	CRITICAL, ON FIRE	
- Defense	■ Defense Dice		Effect	
Speed & Dodge Dice	d6, d4		Dodge	
COUNTER MAGIC w/MISH	ORTUNE d10	2d8	DISARM	
PARRY w/ROD	d12, d6		BLOCK MELEE	
-Soak: d6	_(Body dice) <b>Arn</b>	10r: <u>LEA</u>	THER & GRAY ROBE d6	
X & USE "READY" ACTION IF YOU HAVE A READY MI ATTACK ANY MAGIC ATTACTION GUARD GIVES ALL	TO CALL FORTH SFORTUNE SPI FACK AGAINST Y	A SPELL LLL, YOU OU WITHI	MAY COUNTER- N MEDIUM RANGE.	
-Damage & Other Sta	atus			
any hit = O Reeling (penalt)	d8; no Counters)	<b>⋈</b> Burd	lened (Dash is zero,	
1 hit $= \bigcirc$ Hurt $(+1 damag$	re)	limit	of d8 to 🖶 Skills)	
2 hits = O Afraid (cannot a	ttack or rally)	Over-Burdened (Burdened,		
3 hits $= \bigcirc$ Injured (+1 dan	nage)	can't run, disadvantaged)		
Healing Quota 000 000		000	000 000 000	
4 hits = O Dying (get first a	-	O Kno		
5 hits = O Dead (beyond mo	1,		ntaged, can't retreat)	
6 hits = O Overkilled (allie	,	O Unco	onscious (helpless)	
<b>○ Sick</b> (Reeling causes Knocke Healing Quota ○○○ ○○	,			

# TRONCLAV ANTHROPOMORPHIC FANTASY ROLE-PLAY

#### Dice from: SKILLS **Favorite Use** Marks Marks ... Species ... Career d8 . . Academics . MEDICINE .. Brawling .. d4 **■** Climbing **■** . . . . Craft . . . . . . Deceit . . . . . . Digging . . dВ . 🎛 Dodge 🏗 . VS. THE UNHOLY **■** Endurance **■** d4 . . . Gossip . . . AT THE DINING TABLE ... Inquiry .. **■** Jumping **■** . Leadership . dВ dВ W/ S'ALLUMER FAITHFUL /// d4 Mêlée Combat WITH ELECTRUM ROD . Negotiation . Observation .. Presence .. d4 SERMONIZING **Ranged Combat** ... Riding ... .. Searching . d4 . 🖽 Stealth 🏗 d4 d8 . Supernatural LINHOLY MAGIC **■** Swimming **■** <u>d4</u> ... Tactics ... .. Throwing .

.. Vehicles .. Weather Sense

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12, d4, etc.

GIF 18	Page	X	Refresh
Personality: GLUTTONOUS	(X for bonus d12 on one appropriate roll)		Respite
Language: Calabrese	(Speak the most common language of Calabria)		
Local Knowledge:	(bonus d12 for local-knowledge rolls)		
Combat Save	(X to negate Dying or Dead from failed Defense)		Respite
Species <b>AMBIDEXTERITY</b>	(NO PENALTIES TO USE OFF HAND)	X	
Species FAST CLIMBER	(CLIMB AS A STUNT, NOT AN ACTION)	X	
Species <b>NIGHT VISION</b>	(PARTIAL DARKNESS> NO DARKNESS)	X	
Career CLERIC'S TRAPPI	NGS: LEFT-HAND PATH (STUFF!)		SPECIAL
Career <i>LITERACY</i>	(CAN READ AND WRITE)	X	
Career WHITE MAGIC	(USE HOLY SPELLS & WEAPONS)		BATTLE
HEALING	(X TO RALLY & CURE INJURED AND SICK)		SPECIAL
PACIFIST (D12	TO ALL DEFENSES UNLESS YOU ATTACK!)		SPECIAL
TRUE LEADER	(RALLY TO GRANT OTHERS FOCUS)	X	
		$\overline{\Box}$	

NAME: \_\_\_\_\_PRESBYTER VESPER

RACCOON d 4	ALMONER
SPECIES VI 7	d 8 CAREER
Habitat: FOREST	Age: <u>29</u> Gender: <u>0</u>
Senses: LISTEN	Height: 13 HANDS Weight: 17 STONE
Diet: OMNIVORE	Eyes: BLUE Pelt: GRAY
Weapons: CLAWS, TEETH	Distinguishing Characteristics:  BIG SHOULDERS,
Cycle: NIGHT	BIGGER VOICE
BODY ♥	SPEED
	MO FEB
46	d6 // d6
THE RESIDENCE OF THE PARTY OF T	
	The state of the s
d6	48
MIND	WILL
PERSON	AL 7MOTTO
KEEP YOUR F	FAITH ALIGHT,
GOALS (up to three)	
1	
2	
3	
(c.)	<u> </u>

buile	Initiative: 2d6	(Speed & Mind Dice)
-Movement		>
<b>Stride</b> : 1 (1)	Dash: zero (1/2	Max Speed, +1 if Body>Speed)
Sprint: d6 (Speed die,	) Run: 12 (/	Max Body + Max Speed + Dash)
-Attack	Attack Dice	Effect ————
ROD @ CLOSE	d6, d4	DAMAGE +2
CLAWS @ CLOSE	d6, d4	DAMAGE +1 CRITICAL
- Defense	■ Defense Dice ■	Effect -
Speed & Dodge Dice	d12, d8, d6	* Dodge
COUNTER w/ROD	d8, d6	DAMAGE +2
PARRY w/ROD	2d12, d8, d6	8* BLOCK MELEE
·Soak: d6	_(Body dice) <b>Armc</b>	T: LEATHER & CLOTH d6,d4
	AND LOSE THE BOI LLY, ROLL 3D8 AND REELING, AFRAID, (	NUS.
<ul> <li>Damage &amp; Other Sta any hit = O Reeling (penalty</li> </ul>		St Downlaw and (Doublin arms
1 hit $= \bigcirc$ Hurt (+1 damage		■ Burdened (Dash is zero,  limit of d8 to    ■ Skills)
2 hits = O Afraid (cannot at	·	Over-Burdened (Burdened,
3 hits = $\bigcirc$ Injured (+1 dan		can't run, disadvantaged)
Healing Quota 000 000	3.7	
4 hits = O Dying (get first a	id!) (	⊃ Knockdown
5 hits = O Dead (beyond mo	ortal help) (d	disadvantaged, can't retreat)
6 hits = O Overkilled (allies	s become Afraid) (	O Unconscious (helpless)
○ <b>Sick</b> (Reeling causes Knocka Healing Quota ○○○	lown) O OOO OOO O	000 000 000 000

Money: Orichalks

Denarii:\_

(=1/12 Đ)

Aureals:

(=24Đ)

(=3 Đ)

Quincunx:\_

(=1Đ)



	MINKOPO	WORPHIC FAIN	Dice from		Habitat:		Age: Gend	
Favorite Use	Marks	ZKILLS	Marks Specie		Senses:	& X	Height: Weigh	ıt:
	I	Academics .		I	Diet:		Eyes: Pelt:	
		Brawling			Weapons:		Distinguishing Cha	racteristics:
					Cycle:			
		Craft			/	~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~		
		Deceit			- A	<b>∀</b>	92	
		Digging			BODY			eed
		🎛 Dodge 🖽 .						
		Endurance			d	7	<b>//</b> /d	
		Gossip					506	
		Inquiry		_i	A 1/2 1/ 3/19/24		N. C.	\ <u>'</u> ^
		# Jumping #		_				Wy.
		Leadership		_	<b>d</b>		<b>√</b> d	<b>A</b>
		Mêlée Combat _		_				
	_	Negotiation _		_	MIND	$\nabla$	AWI	
		$\_$ . Observation $\_$		_		Allin		
		Presence		_		PERSONAL	. Thotto	
		Ranged Combat _		_				
		Riding		-				
		Searching		-		ז		
		Stealth		_		)		<i>y</i>
		Supernatural _		-	TONIS /	up to three)		
		_ 🖶 Swimming 🎛 _		-	- QUALE	up to tillee)		
		Tactics		-	1			
		Throwing Vehicles	1	1				
				-	3 <b>.</b>			
		<b>Weather Sense</b> _ :One=d4,Two=d6,Three=	 .d8	-d12 Siv-d12 d/	l atc)		l	
*IFT6	(IVId1KS.	. one—u4, 1wo—u0, 1111ee—			BATTL	S Initiative:	(Speed	l & Mind Dice
GIFTS		(V.C. 1		age X Refre	sh?		(Specu	C.mina Dicc
Personality:		(X for bonus d12 on or	e appropriate roll)	Respi	- wiovernent	(1)	(1) 11 C 1 11CD	

(Speed & Mind Dice) \_\_ (½ Max Speed, +1 if Body>Speed) Stride: Dash: (Max Body + Max Speed + Dash)(Speed die) Run: -Attack Attack Dice **=** -Defense = Defense Dice Effect Speed & Dodge Dice Dodge (Body dice) Armor: Combat Modifiers (Cover Dice, Gifts, etc.)

Personality:	(X for bonus d12 on one appropriate roll)	Respite
Language: Calabrese	(Speak the most common language of Calabria)	
Local Knowledge:	(bonus d12 for local-knowledge rolls)	
Combat Save	(X to negate Dying or Dead from failed Defense)	Respite
Species		
Species		
Species		
Career		
Career		
Career		

EXPERIENCE	000 000 000 000 000	Spend 4 to buy +1 Skill Mark. Spend 10 to buy a new Gift.	Мо

Denarii:\_

-Damage & Other Status *any hit* = ○ **Reeling** (penalty d8; no Counters)

3 hits =  $\bigcirc$  Injured (+1 damage)

**4 hits**  $= \bigcirc$  **Dying** (get first aid!)

**5 hits** = O **Dead** (beyond mortal help)

○ **Sick** (Reeling causes Knockdown)

**6 hits** = • **Overkilled** (allies become Afraid)

**2 hits** = O **Afraid** (cannot attack or rally)

**1 hit**  $= \bigcirc$  **Hurt** (+1 damage)

Healing Quota 000 000 000 000 000 000

(=24Đ)

(disadvantaged, can't retreat)

O Unconscious (helpless)

○ Knockdown

O Burdened (Dash is zero,

limit of d8 to 🎛 Skills)

Over-Burdened (Burdened,

can't run, disadvantaged)

CAREER

Money: Orichalks Quincunx:\_ (=1/12 Đ) (=1Đ)  $(=3 \, \text{D})$ 

Healing Quota OOO OOO OOO OOO OOO



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