IRONCLAW

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Name Domhnull

Total Experience Earned:

Race Wolf Habitat: Forest Senses: Listen, Smell (d6)

Career Mercenary (d12)

List your Race & Career Dice (and other Trait Dice, if any) in the blank at the top of each scroll. Then copy those dice next to the Skills they are always included with.

Skills (Favored Use)		Experience
d6	Brawling	
d12	Haggling	
d6	Hiking	
d4	Psychology	
d12	d8 Resolve	
d6	Shadowing	
d12	Shield	
d8	Sixth Sense	
d6	Stealth	
d12	d12 Sword	
d6	Tactics	
d6	Tracking	

Height: 14 hands Size & Weight: 10 stone

Dash: 8 paces Stride: 2 paces

Lift Bonus: + 4 Strength Dice: d10

Magic Points: 8 (Will Trait + all Wizard Traits)

Gifts and Flaws

Racial Gifts & Flaws

Claws (1 pt.); Howl (1 pt.); Teeth (1 pt.)

Personal, Social, & Esoteric Gifts
(For starting characters, not to exceed 10 Points)

Ambidexterity (1 pt.); Belongings (Armor, Sword; 2 pts.); Keen Ears (1 pt.); Luck (3 pts.)

External & Internal Flaws
(For starting characters, not to exceed -10 Points)

Foe: Weylyn (Common, Strong, -4 pts.); Overconfident (Uncommon, Strong, -3 pts.); Wrathful (Uncommon, Strong, -3 pts.)

Self-Improvement

1)
2)
3)
4)

Hit Points

Test Resolve each round or pass out –

Test Body vs. Death at each hit or die –

Use "/" for Fatigue, "X" for Wounds. Only Wounds force Death Tests.

d12 d12 d12 d12 d12 d10 d8 d6 d4 d8 d6 d4

Encumbrance

If you carry more weight than your Lift Bonus, your Move is reduced, and your Dodge Dice are limited in size.

<- Lift Bonus Encumbrance ->

Block out all "+" boxes greater than your Lift Bonus. For each Stone of weight you carry, fill in a box. Once you run out of "+" boxes, you are Encumbered.

.7 .6 .5 .4 .3 .2 .1 .0 .0
d12 d10 d8 d6 d4 = Encumbrance Limit

Equipment

Good Hand	1/4-Stone Sword
Off Hand	Shield (1)
Head	
Body	Banded Mail (4-1/2)
Backup	4-Stone Draw Bow (1/8)
Pack	Quiver of 24 Arrows
	Medicine
Purse	12 denarii

Starting Denarii = Sum of all Career Dice

Combat

Weapon (A) 1/4 Stone Sword
- To-Hit Roll: 2d12, d8 (Speed Dice & Weapon Skill Dice)
- Damage: d12, d10 (Melee weapons include Strength Dice)
- Special: Slash or Impale (Added effect for Overwhelming Success)

Weapon (B) Claws
- To-Hit Roll: d10, 2d6 (Speed Dice & Weapon Skill Dice)
- Damage: d10, d6 (Melee weapons include Strength Dice)
- Special: Slash (Added effect for Overwhelming Success)

Weapon (C) 4-Stone Draw Bow
- To-Hit Roll: d10 (Speed Dice & Weapon Skill Dice)
- Damage: d10, d8, d4 (Melee weapons include Strength Dice)
- Special: Impale (Added effect for Overwhelming Success)

Initiative: d10, d4 (Speed Dice & Mind Dice)

Resolve: d12, 2d8 (Will Dice & Resolve Skill Dice)

Armor

Name: Banded Mail
Dice: 2d8
& Soak: d10

Defense

- Parry (A): 2d12, d8 (Speed & Weapon Skill, but may vary)
- Parry (B): d10, 2d6 (Speed & Weapon Skill, but may vary)
- Parry (C): (none) (Speed & Weapon Skill, but may vary)
- Block: d12, d8 (Speed & Shield Skill)
- Dodge: d10 (Speed & Dodge Skill, limited by Enc.)
- Shield Dice: d10 (included with Parry, Block, & Dodge)

WE'RE HERE TO INTRODUCE YOU TO *IRONCLAW: ANTHROPO-MORPHIC FANTASY ROLE-PLAY!*

AND WHAT BETTER WAY BUT TO SHOW YOU HOW TO MAKE YOUR VERY OWN *IRONCLAW* CHARACTER?

AND BEFORE YOU START ANY JOB, YOU SHOULD HAVE YOUR TOOLS READY. FOR THIS, YOU'LL NEED:

- A BLANK *CHARACTER SHEET*
- SOME *POLYHEDRAL DICE* (d4, d6, two d8s, d10, and at least one d12)
- A *PENCIL*

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Name Domhnull

Total Experience

Race Wolf Habitat: Forest Senses: Listen, Smell d6

Career Mercenary d12

List your Race & Career Dice (and other Trait Dice, if any) in the blank at the top of each scroll. Then copy those dice next to the Skills they are always included with.

	Skills (Favored Use)	Experience
d6	Brawling	
d12	Haggling	
d6	Hiking	
d4	Psychology	
d8	Resolve	
d12	Shadowing	
d6	Shield	
d12	Sixth Sense	
d8	Stealth	
d6	Sword	
d12	Tactics	
d6	Tracking	
d6		

▽ Body d10 **Speed △** d8

△ Mind d4 **Will ▽** d8

Height: 14 hands Size & Weight: 10 stone

Dash: 8 paces Stride: 2 paces

Lift Bonus: + 4 Strength Dice: d10

Magic Points: 8 (Will Trait + all Wizard Traits)

Gifts and Flaws

Racial Gifts & Flaws

Claws (1 pt.); Howl (1 pt.); Teeth (1 pt.)

Personal, Social, & Esoteric Gifts
(For starting characters, not to exceed 10 Points)

Ambidexterity (1 pt.); Belongings (Armor, Sword; 2 pts.); Keen Ears (1 pt.); Luck (3 pts.)

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(For starting characters, not to exceed -10 Points)

Foe: Weylyn (Common, Strong, -4 pts.); Overconfident (Uncommon, Strong, -3 pts.); Wrathful (Uncommon, Strong, -3 pts.)

Self-Improvement

1) ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

2) ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

3) ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

4) ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Hit Points
Test Resolve each round or pass out –
Test Body vs. Death at each hit or die –

Use "/" for Fatigue, "X" for Wounds.
Only Wounds force Death Tests.

d12 d12 d12 d12 d12 d10 d8 d6 d4 d8 d6 d4

Encumbrance

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<- Lift Bonus
Encumbrance ->

Block out all "+" boxes greater than your Lift Bonus. For each Stone of weight you carry, fill in a box. Once you run out of "+" boxes, you are Encumbered.

.7 d12 .6 d10 .5 d8 .4 d6 .3 d4 .2 .1 .0 .0 = Encumbrance Limit

Equipment

Good Hand	1/4-Stone Sword
Off Hand	Shield (1)
Head	
Body	Banded Mail (4-1/2)
Backup	4-Stone Draw Bow (1/8)
Pack	Quiver of 24 Arrows
	Medicine
Purse	12 denarii

Starting Denarii = Sum of all Career Dice

Combat

Weapon (A) 1/4 Stone Sword
To-Hit Roll 2d12, d8 (Speed Dice & Weapon Skill Dice)
Damage d12, d10 (Melee weapons include Strength Dice)
Special Slash or Impale (Added effect for Overwhelming Success)

Weapon (B) Claws
To-Hit Roll d10, 2d6 (Speed Dice & Weapon Skill Dice)
Damage d10, d6 (Melee weapons include Strength Dice)
Special Slash (Added effect for Overwhelming Success)

Weapon (C) 4-Stone Draw Bow
To-Hit Roll d10 (Speed Dice & Weapon Skill Dice)
Damage d10, d8, d4 (Melee weapons include Strength Dice)
Special Impale (Added effect for Overwhelming Success)

Initiative: d10, d4 (Speed Dice & Mind Dice)

Resolve: d12, 2d8 (Will Dice & Resolve Skill Dice)

Armor

Name Banded Mail
Dice 2d8
& Soak d10

Defense

Parry (A) 2d12, d8 (Speed & Weapon Skill, but may vary)
Parry (B) d10, 2d6 (Speed & Weapon Skill, but may vary)
Parry (C) (none) (Speed & Weapon Skill, but may vary)
Block d12, d8 (Speed & Shield Skill)
Dodge d10 (Speed & Dodge Skill, limited by Enc.)
Shield Dice d10 (included with Parry, Block, & Dodge)

Step 1:
Choose a name for your character.

Female Names:
Abelinda
Belamire
Celestyna
Damasile
Eldorienne
Franzoez
Grilequin
Hombelina
Irounia
Javiere
Khalidah
Lecheme
Magloirienne
Nerilda
Odelie
Pierrine
Qerene
Renata
Stessy
Theognosia
Unxia
Vigilia
Xavierre
Yfame
Zozimene

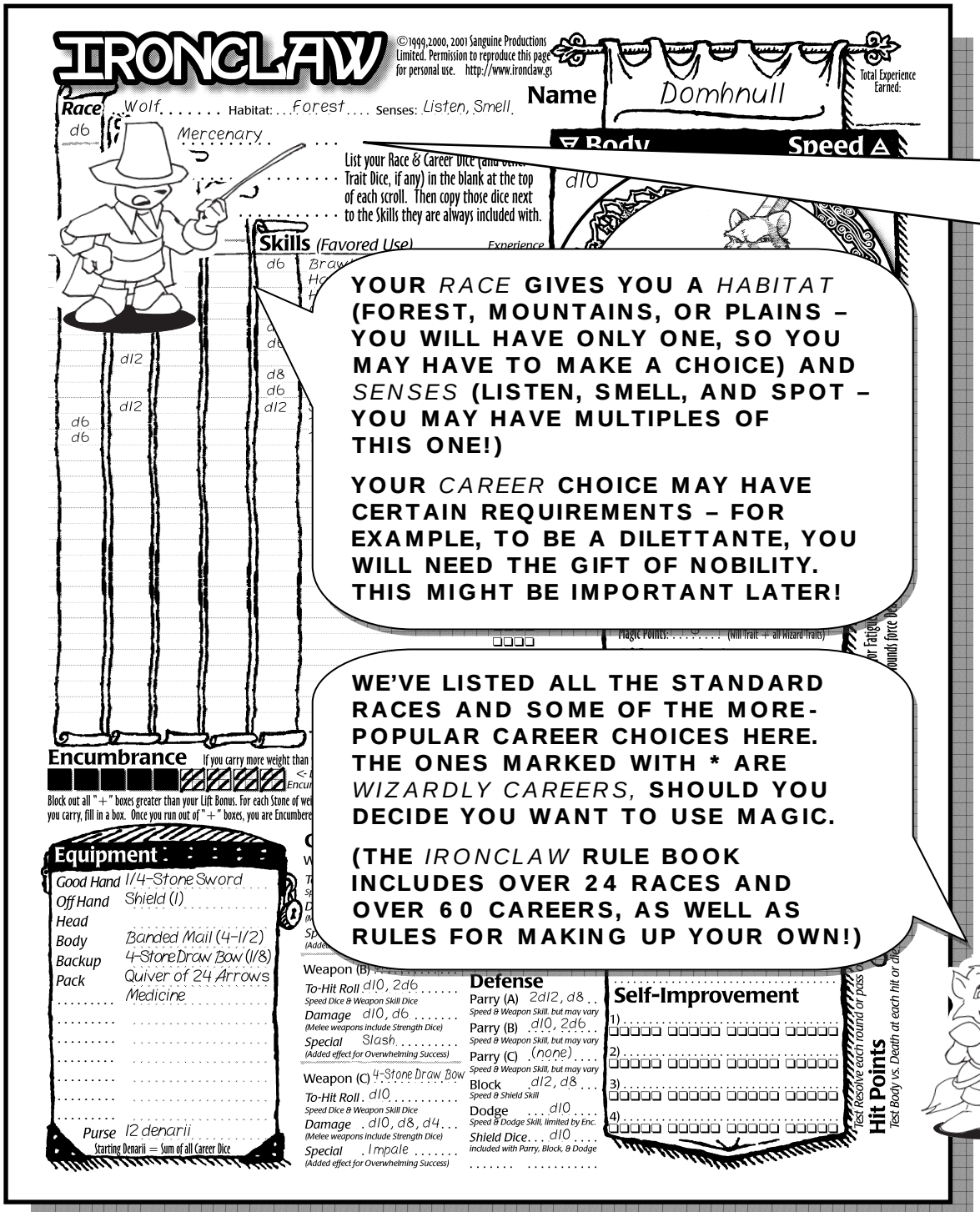
Male Names:
Alais
Beauvais
Calixto
Dalvany
Echetone
Foucauld
Garion
Heracleus
Itamar
Jean-Matthieu
Konhoyarn
Leofred
Malaquias
Nicephore
Odilon
Petronius
Quentilien
Raguenot
Sauvaire
Theudbald
Ulderic
Vicente
Xever
Yariv
Zemarchus

A GOOD NAME WILL HELP YOU GET A FEEL FOR YOUR CHARACTER. WE'VE INCLUDED A LIST TO HELP GET YOU STARTED.

TRY TO PICK A DIFFERENT NAME THAN YOUR FELLOW PLAYERS!

Step 2:

Choose a Race and Career. Write the Racial Habitat and Senses in these blanks.

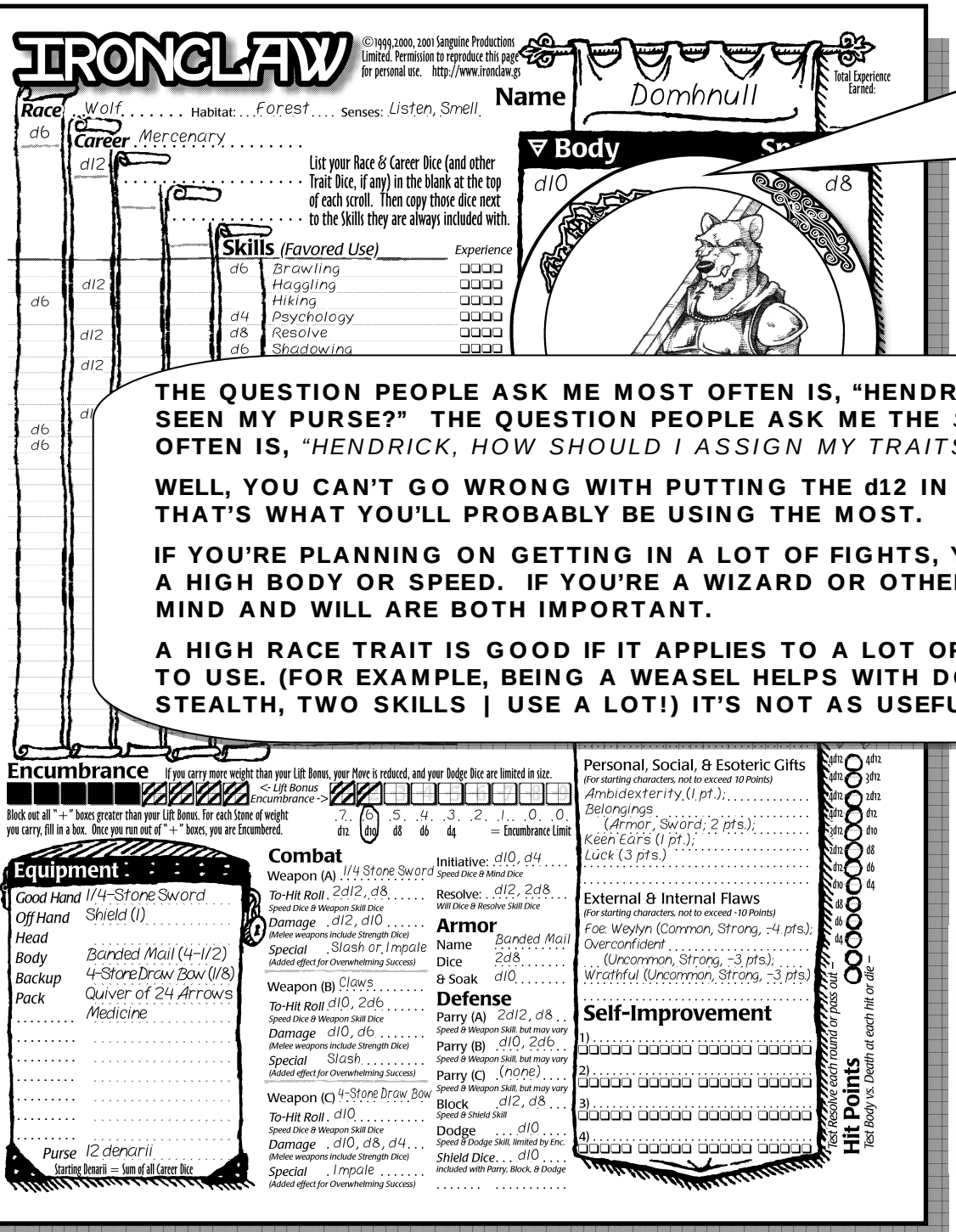


Race	Page
Apes (3 points)	p. 25
Armadillos (5 points)	p. 26
Badgers (2 points)	p. 27
Bats (special; 2 points plus Size)	p. 28
Bears (7 points)	p. 29
Boars (1 point)	p. 30
Cats (3 points)	p. 31
Coyotes (3 points)	p. 32
Elk / Deer (zero or 1 point)	p. 33
Ermines (2 points)	p. 39
Ferrets (2 points)	p. 39
Foxes (3 points)	p. 34
Goats (1 or 2 points)	p. 35
Horses (4 points)	p. 36
Mice (3 points)	p. 37
Minks (2 points)	p. 39
Monkeys (2 points)	p. 38
Otters (1 point)	p. 40
Porcupines (4 points)	p. 41
Rabbits (2 points)	p. 42
Raccoons (3 points)	p. 43
Rams (1 or 2 points)	p. 35
Rats (3 points)	p. 37
Rhinoceros (8 points)	p. 44
Sheep (1 or 2 points)	p. 35
Shrews (5 points)	p. 45
Skunks (5 points)	p. 46
Squirrels (1 point)	p. 47
Weasels (2 points)	p. 39
Wild Dogs (3 points)	p. 32
Wolverines (2 points)	p. 27
Wolves (3 points)	p. 48

Career	Page
Bawd	p. 50
Bodyguard	p. 60
Bounty Hunter	p. 60
Burglar	p. 51
Cavalier	p. 54
Charlatan	p. 51
Cleric *	p. 64
Dilettante	p. 54
Dragoon	p. 60
Elementalist *	p. 64
Green & Purple Mage *	p. 64
Homeopath	p. 55
Hunter	p. 60
Mercenary	p. 61
Outrider	p. 61
Paladin	p. 50
Pit Fighter	p. 61
Ranger	p. 62
Robber	p. 52
Scout	p. 62
Thaumaturge *	p. 64
Witch Hunter	p. 63

Step 3:

Assign your six Traits of d12, d10, d8, d8, d6, and d4 to your Body, Speed, Mind, Will, Race, and Career.



THE QUESTION PEOPLE ASK ME MOST OFTEN IS, "HENDRICK, HAVE YOU SEEN MY PURSE?" THE QUESTION PEOPLE ASK ME THE *SECOND-MOST* OFTEN IS, *"HENDRICK, HOW SHOULD I ASSIGN MY TRAITS?"*

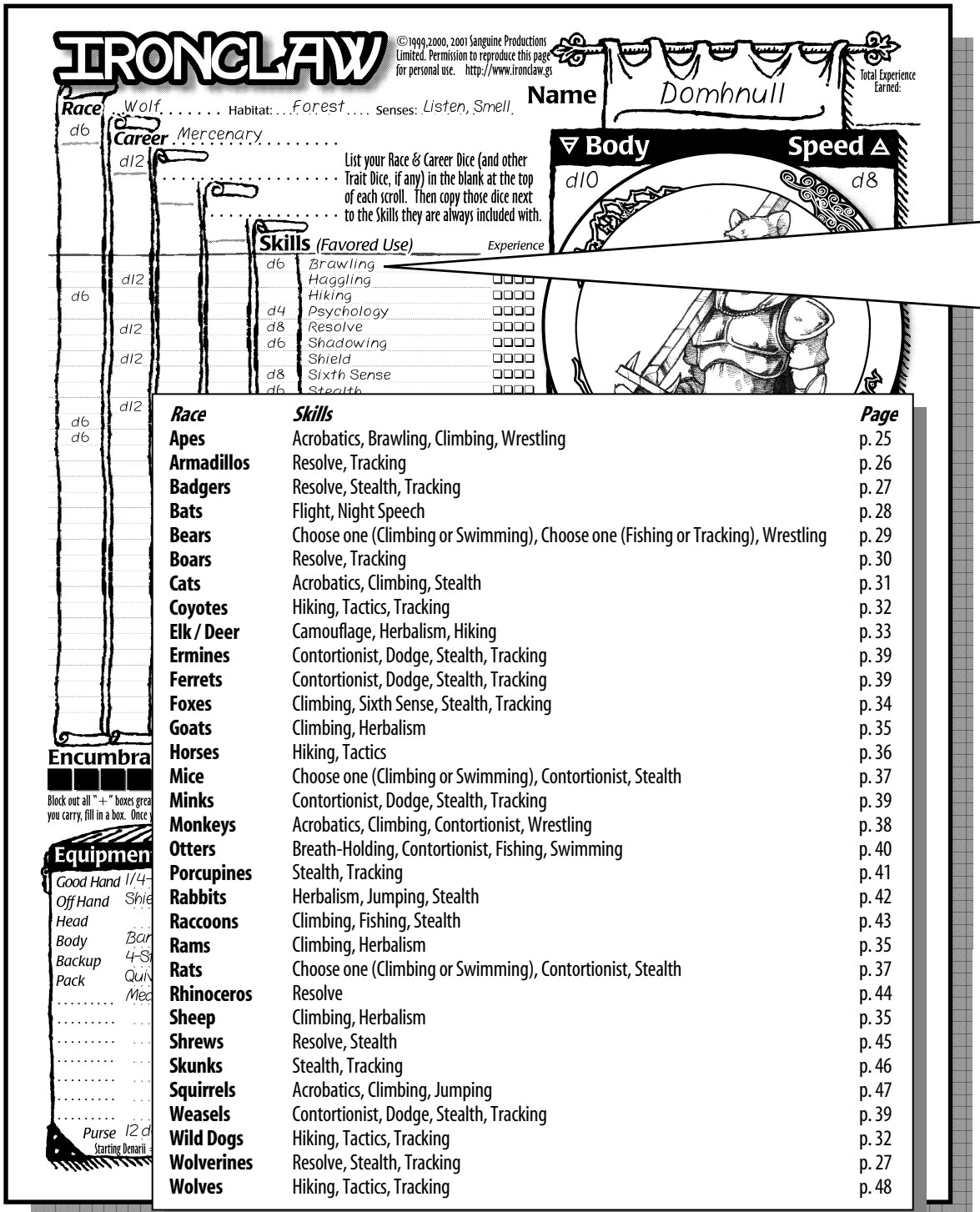
WELL, YOU CAN'T GO WRONG WITH PUTTING THE d12 IN YOUR *CAREER.* THAT'S WHAT YOU'LL PROBABLY BE USING THE MOST.

IF YOU'RE PLANNING ON GETTING IN A LOT OF FIGHTS, YOU SHOULD HAVE A HIGH BODY OR SPEED. IF YOU'RE A WIZARD OR OTHER CRAFTY TYPE, MIND AND WILL ARE BOTH IMPORTANT.

A HIGH RACE TRAIT IS GOOD IF IT APPLIES TO A LOT OF SKILLS YOU LIKE TO USE. (FOR EXAMPLE, BEING A WEASEL HELPS WITH DODGE AND STEALTH, TWO SKILLS | USE A LOT!) IT'S NOT AS USEFUL TO ACADEMICS.

AFTER YOU SEE HOW SKILLS STACK UP, YOU MAY CHANGE YOUR MIND AND WANT TO SWITCH THINGS 'ROUND. THAT'S OKAY! THAT'S WHY PENCILS HAVE ERASERS.

LATER, WE'LL BE SHOWING YOU HOW TO ADD MORE TRAITS AND HOW TO IMPROVE THE ONES YOU HAVE!



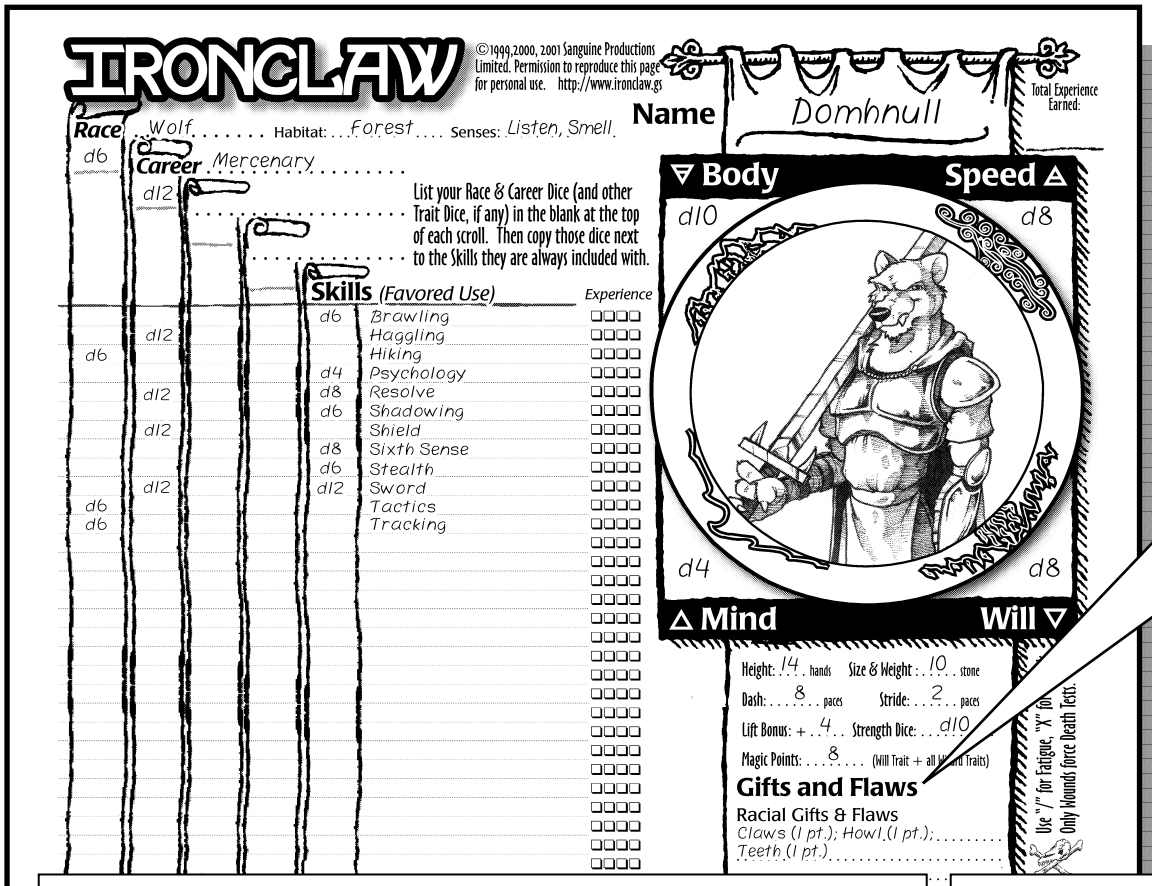
Step 4:

Write in the names of Skills included with your Race and Career. Copy the Race & Career Trait Dice next to the Skills they are included with.

Race	Skills	Page
Apes	Acrobatics, Brawling, Climbing, Wrestling	p. 25
Armadillos	Resolve, Tracking	p. 26
Badgers	Resolve, Stealth, Tracking	p. 27
Bats	Flight, Night Speech	p. 28
Bears	Choose one (Climbing or Swimming), Choose one (Fishing or Tracking), Wrestling	p. 29
Boars	Resolve, Tracking	p. 30
Cats	Acrobatics, Climbing, Stealth	p. 31
Coyotes	Hiking, Tactics, Tracking	p. 32
Elk / Deer	Camouflage, Herbalism, Hiking	p. 33
Ermines	Contortionist, Dodge, Stealth, Tracking	p. 39
Ferrets	Contortionist, Dodge, Stealth, Tracking	p. 39
Foxes	Climbing, Sixth Sense, Stealth, Tracking	p. 34
Goats	Climbing, Herbalism	p. 35
Horses	Hiking, Tactics	p. 36
Mice	Choose one (Climbing or Swimming), Contortionist, Stealth	p. 37
Minks	Contortionist, Dodge, Stealth, Tracking	p. 39
Monkeys	Acrobatics, Climbing, Contortionist, Wrestling	p. 38
Otters	Breath-Holding, Contortionist, Fishing, Swimming	p. 40
Porcupines	Stealth, Tracking	p. 41
Rabbits	Herbalism, Jumping, Stealth	p. 42
Raccoons	Climbing, Fishing, Stealth	p. 43
Rams	Climbing, Herbalism	p. 35
Rats	Choose one (Climbing or Swimming), Contortionist, Stealth	p. 37
Rhinoceros	Resolve	p. 44
Sheep	Climbing, Herbalism	p. 35
Shrews	Resolve, Stealth	p. 45
Skunks	Stealth, Tracking	p. 46
Squirrels	Acrobatics, Climbing, Jumping	p. 47
Weasels	Contortionist, Dodge, Stealth, Tracking	p. 39
Wild Dogs	Hiking, Tactics, Tracking	p. 32
Wolverines	Resolve, Stealth, Tracking	p. 27
Wolves	Hiking, Tactics, Tracking	p. 48

Career	Applies to…	Page
Bawd	Bribery, Carousing, Fast-Talk, Streetwise	p. 50
Bodyguard	Observation, Psychology, Shield, Sixth Sense	p. 60
Bounty Hunter	(Weapon of choice), Shadowing, Streetwise, Tracking	p. 60
Burglar	Climbing, Streetwise, Stealth, Traps	p. 51
Cavalier	Lore: Heraldry, Riding, Shield, Sword	p. 54
Charlatan	Fast-Talk, Forgery, Psychology, Streetwise	p. 51
Cleric	Literacy, Meditation, Theology	p. 64
Dilettante	Etiquette, Fencing, Lore: Heraldry, Literacy	p. 54
Dragoon	Gun, Gunsmith, Resolve, Sword	p. 60
Elementalist	Literacy, Lore: Elementalist Magic, Meditation	p. 64
Green & Purple Mage	Literacy, Lore: Green and Purple Magic, Meditation	p. 64
Homeopath	First Aid, Herbalism, Medicine, Survival	p. 55
Hunter	Bow, Stealth, Survival, Tracking	p. 60
Mercenary	(weapon of choice), Haggling, Resolve, Shield	p. 61
Outrider	Lore: Heraldry, Navigation, Observation, Riding	p. 61
Paladin	(weapon of choice), Literacy, Resolve, Theology	p. 50
Pit Fighter	Brawling, Carousing, First Aid, Resolve	p. 61
Ranger	Bow, Hiking, Navigation, Tracking	p. 62
Robber	(Weapon of choice), Intimidation, Streetwise, Stealth	p. 52
Scout	Cartography, Hiking, Navigation, Observation	p. 62
Thaumaturge	Literacy, Lore: Magic, Meditation	p. 64
Witch Hunter	Lore: Magic, Observation, Resolve, Sixth Sense	p. 63

ONCE AGAIN, FOR YOUR REFERENCE, HERE ARE THE RACES AND THE MORE COMMON CAREERS AND THE SKILLS THEY INCLUDE.



Step 5:

You start with 20 Points. Write in your Racial Gifts and Flaws, and deduct their cost from your Points.

HERE'S THE SUMMARY OF RACIAL GIFTS AND FLAWS.

(IF YOU'RE PLAYING A BAT CHARACTER, YOU'LL NEED TO REFER TO PAGE 11 IN THE BOOK ABOUT "SIZE.")

Race	Gifts	Flaws	Page
Apes	Prehensile Feet (1 point); Strength +1 (2 points)	None	p. 25
Armadillos	Claws (1 point); Armor of d6 (7 points)	Poor Sight (-3 points)	p. 26
Badgers	Claws (1 point); Teeth (1 point)	None	p. 27
Bats	Echolocation (3 points); Flight (number of points equal to Size); Prehensile Feet (1 point)	Frail (-2 points)	p. 28
Bears	Claws (1 point); Strength +2 (5 points); Teeth (1 point)	None	p. 29
Boars	Tusks (1 point)	None	p. 30
Cats	Claws (1 point); Night Vision (1 point); Teeth (1 point)	None	p. 31
Coyotes	Claws (1 point); Howl (1 point); Teeth (1 point)	None	p. 32
Elk / Deer	Antlers (if male) (1 point)	None	p. 33
Ermines	Claws (1 point); Teeth (1 point)	None	p. 39
Ferrets	Claws (1 point); Teeth (1 point)	None	p. 39
Foxes	Claws (1 point); Keen Ears (1 point); Teeth (1 point)	None	p. 34
Goats	Horns (if male) (1 point); Sure-Footed (1 point)	None	p. 35
Horses	Extra Move +3 (3 points); Hooves (1 point)	None	p. 36
Mice	Claws (1 point); Keen Ears (1 point); Teeth (1 point)	None	p. 37
Minks	Claws (1 point); Teeth (1 point)	None	p. 39

Race	Gifts	Flaws	Page
Monkeys	Prehensile Feet (1 point); Prehensile Tail (1 point)	None	p. 38
Otters	Claws (1 point)	None	p. 40
Porcupines	Barbed Spines (2 points); Claws (1 point); Teeth (1 point)	None	p. 41
Rabbits	Claws (1 point); Keen Ears (1 point)	None	p. 42
Raccoons	Claws (1 point); Night Vision (1 point); Teeth (1 point)	None	p. 43
Rams	Horns (if male) (1 point); Sure-Footed (1 point)	None	p. 35
Rats	Claws (1 point); Keen Ears (1 point); Teeth (1 point)	None	p. 37
Rhinoceros	Horn (1 point); Robustness +2 (5 points); Strength +2 (5 points)	Poor Sight (-3 points)	p. 44
Sheep	Horns (if male) (1 point); Sure-Footed (1 point)	None	p. 35
Shrews	Claws (1 point); Poison (1 points); Robustness +1 (2 points); Teeth (1 point)	None	p. 45
Skunks	Claws (1 point); Spray (3 points); Teeth (1 point)	None	p. 46
Squirrels	Claws (1 point)	None	p. 47
Weasels	Claws (1 point); Teeth (1 point)	None	p. 39
Wild Dogs	Claws (1 point); Howl (1 point); Teeth (1 point)	None	p. 32
Wolverines	Claws (1 point); Teeth (1 point)	None	p. 27
Wolves	Claws (1 point); Howl (1 point); Teeth (1 point)	None	p. 48

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Total Experience Earned:

Race Wolf Habitat: Forest Senses: Listen, Smell — d6

Career Mercenary — d12

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d6	Hiking	
d4	Psychology	
d12	d8 Resolve	
d6	Shadowing	
d12	Shield	
d8	Sixth Sense	
d6	Stealth	
d12	d12 Sword	
d6	Tactics	
d6	Tracking	

▽ Body d10 — **Speed △** d8

△ Mind d4 — **Will ▽**

Height: 14 hands Size & Weight: 10 stone

Dash: 8 paces Stride: 2 paces

Lift Bonus: + 4 Strength Dice: d10

Magic Points: 8 (Will Trait + all Wizard Traits)

Gifts and Flaws

Racial Gifts & Flaws

Claws (1 pt.); Howl (1 pt.); Teeth (1 pt.)

Personal, Social, & Esoteric Gifts
(For starting characters, not to exceed 10 Points)

Ambidexterity (1 pt.); Belongings (Armor, Sword; 2 pts.); Keen Ears (1 pt.); Luck (3 pts.)

External & Internal Flaws
(For starting characters, not to exceed -10 Points)

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Hit Points
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Test Body vs. Death at each hit or die –

Use "/" for Fatigue, "X" for Wounds. Only Wounds force Death Tests.

d12 d12 d12 d12 d12 d10 d8 d6 d4

Encumbrance

If you carry more weight than your Lift Bonus, your Move is reduced, and your Dodge Dice are limited in size.

<- Lift Bonus Encumbrance ->

Block out all "+" boxes greater than your Lift Bonus. For each Stone of weight you carry, fill in a box. Once you run out of "+" boxes, you are Encumbered.

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d12 d10 d8 d6 d4 = Encumbrance Limit

Equipment

Good Hand	1/4-Stone Sword
Off Hand	Shield (1)
Head	
Body	Banded Mail (4-1/2)
Backup	4-Stone Draw Bow (1/8)
Pack	Quiver of 24 Arrows
	Medicine
Purse	12 denarii

Starting Denarii = Sum of all Career Dice

Combat

Weapon (A) 1/4 Stone Sword
To-Hit Roll 2d12, d8 (Speed Dice & Weapon Skill Dice)
Damage d12, d10 (Melee weapons include Strength Dice)
Special Slash or Impale (Added effect for Overwhelming Success)

Weapon (B) Claws
To-Hit Roll d10, 2d6 (Speed Dice & Weapon Skill Dice)
Damage d10, d6 (Melee weapons include Strength Dice)
Special Slash (Added effect for Overwhelming Success)

Weapon (C) 4-Stone Draw Bow
To-Hit Roll d10 (Speed Dice & Weapon Skill Dice)
Damage d10, d8, d4 (Melee weapons include Strength Dice)
Special Impale (Added effect for Overwhelming Success)

Initiative: d10, d4 (Speed Dice & Mind Dice)

Resolve: d12, 2d8 (Will Dice & Resolve Skill Dice)

Armor

Name Banded Mail
Dice 2d8
& Soak d10

Defense

Parry (A) 2d12, d8 (Speed & Weapon Skill, but may vary)
Parry (B) d10, 2d6 (Speed & Weapon Skill, but may vary)
Parry (C) (none) (Speed & Weapon Skill, but may vary)
Block d12, d8 (Speed & Shield Skill)
Dodge d10 (Speed & Dodge Skill, limited by Enc.)
Shield Dice d10 (included with Parry, Block, & Dodge)

Step 6:

Write in your character's abilities. You can find this information on pages 11-12.

PSST! LOOKING FOR SOME SHORT CUTS? HERE'S A FEW CUES:

HEIGHT: **BODY DIE + 4**
WT & SIZE: **BODY DIE**
DASH: **SPEED DIE**
STRIDE: **¼ OF DASH**
LIFT BONUS: **BODY LEVEL**
STRENGTH: **BODY DICE**

GOT THAT? IF NOT, OPEN YOUR BOOK TO PAGES 11 AND 12 – IT EXPLAINS THIS ALL IN DETAIL.

YOUR *MAGIC POINTS* **IS THE SUM OF THE SIZE OF YOUR** *WILL DIE* **AND YOUR** *WIZARDLY CAREER DICE.*

IF YOU'RE NOT A WIZARD, THEN YOU CAN SKIP THIS STEP.

IRONCLAW

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Name Domhnull

Total Experience Earned:

Race Wolf Habitat: Forest Senses: Listen, Smell d6

Career Mercenary d12

List your Race & Career Dice (and other Trait Dice, if any) in the blank at the top of each scroll. Then copy those dice next to the Skills they are always included with.

	Skills (Favored Use)	Experience
d6	Brawling	
d12	Haggling	
d6	Hiking	
d4	Psychology	
d12	Resolve	
d6	Shadowing	
d12	Shield	
d8	Sixth Sense	
d6	Stealth	
d12	Sword	
d6	Tactics	
d6	Tracking	

Height: 14 hands Size & Weight: 10 stone

Dash: 8 paces Stride: 2 paces

Lift Bonus: + 4 Strength Dice: d10

Magic Points: 8 (Will Trait + all Wizard Traits)

Gifts and Flaws

Racial Gifts & Flaws

Claws (1 pt.); Howl (1 pt.); Teeth (1 pt.)

Personal, Social, & Esoteric Gifts
(For starting characters, not to exceed 10 Points)

Ambidexterity (1 pt.); Belongings (Armor, Sword; 2 pts.); Keen Ears (1 pt.); Luck (3 pts.)

External & Internal Flaws
(For starting characters, not to exceed -10 Points)

Foe: Weylyn (Common, Strong, -4 pts.); Overconfident (Uncommon, Strong, -3 pts.); Wrathful (Uncommon, Strong, -3 pts.)

Self-Improvement

1) 2) 3) 4)

Hit Points
Test Resolve each round or pass out –
Test Body vs. Death at each hit or die –
Use "/" for Wounds.
Only Wounds force

d12 2d12 3d12 4d12 d12 d10 d8 d6 d4

Encumbrance

If you carry more weight than your Lift Bonus, your Move is reduced, and your Dodge Dice are limited in size.

<- Lift Bonus Encumbrance ->

Block out all "+" boxes greater than your Lift Bonus. For each Stone of weight you carry, fill in a box. Once you run out of "+" boxes, you are Encumbered.

.7 .6 .5 .4 .3 .2 .1 .0 .0
d12 d10 d8 d6 d4 = Encumbrance Limit

Equipment

Good Hand	1/4-Stone Sword
Off Hand	Shield (1)
Head	
Body	Banded Mail (4-1/2)
Backup	4-Stone Draw Bow (1/8)
Pack	Quiver of 24 Arrows
	Medicine
Purse	12 denarii

Starting Denarii = Sum of all Career Dice

Combat

Weapon (A) 1/4 Stone Sword
To-Hit Roll 2d12, d8 (Speed Dice & Weapon Skill Dice)
Damage d12, d10 (Melee weapons include Strength Dice)
Special Slash or Impale (Added effect for Overwhelming Success)

Weapon (B) Claws
To-Hit Roll d10, 2d6 (Speed Dice & Weapon Skill Dice)
Damage d10, d6 (Melee weapons include Strength Dice)
Special Slash (Added effect for Overwhelming Success)

Weapon (C) 4-Stone Draw Bow
To-Hit Roll d10 (Speed Dice & Weapon Skill Dice)
Damage d10, d8, d4 (Melee weapons include Strength Dice)
Special Impale (Added effect for Overwhelming Success)

Initiative: d10, d4 (Speed Dice & Mind Dice)
Resolve: d12, 2d8 (Will Dice & Resolve Skill Dice)

Armor

Name Banded Mail
Dice 2d8
& Soak d10

Defense

Parry (A) 2d12, d8 (Speed & Weapon Skill, but may vary)
Parry (B) d10, 2d6 (Speed & Weapon Skill, but may vary)
Parry (C) (none) (Speed & Weapon Skill, but may vary)
Block d12, d8 (Speed & Shield Skill)
Dodge d10 (Speed & Dodge Skill, limited by Enc.)
Shield Dice d10 (included with Parry, Block, & Dodge)

Step 7:

You may spend up to 10 Points on Personal, Social, and Esoteric Gifts. Spend your Points.

THE *IRONCLAW* BOOK LISTS OVER FIFTY GIFTS IN THESE CATEGORIES. HERE'S A FEW OF OUR FAVORITES.

- ***BELONGINGS* (SO YOU CAN HAVE A SWORD OR A GUN) – PAGE 88**
- ***EXTRA TRAIT* (SO YOU CAN HAVE A SECOND CAREER OR A SPECIAL ABILITY) – PAGE 79**
- ***INCREASED TRAIT* (SO YOU CAN START WITH BIGGER DICE) – PAGE 80**

FOR AN EXAMPLE OF EXTRA TRAITS IN ACTION, CHECK OUT THE CHARACTER SHEET OF *MANSUR* IN THE *IRONCLAW* BOOK, PAGE 19.

IRONCLAW

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Name Domhnull

Total Experience Earned:

Race Wolf Habitat: Forest Senses: Listen, Smell d6

Career Mercenary d12

List your Race & Career Dice (and other Trait Dice, if any) in the blank at the top of each scroll. Then copy those dice next to the Skills they are always included with.

	Skills (Favored Use)	Experience
d6	Brawling	
d12	Haggling	
d6	Hiking	
d4	Psychology	
d12	d8 Resolve	
d6	Shadowing	
d12	Shield	
d8	Sixth Sense	
d6	Stealth	
d12	d12 Sword	
d6	Tactics	
d6	Tracking	

▽ Body — d10 | Speed △ — d8

△ Mind — d4 | Will ▽ — d8

Height: 14 hands Size & Weight: 10 stone

Dash: 8 paces Stride: 2 paces

Lift Bonus: + 4 Strength Dice: d10

Magic Points: 8 (Will Trait + all Wizard Traits)

Gifts and Flaws

Racial Gifts & Flaws

Claws (1 pt.); Howl (1 pt.); Teeth (1 pt.)

Personal, Social, & Esoteric Gifts
(For starting characters, not to exceed 10 Points)

Ambidexterity (1 pt.); Belongings (Armor, Sword; 2 pts.); Keen Ears (1 pt.); Luck (3 pts.)

External & Internal Flaws
(For starting characters, not to exceed -10 Points)

Foe: Weylyn (Common, Strong, -4 pts.); Overconfident (Uncommon, Strong, -3 pts.); Wrathful (Uncommon, Strong, -3 pts.)

Self-Improvement

1) ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

2) ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

3) ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

4) ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Hit Points
Test Resolve each round or pass out –
Test Body vs. Death at each hit or die –

Use "/" for Fatigue, "X" for Wounds. Only Wounds force Death Tests.

d12 3d12 2d12 d12 d10 d8 d6 d4

Encumbrance

If you carry more weight than your Lift Bonus, your Move is reduced, and your Dodge Dice are limited in size.

<- Lift Bonus Encumbrance ->

Block out all "+" boxes greater than your Lift Bonus. For each Stone of weight you carry, fill in a box. Once you run out of "+" boxes, you are Encumbered.

.7. .6. .5. .4. .3. .2. .1. .0. .0.
d12 d10 d8 d6 d4 = Encumbrance Limit

Equipment

Good Hand	1/4-Stone Sword
Off Hand	Shield (1)
Head	
Body	Banded Mail (4-1/2)
Backup	4-Stone Draw Bow (1/8)
Pack	Quiver of 24 Arrows
	Medicine
Purse	12 denarii

Starting Denarii = Sum of all Career Dice

Combat

Weapon (A) 1/4 Stone Sword
To-Hit Roll 2d12, d8 (Speed Dice & Weapon Skill Dice)
Damage d12, d10 (Melee weapons include Strength Dice)
Special Slash or Impale (Added effect for Overwhelming Success)

Weapon (B) Claws
To-Hit Roll d10, 2d6 (Speed Dice & Weapon Skill Dice)
Damage d10, d6 (Melee weapons include Strength Dice)
Special Slash (Added effect for Overwhelming Success)

Weapon (C) 4-Stone Draw Bow
To-Hit Roll d10 (Speed Dice & Weapon Skill Dice)
Damage d10, d8, d4 (Melee weapons include Strength Dice)
Special Impale (Added effect for Overwhelming Success)

Initiative: d10, d4 (Speed Dice & Mind Dice)
Resolve: d12, 2d8 (Will Dice & Resolve Skill Dice)

Armor

Name Banded Mail
Dice 2d8
& Soak d10

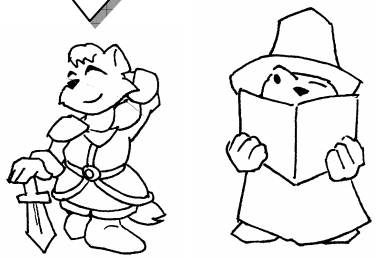
Defense

Parry (A) 2d12, d8 (Speed & Weapon Skill, but may vary)
Parry (B) d10, 2d6 (Speed & Weapon Skill, but may vary)
Parry (C) (none) (Speed & Weapon Skill, but may vary)
Block d12, d8 (Speed & Shield Skill)
Dodge d10 (Speed & Dodge Skill, limited by Enc.)
Shield Dice d10 (included with Parry, Block, & Dodge)

Step 8:

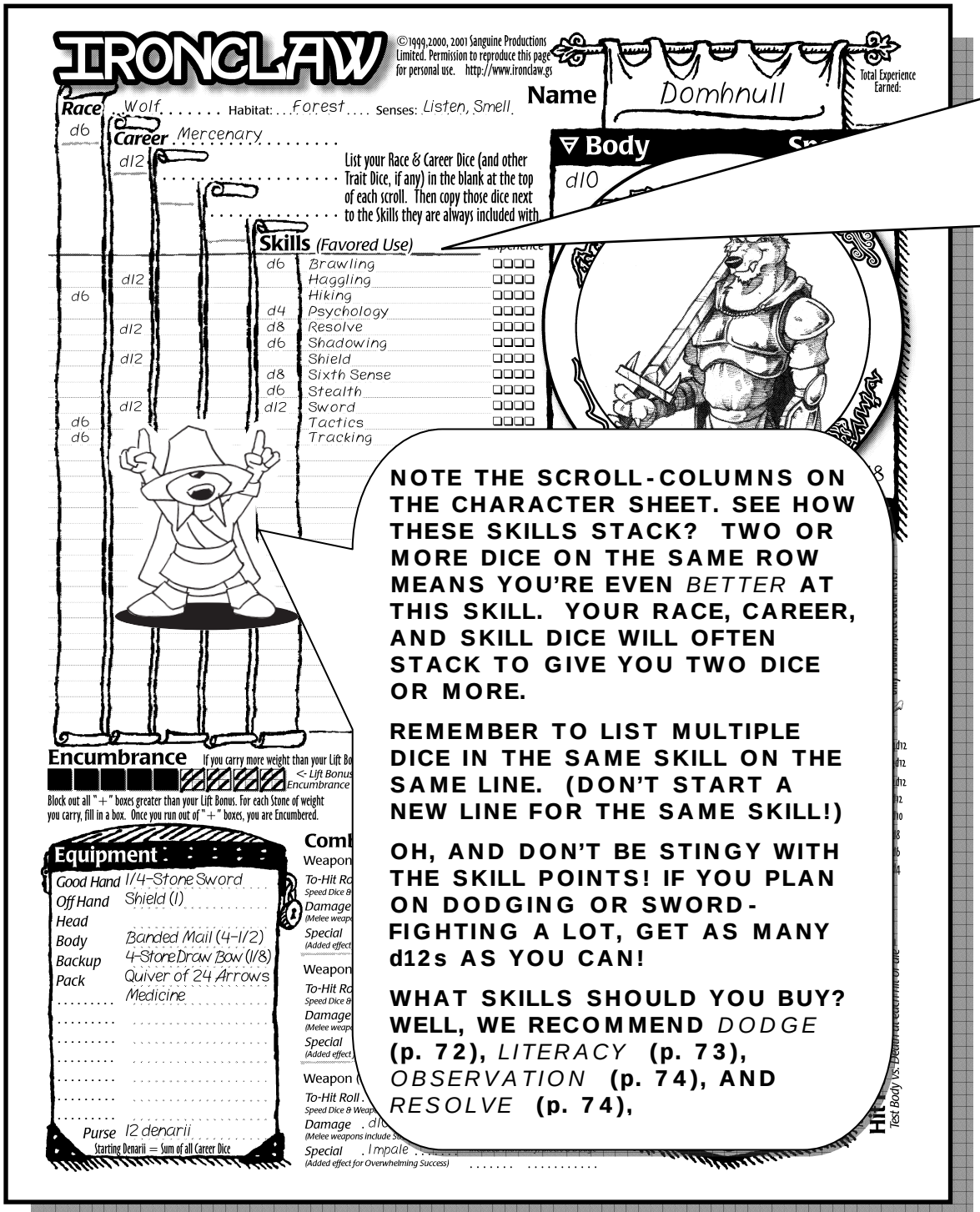
You may take up to –10 Points in External and Internal Flaws. Adjust your Points.

CHARACTER FLAWS ARE *OPTIONAL.* PRACTICALLY-FLAWLESS PEOPLE LIKE MYSELF WILL SKIP THIS STEP.



YES, *CURIOUS, GARRULOUS, GREEDY, HEROIC*, AND *"FLAWLESS"* PEOPLE LIKE YOURSELF...

(SEE PAGES 92-104 FOR A LISTING OF FLAWS.)



NOTE THE SCROLL-COLUMNS ON THE CHARACTER SHEET. SEE HOW THESE SKILLS STACK? TWO OR MORE DICE ON THE SAME ROW MEANS YOU'RE EVEN *BETTER* AT THIS SKILL. YOUR RACE, CAREER, AND SKILL DICE WILL OFTEN STACK TO GIVE YOU TWO DICE OR MORE.

REMEMBER TO LIST MULTIPLE DICE IN THE SAME SKILL ON THE SAME LINE. (DON'T START A NEW LINE FOR THE SAME SKILL!)

OH, AND DON'T BE STINGY WITH THE SKILL POINTS! IF YOU PLAN ON DODGING OR SWORD-FIGHTING A LOT, GET AS MANY d12s AS YOU CAN!

WHAT SKILLS SHOULD YOU BUY? WELL, WE RECOMMEND *DODGE* (p. 72), *LITERACY* (p. 73), *OBSERVATION* (p. 74), AND *RESOLVE* (p. 74),

Step 9:

Spend your remaining Points on Skills. (1=d4; 2=d6; 3=d8; 4=d10; 5=d12). Skills you spend Points on can have Favored Uses — see p. 9.

Skills do not "stack" on Traits; rather, you will gain multiple dice in each Skill.

IF YOU'RE A WIZARD, *SPELL-CASTING* IS ALSO A SKILL. YOU DON'T NEED IT TO CAST SPELLS – YOU CAN RELY ON YOUR MIND AND WIZARD TRAITS – BUT YOU'LL BE AN EVEN BETTER WIZARD IF YOU'VE GOT IT!

EACH SPELL HAS A DIFFERENT SKILL, AND YOUR GOAL IS TO BECOME *ADEPT* WITH YOUR SPELLS. SEE THE *MAGIC* CHAPTER IN THE *IRONCLAW* BOOK FOR HOW THIS WORKS.

Step 10:

Choose your Equipment, including arms and armor. See p. 105-115 and p. 313-316.

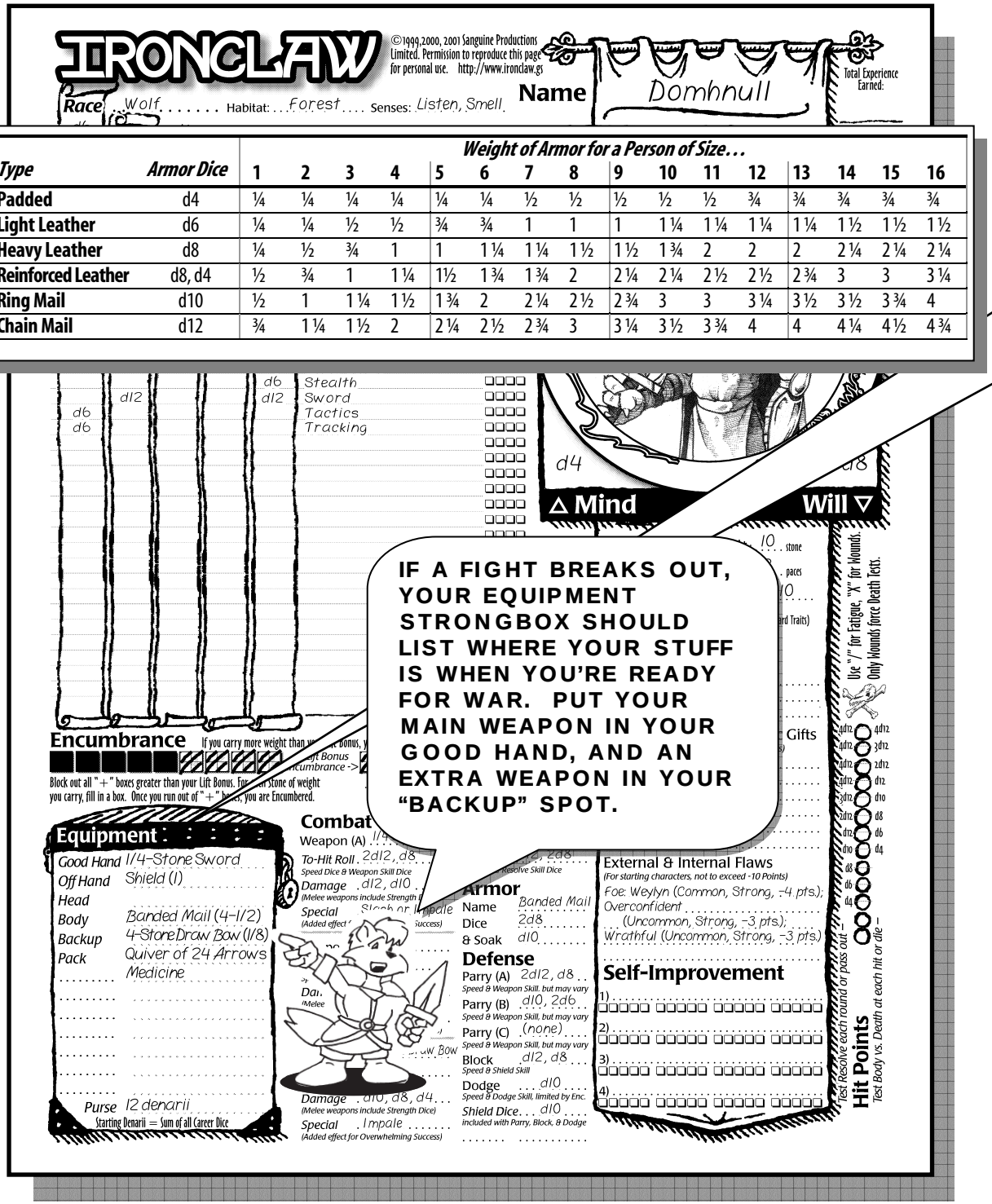
UNSURE OF WHAT EQUIPMENT TO GET? GOOD THING YOUR PAL HENDRICK IS HERE TO ADVISE YOU…

ARMOR: **YOU NEED AT LEAST PADDED, IF YOU'RE EXPECTING** *ANY* **KIND OF VIOLENCE (AND IT'S A DANGEROUS WORLD!)** *REINFORCED LEATHER* **IS VERY POPULAR, AS IT'S BOTH LIGHT AND PROTECTIVE. WE'VE REPRODUCED PART OF THE ARMOR TABLE FROM PAGE 316. (NOTE THAT ARMOR WEIGHT DEPENDS ON YOUR CHARACTER'S SIZE!)**

WEAPONS: **YOUR LIFT BONUS DETERMINES HOW EASILY YOU USE WEAPONS. YOU'LL WANT A** *LIGHT* **WEAPON IN ONE HAND, OR A** *MEDIUM WEAPON* **IN TWO HANDS. ANYTHING ELSE IS "AWKWARD" AND USES SPECIAL RULES.**

OTHER STUFF: **YOU'RE ASSUMED TO HAVE THE TOOLS OF YOUR CAREER. WHEN IN DOUBT, ASK YOUR GAME HOST IF YOU CAN HAVE SOMETHING.**

IF A FIGHT BREAKS OUT, YOUR EQUIPMENT STRONGBOX SHOULD LIST WHERE YOUR STUFF IS WHEN YOU'RE READY FOR WAR. PUT YOUR MAIN WEAPON IN YOUR GOOD HAND, AND AN EXTRA WEAPON IN YOUR "BACKUP" SPOT.



Step 11:

Your To-Hit Rolls are usually your Speed & Weapon Skill Dice. Damage and Specials vary with the weapon.

Your Initiative is your Speed & Mind Dice.

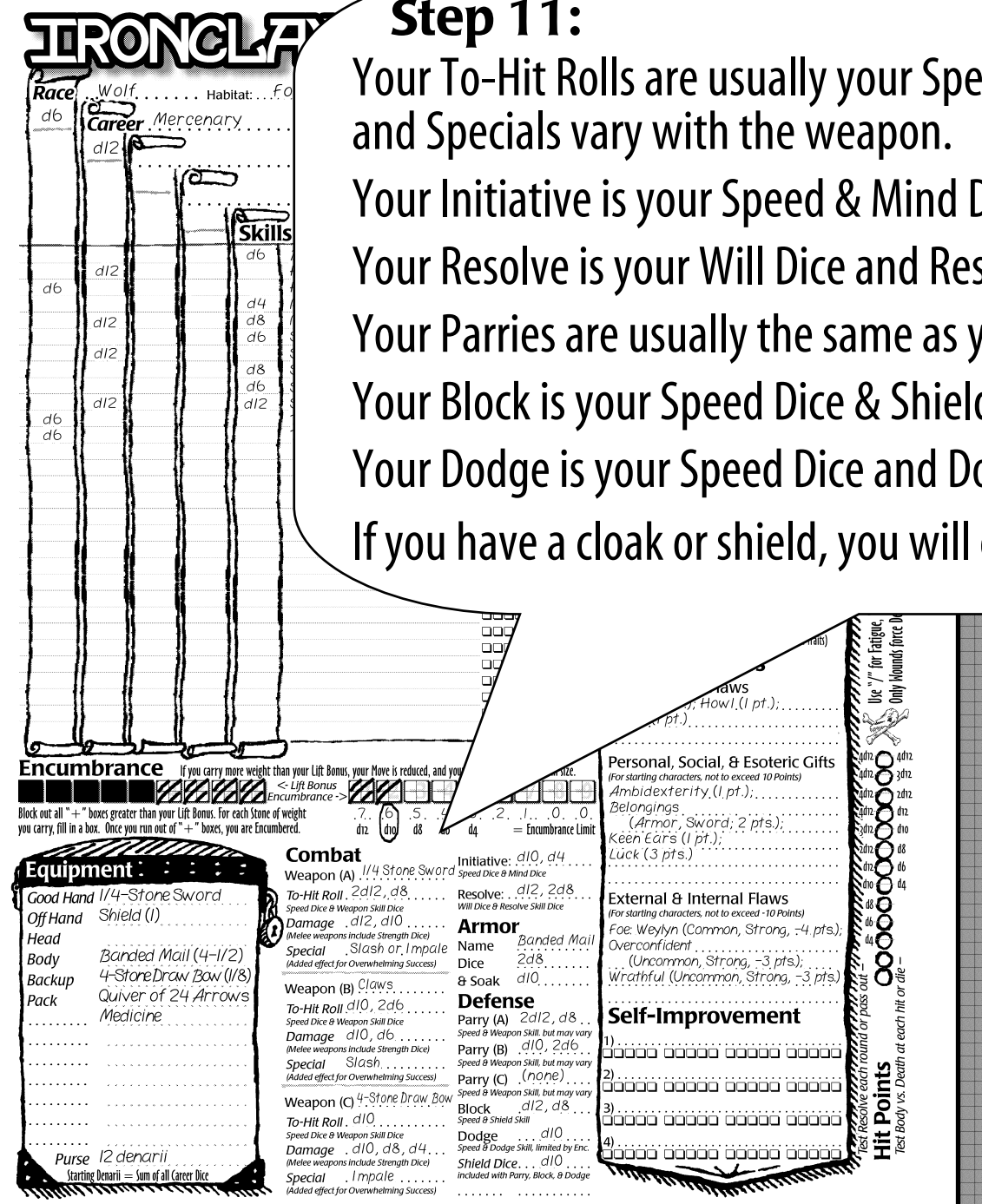
Your Resolve is your Will Dice and Resolve Skill Dice (if any).

Your Parries are usually the same as your To-Hit Rolls.

Your Block is your Speed Dice & Shield Skill Dice (if any).

Your Dodge is your Speed Dice and Dodge Skill Dice (if any).

If you have a cloak or shield, you will get Cover Dice with all Defenses.

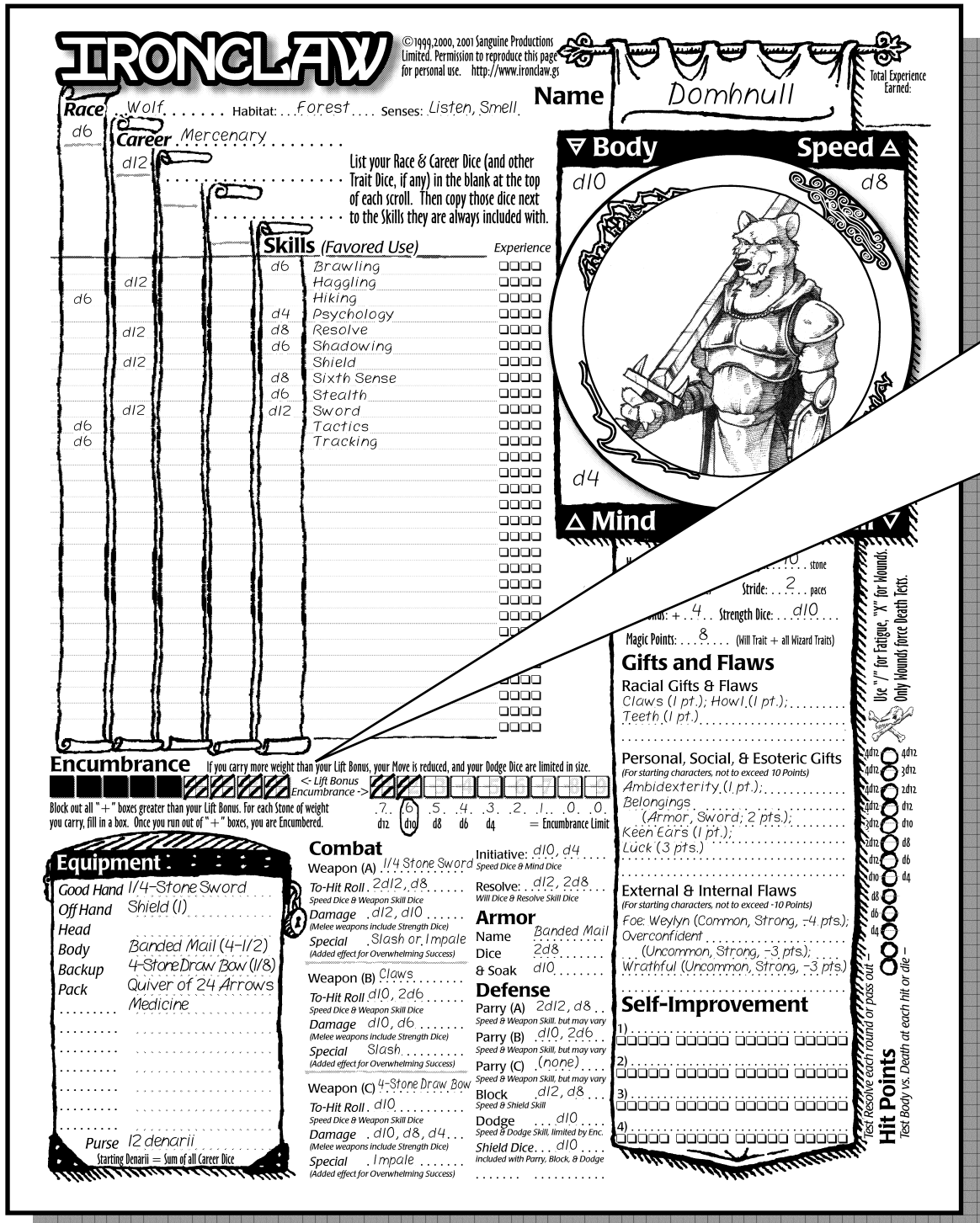


GOT ALL THAT? WHEW. IT SOUNDS LIKE A LOT, BUT YOU'LL ONLY HAVE TO DO ALL THIS STUFF ONCE.

WHAT'S *RESOLVE* FOR? YOU USE IT TO RESIST PAIN AND BEING KNOCKED OUT IN A FIGHT. RESOLVE IS ALSO A SKILL ... IF YOU'VE ONLY GOT ONE RESOLVE DIE, YOU SHOULD CONSIDER BUYING THE SKILL OR AVOID FIGHTS ALTOGETHER.

Step 12:

Block out all boxes larger than your Lift Bonus. For each Stone carried, mark out a box on the Encumbrance track. (Note the lines that let you block out quarter-Stones.) If you have to use a negative-number box, you suffer Encumbrance (p. 13).



WELL, THIS IS PROBABLY THE MOST MATH YOU'LL HAVE TO DO, SO BEAR WITH US.

IN SHORT: *WEIGHT CARRIED* **MINUS** *LIFT BONUS* **EQUALS ENCUMBRANCE.**

IRONCLAW

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Name Domhnull

Total Experience Earned:

Race Wolf Habitat: Forest Senses: Listen, Smell

d6 **Career** Mercenary

d12

List your Race & Career Dice (and other Trait Dice, if any) in the blank at the top of each scroll. Then copy those dice next to the Skills they are always included with.

Skills (Favored Use)

		Skill	Experience
	d6	Brawling	
d12		Haggling	
d6		Hiking	
	d4	Psychology	
d12	d8	Resolve	
	d6	Shadowing	
d12		Shield	
	d8	Sixth Sense	
	d6	Stealth	
d12	d12	Sword	
d6		Tactics	
d6		Tracking	

Body d10 **Speed** d8

Mind d4 **Will** d8

Height: 14 hands Size & Weight: 10 stone

Dash: 8 paces Stride: 2 paces

Lift Bonus: + 4 Strength Dice: d10

Magic Points: 8 (Will Trait + all Wizard Traits)

Gifts and Flaws

Racial Gifts & Flaws

Claws (1 pt.); Howl (1 pt.); Teeth (1 pt.)

Personal, Social, & Esoteric Gifts

(For starting characters, not to exceed 10 Points)

Ambidexterity (1 pt.); Belongings (Armor, Sword; 2 pts.); Keen Ears (1 pt.); Luck (3 pts.)

External & Internal Flaws

(For starting characters, not to exceed -10 Points)

Foe: Weylyn (Common, Strong, -4 pts.); Overconfident (Uncommon, Strong, -3 pts.); Wrathful (Uncommon, Strong, -3 pts.)

Self-Improvement

1)
2)
3)
4)

Hit Points

Test Resolve each round or pass out –

Test Body vs. Death at each hit or die –

Use "/" for Fatigue, "X" for Wounds. Only Wounds force Death Tests.

d12 d10 d8 d6 d4 d12 2d12 3d12 4d12

Encumbrance

If you carry more weight than your Lift Bonus, your Move is reduced, and your Dodge Dice are limited in size.

<- Lift Bonus Encumbrance ->

Block out all "+" boxes greater than your Lift Bonus. For each Stone of weight you carry, fill in a box. Once you run out of "+" boxes, you are Encumbered.

.7. .6. .5. .4. .3. .2. .1. .0. .0.

d12 d10 d8 d6 d4 = Encumbrance Limit

Equipment

Good Hand	1/4-Stone Sword
Off Hand	Shield (1)
Head	
Body	Banded Mail (4-1/2)
Backup	4-Stone Draw Bow (1/8)
Pack	Quiver of 24 Arrows
	Medicine
Purse	12 denarii

Starting Denarii = Sum of all Career Dice

Combat

Weapon (A) 1/4 Stone Sword

To-Hit Roll 2d12, d8 — Speed Dice & Weapon Skill Dice

Damage d12, d10 — (Melee weapons include Strength Dice)

Special Slash or Impale — (Added effect for Overwhelming Success)

Weapon (B) Claws

To-Hit Roll d10, 2d6 — Speed Dice & Weapon Skill Dice

Damage d10, d6 — (Melee weapons include Strength Dice)

Special Slash — (Added effect for Overwhelming Success)

Weapon (C) 4-Stone Draw Bow

To-Hit Roll d10 — Speed Dice & Weapon Skill Dice

Damage d10, d8, d4 — (Melee weapons include Strength Dice)

Special Impale — (Added effect for Overwhelming Success)

Initiative: d10, d4 — Speed Dice & Mind Dice

Resolve: d12, 2d8 — Will Dice & Resolve Skill Dice

Armor

Name Banded Mail

Dice 2d8

& Soak d10

Defense

Parry (A) 2d12, d8 — Speed & Weapon Skill, but may vary

Parry (B) d10, 2d6 — Speed & Weapon Skill, but may vary

Parry (C) (none) — Speed & Weapon Skill, but may vary

Block d12, d8 — Speed & Shield Skill

Dodge d10 — Speed & Dodge Skill, limited by Enc.

Shield Dice d10 — included with Parry, Block, & Dodge