IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

Favorite Use	Marks	Skills	Dice		
			Marks	Species	Career
Medicine	1	Academics	d4		
		Brawling			
		Climbing*			
		Craft			
		Deceit			
		Digging			
vs. Melee	3	Dodge*	d8		d8
		Endurance*		d6	d8
		Gossip			
		Inquiry			
		Jumping*		d6	
		Leadership			
w/ shortsword	2	Melee Combat	d6		
		Negotiation			
		Observation			
		Presence			
w/ longbow	3	Ranged Combat	d8		d8
		Riding			
		Searching			
In brush or trees	2	Stealth*	d6		
		Supernatural			
		Swimming*			
SUpporting Fire	2	Tactics	d6	d6	
		Throwing			
		Vehicles			
		Weather Sense			

(Marks:One=d4,Two=d6,Three=d8,Four=d10,Five=d12,Six=d12,d4,etc.)
* Encumbered skill (affected by encumbrance)

Gifts	Effect	Pg.	X	Ref
Personality: Evasive	X for bonus d12	66		Respite
Language: Calabrese	Speak common	55	–	–
Local Knowledge: Triskellian	bonus d12 for local stuff	58	–	–
Combat Save	X to negate Dying or Dead	63		Respite
Increased Body	Better Body die	65	–	–
Fast Mover	+1 Stride, +2 Dash, +6 (total +8) Run	74	–	–
Coward	When Afraid, +1 Stride, +3 Dash, +9 (total +12) Run	50	–	–
	As Reaction, become Afraid for the scene	50		Respite
Sharpshooter	No Short range penalty; d8 Medium; d12 Long; 2d12 Very Long	79	–	–
Veteran	d12 instead of d8 on Aim and Guard	83	–	–
Resolve	Add Will to Soak	78	–	–
Artful Dodger	+d12 concealment to Dodge past Short range	74	–	–
Aiming on the Draw	Reload or Ready plus Aim in one action	79	–	–
Focused Fighter	+d12 to defenses when Focused	83	–	–

Flaws

•
a
•
b
•
c

Money:

•
Orichalks: (=1/12Đ)
•
Denarii: 8 (=1Đ)
•
Quincunx: (=3Đ)
•
Aureals: (=24Đ)

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

Name: Varosh

Species	Die		Career	Die
Deer	d6		Ranger	d6

Detail	Description		Detail	Description
Habitat	Forest		Age	29
Senses	Spot, Listen		Gender	♂
Diet	Herbivore		Height	16 hands
Weapons	Antlers		Weight	14 stone
	Hooves		Eyes	Blue
Cycle	Twilight		Pelt	Brown
Distinguishing Characteristics				

Traits

Trait	Die
Body	d8
Speed	d8
Mind	d6
Will	d4

Personal Motto: Ask Me Later
Goals (up to three)
1.
a
2.
b
3.
c

Initiative: d8,d6 (Speed & Mind Dice)

Movement

Pace	Calc	Speed
Stride	1+1	2
Dash	½ Max Speed, +1 if Body>Speed	6
Sprint	Speed die	d8
Run	Max Body + Max Speed + Dash	28

Attacks

Attack	Dice	Effect
Longbow	d10,2d8	Damage +1, Critical
Shortsword	2d8	Damage +1, Impaling
Antlers	d8,d6	Damage +1, Impaling
Hooves	d8,d6	Damage +1, Critical

Defense

Defense	Dice
Dodge	2d8
Counter (shortsword)	2d8
Parry (shortsword)	2d8
Soak	d8,d4
Armor (leather)	d6

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, can't retreat	
	Burdened	Dash is zero, limit of d8 to Action Skills	
	Over-Burdened	Burdened, can't run, disadvantaged	
	Unconscious	helpless	
	Sick	Reeling causes Knockdown	

Healing Quota:

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