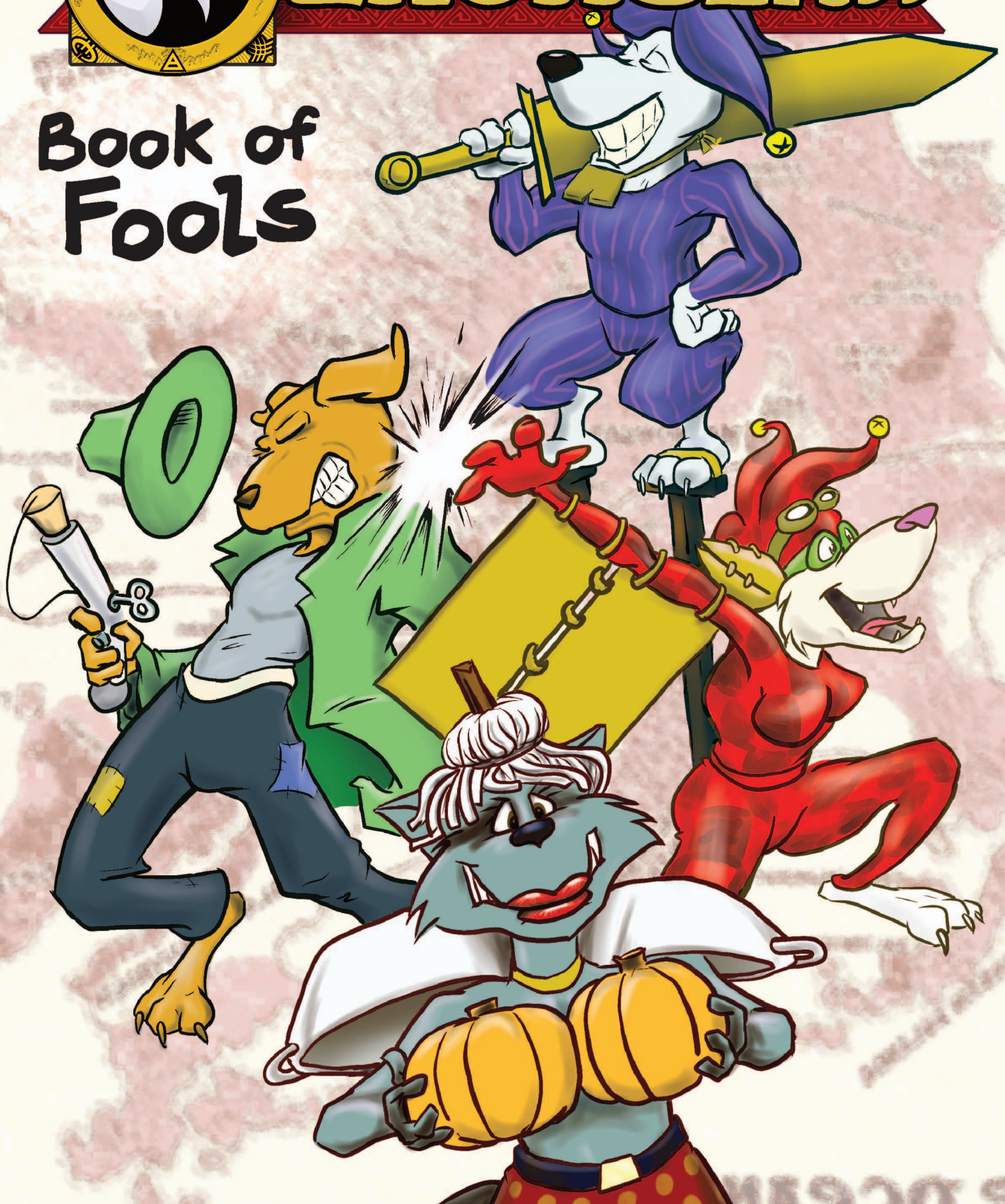




ANTHROPOMORPHIC FANTASY ROLE-PLAY

IRONCLAW

Book of Fools





INTRODUCTION

What's in this book?

At some point in your life, you've had to deal with a fool.

The fool has a long tradition. Being rich enough to support a fool to entertain you is a sign of high status and wealth. Among the superstitious, beating a fool can be seen as a sign of good luck,

Sometimes a fool is brought in to lead the cheer, to whip the warriors into a battle frenzy.

Small villages can take great pride in their "village idiot", because even if things are bad, at least you're not *that* guy.

Larger courts usually have a fool. Since the fool doesn't lose any pride by insulting people or by pointing out flaws in plans, a fool can say things in court that other people would never think to say.

Credits

Written by Norman Rafferty

Co-written by Canio Pagliacci, Lewis Theobald, and Friedrich Wallenhaupt

Illustrated by Brett Foster, Brian Harp, Christine Klunder, Norman Rafferty, and Sara Palmer

Game Design by Jason Holmgren

Edited by Chien Petit Méchant

Special thanks to all the fools out there.

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FOOLERY

FOOLISH CAREERS

While you wouldn't normally think that Fools are in high demand, many bosses seem to hire nothing but Fools and then complain about them. Or is it that everyone complains that their boss is a Fool? I forget.

Clown		 FOOL
Often works as a street performer.		
Include Career Dice with: ● Dodge ● Jumping ● Presence	Career Gifts: ■ Coward ■ Fools Trappings ■ Foolery	
Trappings: Cloth armor (d4), marotte, motley outfit, random items to juggle		

Hobgoblin		 FOOL
Nicknamed after an obsessive (but imagined) fear, the Hobgoblin is an assassin who hides in plain sight, as a clown.		
Include Career Dice with: ● Deceit ● Presence ● Throwing	Career Gifts: ■ Coward ■ Foolery ■ Legerdemain	
Trappings: Leather armor (d6), three juggling Daggers (Damage +1), three juggling balls (Damage +0)		

Haranguer		 FOOL
A trouble-maker who rouses the rabble against the status quo.		
Include Career Dice with: ● Gossip ● Inquiry ● Presence	Career Gifts: ■ Coward ■ Foolery ■ Oratory	
Trappings: Leather Armor (d6), Dagger (Damage +1), effigy, list of public grievances		

Itinerant Fool		 FOOL
No doubt you're on some dread errand. Even less doubt that you won't succeed.		
Include Career Dice with: ● Dodge ● Endurance ● Presence	Career Gifts: ■ Cosmopolitan ■ Coward ■ Foolery	
Trappings: Leather Armor (d6), Staff (Damage +1, Parry d12), bindle, pointy shoes		



Jester		 FOOL
An entertainer to the royal court. And sometimes an advisor. And sometimes, a spy.		
Include Career Dice with: ● Gossip ● Inquiry ● Presence	Career Gifts: ■ Coward ■ Etiquette ■ Foolery	
Trappings: Cloth armor (d4), pamphlet of salacious ribaldry		

Jinxter

A dabbler in the wizardly arts, who is more effective at berating people than bewitching them.



FOOL

Include Career Dice with:

- Dodge
- Presence
- Supernatural

Career Gifts:

- Coward
- Foolery
- Literacy

Trappings: Cloth Armor (d4), Staff (Damage +1, Parry d12), pointy hat

Picaro

A low-class, humorous fellow who lives by their wits among the dishonest and the fraudulent.



FOOL

Include Career Dice with:

- Dodge
- Observation
- Presence

Career Gifts:

- Coward
- Foolery
- Streetwise

Trappings: Leather armor (d6), Mace (Damage +2), Wooden Shield (Cover d8), knife, first aid kit, wineskin with cheap wine

Mime

A Fool who specializes in silent pantomime.



FOOL

Include Career Dice with:

- Dodge
- Presence
- Stealth

Career Gifts:

- Coward
- Foolery
- Low Profile

Trappings: Cloth armor (d4), makeup, invisible box, invisible rope

Poltroon

Often petty and mean-spirited, this warrior is much better at enraging their foes than engaging them.



FOOL

Include Career Dice with:

- Dodge
- Melee Combat
- Presence

Career Gifts:

- Coward
- Foolery
- Veteran

Trappings: Leather & Cloth Armor (d6, d4), Bastard Sword (Damage +4, Awkward), Wooden Shield (Cover d8)

Naybob

This Fool's constant negative approach to life would be more annoying ... if they weren't so often right.



FOOL

Include Career Dice with:

- Dodge
- Observation
- Presence

Career Gifts:

- Coward
- Danger Sense
- Foolery

Trappings: Leather armor (d6), Dagger (Damage +1), useless good-luck charm, second useless good-luck charm

Stooge

An underling whose wit can serve as a distraction.



FOOL

Include Career Dice with:

- Dodge
- Inquiry
- Presence

Career Gifts:

- Comic Relief
- Coward
- Foolery

Trappings: Leather armor (d6), Mace (Damage +2), Wooden shield (Cover d8), knife, first aid kit, ridiculous hat

Patsy

This person only *thinks* they're in charge, but they've been set up to take the fall for another noble, crime lord, or boss.



FOOL

Include Career Dice with:

- Dodge
- Leadership
- Presence

Career Gifts:

- Coward
- Foolery
- True Leader

Trappings: Leather armor (d6), Shortsword (Damage +1 Impaling), Wooden Shield (Cover d8), incriminating evidence

Town Fool

Hark! The village has called. It seems they're missing their local idiot.



FOOL

Include Career Dice with:

- Gossip
- Presence
- Searching

Career Gifts:

- Carousing
- Coward
- Foolery

Trappings: Cloth armor (d4), three shiny rocks, bucket with a hole

FOOLERY FOOLISH GIFTS

Foolery (Foolish, Keystone)



You've often been *called* a Fool ... but when you have this Gift, you certifiably *are* one!

Requires

Coward

New stunt "Taunt"

As a stunt, you may *Taunt* another target. Your character insults the target, or performs rude gestures, or generally does something to the target to make them angry with you. You may taunt even if this Gift is exhausted.

Taunting does not require you to have your mental faculties. You can Taunt even when Confused or Enraged.

Roll your own Mind, Will, and Presence dice. The target rolls their Will, Inquiry, and your Body Dice. (That's right – bigger people have less effective taunts, because the target is more likely to be scared than taunted.)

The target must be able to hear you. You can't be Silenced, the target can't be Asleep or Unconscious, etc.

Range penalties apply, but use the Cover and Concealment on *yourself*, not the target. (Taunting works better if you're out in the open.)

↔ **No successes:** Nothing happens.

↔ **One success:** The target becomes *Enraged*. (If the target was Afraid or otherwise unable to become Enraged, nothing happens.) Enraged characters *must* take the "Attack" action every round.

↔ **Two successes:** The target becomes *Enraged*. If anything would prevent the target becoming Enraged, *negate those conditions* and make the target Enraged anyway.

↔ **Three successes or more:** The target becomes *Berserk*. If anything would prevent the target becoming Berserk, *negate those conditions* and make the target Berserk anyway.

X (Battle)

Trigger: "Scare, Trick, or Taunt Stunt"

Negate Reeling

Whenever you take the "Scare", "Trick", or your special "Taunt" stunt, you may Exhaust this Gift. You are not sent Reeling by the stunt.

The Stunt still ends your turn, as usual, but at least you're not Reeling.

Blatant Fool (Foolish)



Anyone, near or far, can clearly make you out to be a Fool.

Requires

Coward

Foolery

Oratory

No Range Penalties for Rally or Taunt

Your Rallies and Taunts no longer suffer penalties for Range. (Your Scare and Trick taunts still have range penalties.)



Comic Relief (Battle, Foolish, Plot)



Somehow, your wisecracks are just the right thing to say to relieve the tension and to urge our heroes to action.

Requires

Coward
Pacifism
Foolery

X (Battle)

Action “rally (even when Afraid or Terrified)”

Exhaust this Gift, then take a Rally action, even if you are *Afraid*.

This Gift only allows you to Rally when you are *Afraid* or *Terrified* – not with other bad conditions.

Fighting Fool (Foolish, Plot)



You rush in where others fear to tread.

Requires

Counter Tactics
Coward
Foolery

2d8 Bonus to attack the Enraged or Berserk

If you declare an attack against an *Enraged* or *Berserk* combatant, you may claim a bonus 2d8 with your attack.



Fool's Trappings (Foolish, Plot, Trappings)



Sure, anyone who dresses like you looks ridiculous, but a *real* Fool will properly accessorize.

Belongings

You begin the game with:

- An Expensive motley outfit in bright colors.
- An Expensive hideous mask, with either a contorted grin or a horrible frown.
- An Expensive floppy three-pointed hat, with jingling bells on each point.
- An Average-cost, Rare *marotte*, a small stick with a head carved on it.

X (Special)

Action “replace your missing trappings”

If you are parted from your items, ask the Game Host for a plot twist to return or to replace them.

Once exhausted, you cannot recover this Gift until the next game session.

Licensed Fool (Foolish, Influence)



You are a Fool ... by law.

Requires

Coward
Etiquette
Foolery

You are a court jester

You are officially licensed to be a royal fool, either by decree or by law.

You are expected not just to entertain the court, but you are also expected to say what everyone else is too afraid to say. As a fool, you are *expected* to insult people, to call out liars and cheats no matter how influential they are, and to point out flaws in plans that the invested can't bring themselves to discuss.

X (Influence)

Sway the opinions of others

You may exhaust this Gift to push influence over other folks ... even after failing a roll! Usually, Exhausting this Gift means “playing dumb” and getting out of some situation that would embarrass someone with more station than you ... but a subtle fool can advise, can plant ideas in people's heads, and can gain access to places that commoners aren't usually allowed.

Refer to the Influence rules for more details.

FOOLERY

Massive Fool (Foolish, Battle)



No mere simpleton, your Foolishness can enrage a crowd.

Requires

Coward
Foolery
Oratory

X (Battle)

Stunt "Taunt multiple targets"

Exhaust this Gift, then declare a "Taunt" Stunt – against a Group of targets (instead of just one).

The best result you can score on multiple targets is *Enraged*. Even if you score three successes, using the Stand-Out Fool ability to taunt multiple targets does not cause anyone to become Berserk.

Obnoxious Fool (Foolish, Plot)



There's something about you that people hate just so much.

Requires

Coward
Foolery

Enraged/Berserk foes have d12 penalty to attack targets that aren't you

If a hostile combatant is Enraged or Berserk, and they can trace line of sight to you, then they have a d12 penalty to all their attacks that do not include you as a target.

Quick Fool (Foolish, Battle)



You have to be quick, when Folks are this mad at you.

Requires

Coward
Foolery

X (Battle)

Trigger: Dodging an Enraged/Berserk attacker

When you use the Dodge defense against an Enraged or Berserk attacker, Exhaust this Gift. (You may not use the ability against attackers who are neither Enraged nor Berserk.)

Take note of your highest Dodge die. You may move up to this distance, away from your attacker, in a straight line. For example, if your Dodge dice came up 7, 6, 4, then you may move up to 7 paces away from the attacker.

Secrets of Foolery (Foolish)



Any Fool could do this ... but you're not just any Fool.

Requires

Coward
Foolery

Trigger: Dressed like a fool

Extra action "Refresh any Foolish Battle Gift"

To use this ability, you must be dressed like a fool.

You cannot be wearing *any* Armor. The more impractical your clothes are, the better.

You may take an extra action each round: the Refresh action, but only to refresh a gift that has *both* the "Battle" and the "Foolish" descriptor.

The standard rule that you can't perform the same action twice in the same round applies.

