


**IRONCLAW**  
 ANTHROPOMORPHIC FANTASY ROLE-PLAY

Favorite Use	Marks	Skills	Dice		
			Marks	Species	Career
	1	Academics	d4		
		Brawling			
		Climbing*			
		Craft			
Gossip	2	Deceit	d6		d6
		Digging		d6	
	1	Dodge*	d4	d6	
		Endurance*			
Nobles	3+1	Gossip	d10		d6
	2	Inquiry	d6		
		Jumping*			
		Leadership			
Smallsword	1	Melee Combat	d4		
	1	Negotiation	d4		d6
	1	Observation	d4		
		Presence			
		Ranged Combat			
		Riding			
		Searching			
	1	Stealth*	d4	d6	
		Supernatural			
		Swimming*			
		Tactics			
		Throwing			
		Vehicles			
		Weather Sense			

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

\*Encumbered skills (affected by being burdened)

Gifts	Effect	Pg.*	X	Ref
Personality: Conniving	X for bonus d12	66		Respite
Language: Calabrese	Speak common	55	No	-
Local Knowledge: Triskellian	bonus d12 for local stuff	58	No	-
Combat Save	X to negate Dying or Dead	63		Respite
Contortionist	Win on dodge ties, bonus to escape	50	No	-
Increased Trait: Speed	+1 die size to speed	65	No	-
Springing Strike	Melee attack then move d10 back	53	No	-
Carousing	Bonus d12 When Drinking	57	No	-
Fast-Talk	Bonus d12 for Fast Negotiation	57	No	-
Streetwise	Bonus d12 with the Criminal Element	80	No	-
Melee Finesse	Speed & Melee Combat	52	No	-
Heraldry	Bonus d12 to Know Nobles	54	No	-
Knack with Gossip	+1 Gossip, X to re-roll all dice	65		Respite

\* Page of the omnibus edition

Money:

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Orichalks: (=1/12 )

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Denarii : (=1 )

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Quincunx: (=3 )

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Aureals: (=24 )

Experience:

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



Name: Quentin DuVarge

Species	Die	Career	Die
Weasel	d6	Bawdy Rake	d6
<b>Detail</b>		<b>Description</b>	
Habitat		Forest	
Senses		Age	
Diet		Smell	
Weapons		Carnivore	
Weapons		Height	
Cycle		140 Lbs.	
Distinguishing Characteristics		Teeth	
		Eyes	
		Violet	
		Twilight	
		Pelt	
		Brown	
		Missing a large patch of belly fur	

**Traits**

Trait	Die
Body	d4
Speed	d10 (d8 + Weasel)
Mind	d6
Will	d8

Personal Motto: Everybody has a secret  
Goals (up to three)

1. Make a fast friend of "Fabrizio"
- 2.
3. b
- c

BattleInitiative:d10,d6 (Speed &amp; Mind Dice)

**Movement**

Pace	Calc	Speed
Stride	1	1
Dash	Max Speed, +1 if Body>Speed	10
Sprint	Speed die	d10
Run	Max Body + Max Speed + Dash	24

**Attacks**

Attack	Dice	Effect
Short Sword	d10,d4	+1, Impaling
Claw	d4,d6	Damage +1 Critical
Bite	d4,d6	Damage +1, Grapple

**Defense**

Defense	Dice	Effect
Dodge (Speed & Dodge)	d10,d4,d6	
Short Sword, Counter	d10,d4	+1, Impaling
Short Sword, Parry	d10,d4	+1, Impaling

Soak: d4 (Body dice)

Armor: d6 (Leather)

**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:

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Last update: **2020/02/27 20:58**