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

Flaws

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Illiterate

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Unhealthy Levels of Curiosity

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Sucker for a Pretty Face

Money:

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Orichalks: (=1/12)

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Denarii : 4 (=1)

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Quincunx: (=3)

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Aureals: (=24)

Experience: 5 / 5

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

Detail	Description		Detail	Description
Habitat	Forest		Age	32
Senses	Smell		Gender	Male
Diet	Carnivor		Height	6'2“
Weapons	Claws		Weight	140 Lbs.
Weapons	Teeth		Eyes	Violet
Cycle	Twilight		Pelt	Brown
Distinguishing Characteristics	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.
b
3.
c

BattleInitiative:d10,d6 (Speed & Mind Dice)

Movement

Pace	Calc	Speed
Stride	1	1
Dash	½ Max Speed, +1 if Body>Speed	5
Sprint	Speed die	d10
Run	Max Body + Max Speed + Dash	19

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:
Quentin Background

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