IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: ANONYMOUS

SPECIES CATTLE d6 — **CAREER** DOPPLESÖLDNER d4

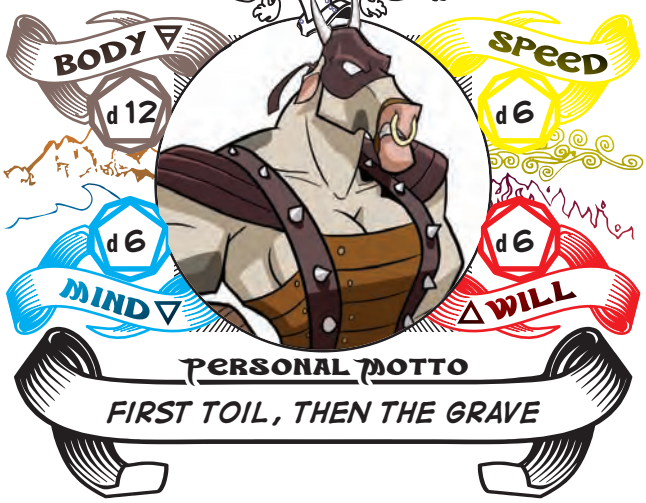
Habitat: PLAINS
Senses: SMELL, SPOT
Diet: HERBIVORE
Weapons: HOOVES, HORNS
Cycle: DAY

Age: 22 Gender: ♀
Height: 26 HANDS Weight: 33 STONE
Eyes: BROWN Pelt: BROWN
Distinguishing Characteristics: ALL BUSINESS, ALL THE TIME

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
		. . Academics .			
WITH CESTUS	///	. . Brawling . .	d8		
		✠ Climbing ✠			
LEATHERWORKING	/	. . . . Craft . . .	d4		
		. . . Deceit . . .			
		. . . Digging . .			
VS. MAGIC	///	. ✠ Dodge ✠ .	d8		d4
		✠ Endurance ✠		d6	d4
LOOKING FOR WORK	/	. . . Gossip . . .	d4		
		. . . Inquiry . .			
		✠ Jumping ✠			
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=d10, Five=d12, Six=d12,d4, etc.)



PERSONAL MOTTO
FIRST TOIL, THEN THE GRAVE

GOALS (up to three)

1.
2.
3.

GIFTS

		Page	X	Refresh?
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 CHARGING STRIKE	(MOVE D6 PACES, THEN ATTACK)		X	--
Species INCREASED TRAIT: BODY	(+1 DIE SIZE TO BODY)		X	--
Species STRENGTH	(BONUS D8 TO ATTACK)		X	--
Career RESOLVE	(INCLUDE WILL DIE WITH SOAK DICE)		X	--
Career INCREASED TRAIT: BODY*	(+1 DIE SIZE TO BODY)		X	--
Career VETERAN	(AIM OR GUARD ADDS BONUS D12, NOT D8)		X	-
ANONYMOUS	(HAS NO NAME, D12 MAGIC RESISTANCE)		☐	SPECIAL
BRAWLING FIGHTER	(COUNTER, PARRY WITH BRAWLING)		X	--
GIANT	(IMPROVED REACH, CARRYING CAPACITY)		X	--

*BOTH SPECIES AND CAREER INCLUDE "STRENGTH", SO ANONYMOUS HAS SUBSTITUTED "INCREASED TRAIT: BODY".

BATTLE

Initiative: 2d6 (Speed & Mind Dice)

Movement

Stride: 1 (1) — Dash: 4 (½ Max Speed, +1 if Body>Speed)
Sprint: d6 (Speed die) — Run: 22 (Max Body + Max Speed + Dash)

Attack	Attack Dice	Effect
CESTUS @ CLOSE, REACH	d12, 2d8	DAMAGE +2
HOOVES @ CLOSE, REACH	d12, 2d8, d6	DAMAGE +1 CRITICAL
HORNS @ CLOSE, REACH	d12, 2d8, d6	DAMAGE +1 IMPALING

Defense	Defense Dice	Effect
Speed & Dodge Dice	d8, d6, d4	Dodge
COUNTER w/HORNS	d12, d8, d6	DAMAGE +1 IMPALING
PARRY w/CESTUS	2d12, d8	BLOCK MELEE

Soak: d12, d6 (Body dice) Armor: LEATHER d6

Combat Modifiers (Cover Dice, Gifts, etc.)
AIM ACTION ADDS BONUS D12 TO ATTACK
GUARD ACTION ADDS BONUS D12 TO DEFEND
CHARGING STRIKE: DECLARE FOE, MOVE D6 PACES AT THEM, ATTACK BONUS D12 MAGIC RESISTANCE

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)

EXPERIENCE

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

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

IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: ANTON D'AVOIRDUPOIS

SPECIES HORSE d6 — **CAREER** KNIGHT-ERRANT d8

Habitat: PLAINS
Senses: SPOT
Diet: HERBIVORE
Weapons: HOOVES
Cycle: DAY

Age: 18 Gender: ♂
Height: 18 HANDS Weight: 21 STONE
Eyes: BROWN Pelt: BROWN
Distinguishing Characteristics: FLOWING MANE, HEROIC CHIN

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
		. . Academics .			
WITH HOOVES	/	. . Brawling . .	d4		
		✠ Climbing ✠			
		. . . . Craft . . .			
		. . . Deceit . . .			
		. . . Digging . .			
VS. RANGED COMBAT	///	. ✠ Dodge ✠ .	d8		d8
		✠ Endurance ✠		d6	
		. . . Gossip . . .			
		. . . Inquiry . .			
		✠ Jumping ✠		d6	
VS. SUPERIOR ODDS	///	. Leadership .			
WITH MY FALCHION	///	Mêlée Combat	d8		d8
RANSOMS & TRIBUTE	/	. Negotiation	d4		
		. Observation			
ROUSING SPEECHES	/	. . Presence . .	d4		
		Ranged Combat			
		. . . Riding . . .			
		. . Searching .			
		. ✠ Stealth ✠			
		. Supernatural			
		✠ Swimming ✠			
AFTER A RALLY	/	. . . Tactics . .	d4	d6	d8
		. . Throwing .			
		. . Vehicles . .			
		Weather Sense			

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

PERSONAL MOTTO
HONOR IN ALL THINGS

GOALS (up to three)

1.
2.
3.

GIFTS

		Page	X	Refresh?
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 FAST MOVER	(+1 STRIDE, +2 DASH, +6 RUN)		X	--
Species INCREASED TRAIT: BODY	(+1 DIE SIZE TO BODY)		X	--
Species STRENGTH	(BONUS D8 TO ATTACK)		X	--
Career ETIQUETTE	(BONUS D12 IN HIGH SOCIETY)		X	--
Career NOBILITY	(ENTITLED TO PRIVILEGES OF UPPER CLASS)		☐	INFLUENCE
Career VETERAN	(AIM OR GUARD ADDS BONUS D12, NOT D8)		X	-
ARTFUL DODGER	(BONUS D12 DODGE @ MEDIUM RANGE)		X	-
KNIGHT'S TRAPPINGS	(EXTRA INVENTORY)		☐	SPECIAL
SHIELD FIGHTER	(SHIELD COVER DIE BOOSTED TO D12)		X	--

BATTLE

Initiative: d6, d4 (Speed & Mind Dice)

Movement

Stride: 2 (1) **Dash:** zero (½ Max Speed, +1 if Body>Speed)
Sprint: d6 (Speed die) **Run:** 16 (Max Body + Max Speed + Dash)

Attack	Attack Dice	Effect
FALCHION @ CLOSE	d10, 3d8	DMG +2 CRITICAL
SHORTBOW @ MEDIUM	d6, d8	DAMAGE +1
HOOVES @ CLOSE	2d6	DMG +1 CRITICAL

Defense	Defense Dice	Effect
Speed & Dodge Dice	d12, 2d8, d6	Dodge
COUNTER w/FALCHION	d10, 2d8	DMG +2, CRITICAL
PARRY w/FALCHION	d12, d10, 2d8	BLOCK MELEE

Soak: d10 (Body dice) **Armor:** PLATE & LEATHER d10, d6

Combat Modifiers (Cover Dice, Gifts, etc.)
SHIELD GRANTS BONUS D12 COVER TO PARRIES AND DODGES
AIM ACTION ADDS BONUS D12 TO ATTACK
GUARD ACTION ADDS BONUS D12 TO DEFEND
BONUS D12 CONCEALMENT DEFENSE @ MEDIUM RANGE OR MORE

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)

EXPERIENCE

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

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

IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: ANNUSHKA

SPECIES BAT, MICRO — d8
CAREER MESSENGER — d6

Habitat: FOREST
Senses: SMELL, SPOT
Diet: CARNIVORE
Weapons: CLAWS, TEETH
Cycle: TWILIGHT

Age: 18 Gender: ♀
Height: 8 HANDS Weight: 6 STONE
Eyes: BLUE Pelt: BROWN
Distinguishing Characteristics: CONSTANT MOTION, CONSTANT SMILE

SKILLS

Dice from: Marks ... Species ... Career

Favorite Use	Marks	Skill	Marks	Species	Career
MEDICINE	/	. . Academics .	d4		
		. . Brawling . .			
		✠ Climbing ✠		d6	
TAILORING	/	. . . . Craft . . .	d4		
		. . . Deceit . . .			
		. . . Digging . .			
WHILE FLYING	///	. ✠ Dodge ✠ .	d8		
LONG-DISTANCE TRAVEL	/	✠ Endurance ✠	d4		d6
FINDING ADDRESSES	/	. . . Gossip . . .	d4		d6
FINDING ADDRESSES	/	. . . Inquiry . .	d4		
		✠ Jumping ✠			
WHILE FLYING	///	. Leadership .	d8		
		Mêlée Combat			
		. Negotiation			
FINDING ADDRESSES	/	. Observation	d4		d6
		. . Presence . .			
WITH SLING	/	Ranged Combat	d4		
		. . . Riding . . .			
		. . Searching .		d6	
		. ✠ Stealth ✠			
		. Supernatural			
		✠ Swimming ✠			
		. . . Tactics . .			
		. . Throwing .			
		. . Vehicles . .			
		Weather Sense		d6	

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

PERSONAL MOTTO
KNOW NO FEAR, SERVE WITH JOY

GOALS (up to three)
1.
2.
3.

GIFTS

		Page	X	Refresh?
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
Species ECHOLOCATION	(NEGATE CONCEALMENT WITH SONAR)		X	--
Species FLIGHT	(X TO FLY... REMEMBER TO REFRESH!)		☐	BATTLE
Species PREHENSILE FEET	(FEET ARE 2 EXTRA OFF HANDS)		X	--
Career DEAD RECKONING	(D12 TO NAVIGATE BY LANDMARKS)		X	--
Career GEOGRAPHY	(D12 TO KNOW WHERE PLACES ARE)		X	--
Career HIKING	(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-ROLL ONE DIE 2 MORE TIMES, TAKE BEST)		☐	CHAPTER
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			☐	
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EXPERIENCE
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Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.

BATTLE
Initiative: d8, d6 (Speed & Mind Dice)

Movement
Stride: WALK 1; FLY 4
Dash: WALK 5; FLY 5 (Speed, +1 if Body>Speed)
Sprint: WALK d10; FLY d10,d8
Run: WALK 19; FLY 31 (Body + Max Speed + Dash)

Attack	Attack Dice	Effect
SLING @ SHORT	d10, d4	DAMAGE +1, RELOAD/1
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) Armor: LEATHER d6

Combat Modifiers (Cover Dice, Gifts, etc.)
TO FLY, X FLIGHT. TO STAY IN THE AIR, USE ACTION "REFRESH FLIGHT". YOU HAVE ONE EXTRA "REFRESH FLIGHT" ACTION PER TURN.
START YOUR TURN FLYING? FLY D4 PACES FORWARD IN YOUR LAST MOVED DIRECTION, OR YOU WILL CRASH.

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)

IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: BEAGEN FÍOCHMHARA

SPECIES WOLF d8 — **CAREER** SCOUT d4

Habitat: FOREST
Senses: LISTEN, SMELL
Diet: OMNIVORE
Weapons: CLAWS, TEETH
Cycle: NIGHT

Age: 26 Gender: ♂
Height: 20 HANDS Weight: 20 STONE
Eyes: RED Pelt: SLATE
Distinguishing Characteristics: BATTLE SCARS, MANY TEETH

SKILLS

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

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

PERSONAL MOTTO
MANY CAN HIDE, BUT FEW CAN STAND

GOALS (up to three)
1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: SAVAGE	(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 HIKING	(BONUS D12 FOR LONG DISTANCE TRAVEL)		X	--
Species HOWLING	(D12 TO SCARE WHEN MAKING LOUD NOISE)		X	--
Species TRACKING	(BONUS D12 TO FOLLOW TRAILS)		X	--
Career DEAD RECKONING	(D12 TO NAVIGATE BY LANDMARKS)		X	-
Career INCREASED TRAIT: BODY*	(+1 DIE SIZE TO BODY)		X	--
Career RESOLVE	(INCLUDE WILL DIE WITH SOAK DICE)		X	--
INVULNERABLE HIDE†	(X TO SUBTRACT 1 DAMAGE)		☐	BATTLE
RELENTLESSNESS†	(X TO NEGATE REELING)		☐	BATTLE
†SECRETS OF WILDING WAY	(EXTRA "REFRESH WILDING")		☐	SPECIAL

*BOTH SPECIES AND CAREER INCLUDE "HIKING", SO BEAGEN HAS SUBSTITUTED "INCREASED TRAIT: BODY".

BATTLE

Initiative: 2d6 (Speed & Mind Dice)

Movement
Stride: 1 (1) Dash: 4 (½ Max Speed, +1 if Body>Speed)
Sprint: d6 (Speed die) Run: 20 (Max Body + Max Speed + Dash)

Attack	Attack Dice	Effect
CLAWS @ CLOSE	d10, 2d8	DAMAGE +1 CRITICAL
TEETH @ CLOSE	d10, 2d8	DAMAGE +1, GRAPPLE
DISARM @ CLOSE	d10, d8	DAMAGE +1 WEAK, DISARM

Defense	Defense Dice	Effect
Speed & Dodge Dice	d8, d6	Dodge

Soak: d10, d6 (Body dice) Armor: NONE

Combat Modifiers (Cover Dice, Gifts, etc.)
X INVULNERABLE HIDE TO NEGATE ONE POINT OF DAMAGE.
X RELENTLESS TO INSTANTLY REMOVE REELING
EACH TURN, EXTRA "REFRESH" ACTION, ONLY TO REFRESH INVULNERABLE HIDE OR RELENTLESSNESS.

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)

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

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

IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: SERGEANT DIERDRE

SPECIES: SQUIRREL d6 — **CAREER:** RANGER d8

Habitat: FOREST
Senses: LISTEN, SPOT
Diet: HERBIVORE
Weapons: CLAWS, TEETH
Cycle: NIGHT

Age: 19 Gender: ♀
Height: 11 HANDS Weight: PRIVATE
Eyes: BLUE Pelt: LIGHT GRAY
Distinguishing Characteristics: LOST EYE, FOUND CHIP ON SHOULDER

SKILLS

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

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

PERSONAL MOTTO
NO ONE IS ABOVE THE LAW

GOALS (up to three)
1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: WRATHFUL	(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 COWARD	(X --> AFRAID. FEAR INCREASES MOVE, DODGE)		☐	RESPITE
Species FAST CLIMBER	(CLIMB IS A STUNT, NOT AN ACTION)		X	--
Species INCREASED TRAIT: SPEED	(SPEED UP ONE DIE SIZE)		X	--
Career HIKING	(BONUS D12 FOR LONG DISTANCE TRAVEL)		X	--
Career SHARPSHOOTER	(REDUCED RANGE PENALTIES)		X	--
Career VETERAN	(AIM OR GUARD ADDS BONUS D12, NOT D8)		X	--
AIMING ON THE DRAW	(RELOAD A BOW & AIM = 1 ACTION)		X	--
FAVOR BONUS	(FAVOR? ROLL A 1? ROLL A BONUS D12, TOO!)		X	--
KNACK: RANGED COMBAT	(X TO RE-ROLL ALL DICE)		☐	RESPITE

BATTLE

Initiative: d12, d8, d6 (Speed & Mind Dice)

Movement
Stride: 1† (1) Dash: 5† (½ 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	Defense Dice	Effect
Speed & Dodge Dice	d10, 2d8†	Dodge
COUNTER w/SWORD	2d4	DAMAGE +1 IMPALING
PARRY w/SWORD	2d4	BLOCK MELEE

Soak: d4 (Body dice) Armor: LEATHER d6

Combat Modifiers (Cover Dice, Gifts, etc.)
* IF ANY ATTACK DICE COME UP 1, YOU MAY ROLL A BONUS D12. "RELOAD" OR "READY BOW" AND "AIM" AS ONE ACTION.
† WHEN AFRAID, BONUS D12 TO DODGE. ALSO, STRIDE BECOMES 2, DASH BECOMES 8, RUN BECOMES 31.

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)

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

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

IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: HENDRICK

WEASEL — SPECIES (d8)
BURGLAR — CAREER (d6)

Habitat: FOREST
Senses: SMELL
Diet: CARNIVORE
Weapons: CLAWS, TEETH
Cycle: TWILIGHT

Age: 21 Gender: ♂
Height: 14 HANDS Weight: 8 STONE
Eyes: BROWN Pelt: BROWN
Distinguishing Characteristics: WASN'T THERE AND YOU HAVE NO PROOF

SKILLS

Dice from: Marks ... Species ... Career

Favorite Use	Marks	Skill	Marks	Species	Career
		. . Academics .			
		. . Brawling . .			
		✠ Climbing ✠			d6
		. . . . Craft . . .			
PLEADING INNOCENCE	/	. . . Deceit . . .	d4		
		. . . Digging . .		d8	
FLEEING THE SCENE	///	. ✠ Dodge ✠ .	d8	d8	
		✠ Endurance ✠			
		. . . Gossip . . .			
		. . . Inquiry . .			
		✠ Jumping ✠			
		. Leadership .			
W/ RAPIER	///	Mêlée Combat	d8		
		. Negotiation			
		. Observation			
		. . Presence . .			
W/ PISTOL	/	Ranged Combat	d4		
		. . . Riding . . .			
FOR VALUABLES	/	. . Searching .	d4		d6
		. ✠ Stealth ✠		d8	d6
EVIDENCE OF MAGIC	/	. Supernatural	d4		
		✠ Swimming ✠			
		. . . Tactics . .			
AFTER AIMING	///	. . Throwing .	d8		
		. . Vehicles . .			
		Weather Sense			

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

GIFTS

		Page	X	Refresh?
Personality: GREEDY	(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 CONTORTIONIST	(WIN ON DODGE TIES, BONUS TO ESCAPE)		X	--
Species INCREASED TRAIT: SPEED	(+1 DIE SIZE TO SPEED)		X	--
Species SPRINGING STRIKE	(MELEE ATTACK THEN MOVE D10 BACK)		X	--
Career FAST CLIMBER	(CLIMB IS ACTION, NOT STUNT)		X	--
Career SHADOWING	(BONUS D12 TO FOLLOW OR EVADE)		X	--
Career STREETWISE	(ENTITLED TO PRIVILEGES OF LOWER CLASS)		☐	INFLUENCE
DILETTANTE'S TRAPPINGS	(EXTRA INVENTORY)		☐	SPECIAL
FENCING	(INCLUDE DODGE DICE WITH FENCING PARRY)		X	--
QUICK DRAW	(EXTRA "DRAW WEAPON" ACTION)		X	--
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EXPERIENCE

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

PERSONAL MOTTO

FORTUNE FAVORS THE BOLD

GOALS *(up to three)*

1.
2.
3.

BATTLE

Initiative: d10, d6 *(Speed & Mind Dice)*

Movement

Stride: 1 *(1)* **Dash:** 5 *(½ 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)* **Armor:** LEATHER d6

Combat Modifiers (Cover Dice, Gifts, etc.)
FENCING ADDS DODGE DICE TO PARRY + CONTORTIONIST WINS ON 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

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)*

❍ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*
❍ **Over-Burdened** *(Burdened, can't run, disadvantaged)*
❍ **Knockdown** *(disadvantaged, can't retreat)*
❍ **Unconscious** *(helpless)*
❍ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

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

IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: MANSUR al-'ALIYY

SPECIES: DHOLE (d4) **CAREER:** SPELLBINDER (d6)

Habitat: FOREST
Senses: LISTEN, SMELL
Diet: OMNIVORE
Weapons: CLAWS, TEETH
Cycle: DAY

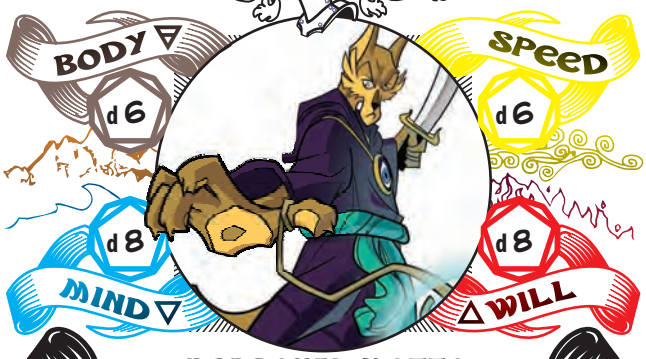
Age: 27 Gender:
Height: 14 HANDS Weight: 12 STONE
Eyes: YELLOW Pelt: TAN
Distinguishing Characteristics:
UNRELENTING
JOYLESS GAZE

SKILLS

Dice from: Marks ... Species ... Career

Favorite Use	Marks	Skill	Marks	Species	Career
MEDICINE	/	. . Academics .	d4		d6
		. . Brawling . .			
		✠ Climbing ✠			
		. . . . Craft . . .			
		. . . Deceit . . .			
		. . . Digging . .		d4	
VS. MAGIC	///	. ✠ Dodge ✠ .	d8		
		✠ Endurance ✠	d4		
		. . . Gossip . . .			
SUPERNATURAL MATTERS	/	. . . Inquiry . .	d4		
		✠ Jumping ✠			
ON ENRAGED TARGETS	///	. Leadership .	d8		
WITH BASTARD SWORD	/	Mêlée Combat	d4		
WITH "ATAXIA"	///	. Negotiation	d8		d6
		. Observation			
		. . Presence . .			
		Ranged Combat			
		. . . Riding . . .			
		. . Searching .		d4	
		. ✠ Stealth ✠			
COGNOSCENTE MAGIC	/	. Supernatural	d4		d6
		✠ Swimming ✠			
		. . . Tactics . .		d4	
		. . Throwing .			
		. . Vehicles . .			
		Weather Sense			

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



PERSONAL MOTTO

NO ONE PUNISHES ME WITH IMPUNITY

GOALS (up to three)

1.
2.
3.

GIFTS

		Page	X	Refresh?
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 HOWLING	(D12 TO SCARE WHEN MAKING LOUD NOISE)		X	--
Species KEEN EARS	(HEAR ULTRASONIC AND QUIET NOISES)		X	--
Species KEEN NOSE	(SMELL TRACE ODORS, TRACK BY SCENT)		X	--
Career COGNOSCENTE'S TRAPPINGS: PURPLE	(STUFF!)		☐	SPECIAL
Career COGNOSCENTE MAGIC	(USE G&P SPELLS & WEAPONS)		☐	BATTLE
Career LITERACY	(CAN READ AND WRITE)		X	-
MESMERISM	(AIM UPGRADES "PERPLEX")		☐	RESPITE
PANIC	(YOUR MIND & WILL VS. GROUP'S, TO CAUSE FEAR)		☐	SPECIAL
THOUGHT-READING	(READ A GROUP OF MINDS)		☐	RESPITE
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EXPERIENCE

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

BATTLE

Initiative: d8, d6 (Speed & Mind Dice)

Movement

Stride: 1 (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	@CLOSE	d6, d4	DAMAGE +3, AWKWARD
ATAXIA	@ MED	2d8,d6 vs. 3	RESIST: SPEED, MIND, INQUIRY VS. 3 OR CONFUSED
PERPLEX	@ MED	2d8 vs. 3	RESIST: MIND, WILL VS. 3 OR SLOWED

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) Armor: 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 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)

IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: MAVRA THE INELUCTABLE

SPECIES RED FOX d4 — **CAREER** WARLOCK d8

Habitat: FOREST
Senses: LISTEN, SMELL
Diet: OMNIVORE
Weapons: CLAWS, TEETH
Cycle: NIGHT

Age: 19 Gender: ♀
Height: 11 HANDS Weight: PRIVATE
Eyes: AZURE Pelt: RUSSET
Distinguishing Characteristics: RIGHTEOUS OPTIMISM, FABULOUS CLOTHES

PERSONAL MOTTO
JUSTICE WILL PREVAIL

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks ... Species ... Career		
HISTORY	/	. . Academics .	d4		
		. . Brawling . .			
		✚ Climbing ✚			
		. . . . Craft . . .			
		. . . Deceit . . .			
		. . . Digging . .		d4	
VS. RANGED	///	. ✚ Dodge ✚ .	d8		
		✚ Endurance ✚			
FINDING EVILDOERS	/	. . . Gossip . . .	d4		
VS. EVILDOERS	/	. . . Inquiry . .	d4		
		✚ Jumping ✚		d4	
		. Leadership .			
WITH ALUMEN ROD	///	Mêlée Combat	d8		
		. Negotiation			
		. Observation			
		. . Presence . .			
		Ranged Combat			
		. . . Riding . . .			
		. . Searching .			
		. ✚ Stealth ✚		d4	
ELEMENTALISM	/	. Supernatural	d4		
		✚ Swimming ✚			
		. . . Tactics . .			
		. . Throwing .			
		. . Vehicles . .			
WITH "CREATE AIR"	////	Weather Sense	d10		

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

GIFTS

		Page	X	Refresh?
Personality: ZEALOUS	(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 DANGER SENSE	(D12 TO INITIATIVE, OBSERVE DANGER)		X	--
Species KEEN EARS	(HEAR ULTRASONIC AND QUIET NOISES)		X	--
Species NIGHT VISION	(PARTIAL DARKNESS --> NO DARKNESS)		X	-
Career ELEMENTALIST'S TRAPPINGS: YELLOW	(STUFF!)		☐	SPECIAL
Career ELEMENTAL MAGIC	(USE ELEMENTAL SPELLS & WEAPONS)		☐	BATTLE
Career LITERACY	(CAN READ AND WRITE)		X	-
LUCK	(X TO RE-ROLL ONE DIE 2 MORE TIMES, TAKE BEST)		☐	CHAPTER
SECRETS OF AIR MAGIC	(EXTRA MAGIC REFRESH)		X	--
LIGHTNING BOLT	(AIM UPGRADES "CREATE AIR")		X	--
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GOALS (up to three)

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2.
3.

BATTLE

Initiative: d12, d8, d6 (Speed & Mind Dice)

Movement

Stride: 1 (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	DMG +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, d6	BLOCK MELEE

Soak: d6 (Body dice) Armor: 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 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)

☒ **Burdened** (Dash is zero, limit of d8 to ✚ Skills)
❍ **Over-Burdened** (Burdened, can't run, disadvantaged)
❍ **Knockdown** (disadvantaged, can't retreat)
❍ **Unconscious** (helpless)

EXPERIENCE

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

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

IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: TYCHO

SPECIES RAT d4 — **CAREER** THAUMATURGE d8

Habitat: SHORE
Senses: LISTEN
Diet: OMNIVORE
Weapons: CLAWS, TEETH
Cycle: NIGHT

Age: 60? Gender: ♂
Height: 8 HANDS Weight: 6 STONE
Eyes: VIOLET Pelt: GRAYING
Distinguishing Characteristics: DELIBERATE MANNER, RHEUMATISM

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
MEDICINE	/	Academics	d4		d8
		Brawling			
		✚ Climbing ✚			
		Craft			
		Deceit			
WITH "CREATE EARTH"	/	Digging	d4	d4	
VS. MAGIC	/	✚ Dodge ✚	d4		
		✚ Endurance ✚			
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	
WITH "SILENCE"	////	Supernatural	d10		d8
		✚ Swimming ✚		d4	
		Tactics			
		Throwing			
		Vehicles			
WITH "CREATE AIR"	/	Weather Sense	d4		

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

PERSONAL MOTTO
KNOWLEDGE IS BELIEF, BELIEF IS POWER

GOALS (up to three)
1.
2.
3.

GIFTS

		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)		☐	Respite
Species	CONTORTIONIST (WIN ON DODGE TIES, BONUS TO ESCAPE)		X	--
Species	KEEN EARS (HEAR ULTRASONIC AND QUIET NOISES)		X	--
Species	SURVIVAL (D12 TO LIVE OFF THE LAND)		X	-
Career	LITERACY (CAN READ AND WRITE)		X	-
Career	THAUMATURGES'S TRAPPINGS (STUFF!)		☐	SPECIAL
Career	THAUMATURGY MAGIC (USE THEURGIC SPELLS & WEAPONS)		☐	BATTLE
	ELEMENTALIST'S TRAPPINGS: STAR (STUFF!)		☐	SPECIAL
	ELEMENTAL MAGIC (USE ELEMENTAL SPELLS & WEAPONS)		☐	BATTLE
	SECRETS OF THAUMATURGY (EXTRA MAGIC REFRESH)		X	--

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

BATTLE
Initiative: d8, d6 (Speed & Mind Dice)

Movement
Stride: 1 (1) Dash: zero (½ Max Speed, +1 if Body>Speed)
Sprint: d6 (Speed die) Run: 12 (Max Body + Max Speed + Dash)

Attack	Attack Dice	Effect
MISFORTUNE @MED	2d8,d6 vs.3	RESIST: BODY, OBSERVATION VS. 3 OR DISARM
SILENCE @MED	d10,2d8,d6 vs.3	RESIST: BODY, SPEED, WILL, SUPERNATURAL VS. 3 OR SILENCED
IGNITE FIRE @ MEDIUM	d6, d4	DAMAGE +1 CRITICAL, ON FIRE

Defense	Defense Dice	Effect
Speed & Dodge Dice	d6, d4	Dodge
COUNTER MAGIC w/MISFORTUNE	d10, 2d8	DISARM
PARRY w/ROD	d12, d6	BLOCK MELEE

Soak: d6 (Body dice) Armor: LEATHER & GRAY ROBE d6

Combat Modifiers (Cover Dice, Gifts, etc.)
X & USE "READY" ACTION TO CALL FORTH A SPELL.
IF YOU HAVE A READY MISFORTUNE SPELL, YOU MAY COUNTER-ATTACK ANY MAGIC ATTACK AGAINST YOU WITHIN MEDIUM RANGE.
ACTION GUARD GIVES ALLIES D8 COVER @ NEAR, D4 COVER @ SHORT.

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)

IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: PRESBYTER VESPER

SPECIES: RACCOON d4 — **CAREER:** ALMONER d8

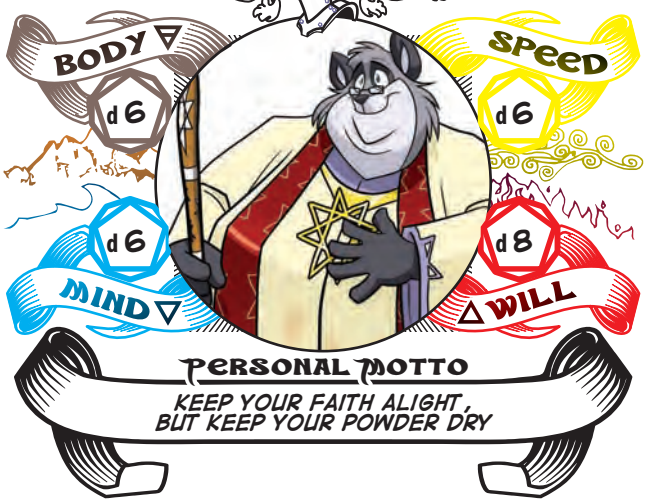
Habitat: FOREST
Senses: LISTEN
Diet: OMNIVORE
Weapons: CLAWS, TEETH
Cycle: NIGHT

Age: 29 Gender: ♂
Height: 13 HANDS Weight: 17 STONE
Eyes: BLUE Pelt: GRAY
Distinguishing Characteristics: BIG SHOULDERS, BIGGER VOICE

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
MEDICINE	///	Academics	d8		d8
		Brawling			
		✠ Climbing ✠		d4	
		Craft			
		Deceit			
		Digging			
VS. THE UNHOLY	///	✠ Dodge ✠	d8		
		✠ Endurance ✠			
AT THE DINING TABLE	/	Gossip	d4		
		Inquiry			
		✠ Jumping ✠			
W/ S'ALLUMER FAITHFUL	///	Leadership	d8		d8
WITH ELECTRUM ROD	/	Mêlée Combat	d4		
		Negotiation			
		Observation			
SERMONIZING	/	Presence	d4		
		Ranged Combat			
		Riding			
		Searching			
		✠ Stealth ✠		d4	
UNHOLY MAGIC	/	Supernatural	d4		d8
		✠ Swimming ✠		d4	
		Tactics			
		Throwing			
		Vehicles			
		Weather Sense			

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



PERSONAL MOTTO

KEEP YOUR FAITH ALIGHT,
BUT KEEP YOUR POWDER DRY

GOALS (up to three)

1.
2.
3.

GIFTS

		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 AMBIDEXTERITY	(NO PENALTIES TO USE OFF HAND)		X	--
Species FAST CLIMBER	(CLIMB AS A STUNT, NOT AN ACTION)		X	--
Species NIGHT VISION	(PARTIAL DARKNESS --> NO DARKNESS)		X	
Career CLERIC'S TRAPPINGS: LEFT-HAND PATH	(STUFF!)		☐	SPECIAL
Career LITERACY	(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	--

BATTLE

Initiative: 2d6 (Speed & Mind Dice)

Movement

Stride: 1 (1) Dash: zero (½ 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*	BLOCK MELEE

Soak: d6 (Body dice) Armor: LEATHER & CLOTH d6,d4

Combat Modifiers (Cover Dice, Gifts, etc.)

*PACIFIST = BONUS D12 TO PARRY, DODGE ... BUT IF YOU ATTACK OR COUNTER, X THE GIFT AND LOSE THE BONUS.
RALLY ACTION: DECLARE ALLY, ROLL 3D8 AND COUNT 4s OR BETTER. SPEND ONE TO NEGATE REELING, AFRAID, OR HURT ... OR ADD FOCUS.

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)

EXPERIENCE

❍❍❍ ❍❍❍ ❍❍❍ ❍❍❍ ❍❍❍ ❍❍❍ ❍❍❍ ❍❍❍ ❍❍❍ ❍❍❍ ❍❍❍ ❍❍❍ ❍❍❍ ❍❍❍ ❍❍❍

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

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

IRONCLAW

ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: _____

SPECIES d

Habitat: _____
Senses: _____
Diet: _____
Weapons: _____
Cycle: _____

CAREER d

Age: _____ Gender: _____
Height: _____ Weight: _____
Eyes: _____ Pelt: _____
Distinguishing Characteristics:

SKILLS

Dice from: Marks ... Species ... Career

Favorite Use	Marks	Skill		
		. . 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)*

❍ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*
❍ **Over-Burdened** *(Burdened, can't run, disadvantaged)*
❍ **Knockdown** *(disadvantaged, can't retreat)*
❍ **Unconscious** *(helpless)*
❍ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

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