Welcome to Ironclaw!

Characters

[Character Template](#)

![IRONCLAW ANTHROPOMORPHIC FANTASY ROLE-PLAY]

Favorite Use	Marks	Skills	Marks	Species	Career
		Academics			
		Brawling			
		Climbing			
		Craft			
		Digging			
		Dodge			
		Endurance			
		Gossip			
		Inquiry			
		Jumping			
		Leadership			
		Melee Combat			
		Negotiation			
		Observation			
		Presence			
		Academics			
		Ranged Combat			
		Riding			
		Searching			
		Stealth			
		Supernatural			
		Tactics			
		Throwing			
		Vehicles			
		Weather			

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

Gifts	Effect	Page	X	Refresh?
Personality: <personality>	X for bonus d12			Respite
Language: Calabrese	Speak common		V	–
Local Knowledge: <LOCALE>	bonus d12 for local stuff		V	–
Combat Save	X to negate Dying or Dead		Respite	
Species				
Species				
Species				
Career				
Career				
Career				

Money:
•
Orichalks: (=1/12)
•
Denarii : (=1)
•
Quincunx: (=3)
•
Aureals: (=24)
Experience:
Spend 4 to buy +1 Skill Mark. Spend 10 to buy a new Gift.

Name: Quentin DuVarge

Species:
Habitat:
Senses:
Diet:
Weapons:
Weapons:
Cycle:
Senses:
Age:
Gender:
Height:
Weight:
Eyes:
Pelt:
Distinguishing Characteristics:
character_pic_here

Personal Motto: Write Motto Here
Goals (up to three)
1.
a
2.
b
3.
c

BattleInitiative:(Speed & Mind Dice)
Movement Stride: (1)
Dash: (Max Speed, +1 if Body>Speed)
Sprint: (Speed die)
Run: (Max Body + Max Speed + Dash)
Attacks

Attack	Dice	Effect

Defense

Defense	Dice	Effect
Speed & Dodge		

Soak:(Body dice)
Armor:
Damage & Other Status

Cause	Status	Effects	X
any hit	Reeling	penalty d8; no Counters	
1 hit	Hurt	+1 damage	
2 hits	Afraid	cannot attack or rally	
3 hits	Injured	+1 damage	
4 hits	Dying	get first aid!	
5 hits	Dead	beyond mortal help	
6 hits	Overkilled	allies become Afraid	
	Knockdown	disadvantaged, cant retreat	
	Burdened	Dash is zero, limit of d8 to Skills	
	Over-Burdened	Burdened, cant run, disadvantaged	
	Unconscious	helpless	
	Sick	Reeling causes Knockdown	

Healing Quota: