IRONCLAW

ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: _____

SPECIES d

CAREER d

Habitat: _____ Age: _____ Gender: _____

Senses: _____ Height: _____ Weight: _____

Diet: _____ Eyes: _____ Pelt: _____

Weapons: _____ Distinguishing Characteristics:

Cycle: _____

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks ... Species ... Career
		. . Academics .	
		. . Brawling . .	
		✠ Climbing ✠	
		. . . . Craft . . .	
		. . . Deceit . . .	
		. . . Digging . .	
		. ✠ Dodge ✠ .	
		✠ Endurance ✠	
		. . . Gossip . . .	
		. . . Inquiry . .	
		✠ Jumping ✠	
		. Leadership .	
		Mêlée Combat	
		. Negotiation	
		. Observation	
		. . Presence . .	
		Ranged Combat	
		. . . Riding . . .	
		. . Searching .	
		. ✠ Stealth ✠	
		. Supernatural	
		✠ Swimming ✠	
		. . . Tactics . .	
		. . Throwing .	
		. . Vehicles . .	
		Weather Sense	

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

BODY ∇ d

SPEED d

MIND ∇ d

WILL △ d

PERSONAL MOTTO

GOALS *(up to three)*

1. _____
2. _____
3. _____

GIFTS

		Page	X	Refresh?
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

○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

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

BATTLE

Initiative: _____ *(Speed & Mind Dice)*

Movement

Stride: _____ *(1)* **Dash:** _____ *(½ Max Speed, +1 if Body>Speed)*

Sprint: _____ *(Speed die)* **Run:** _____ *(Max Body + Max Speed + Dash)*

Attack

Attack	Attack Dice	Effect

Defense

Defense	Defense Dice	Effect
Speed & Dodge Dice		Dodge

Soak: _____ *(Body dice)* **Armor:** _____

Combat Modifiers (Cover Dice, Gifts, etc.)

Damage & Other Status

any hit = ❍ **Reeling** *(penalty d8; no Counters)*

1 hit = ❍ **Hurt** *(+1 damage)*

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

3 hits = ❍ **Injured** *(+1 damage)*

Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

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

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

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

❍ **Sick** *(Reeling causes Knockdown)*

Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

❍ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*

❍ **Over-Burdened** *(Burdened, can't run, disadvantaged)*

❍ **Knockdown** *(disadvantaged, can't retreat)*

❍ **Unconscious** *(helpless)*

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