

IRONCLAW

©1999,2000,2001 Sanguine Productions Limited. Permission to reproduce this page for personal use. <http://www.ironclaw.gs>

Race: Wolf..... Habitat: Forest..... Senses: Listen, Smell.

Career: Mercenary.....

Name: Domhnall

Total Experience Earned:

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	0000
	Haggling	0000
	Hiking	0000
d4	Psychology	0000
d8	Resolve	0000
d6	Shadowing	0000
	Shield	0000
d8	Sixth Sense	0000
d6	Stealth	0000
d12	Sword	0000
	Tactics	0000
	Tracking	0000



△ Mind

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)

Foe: Weylyn (Common, Strong, -4 pts.);

Overconfident

(Uncommon, Strong, -3 pts.);

Wrathful (Uncommon, Strong, -3 pts.)

Self-Improvement

1) 0000 0000 0000 0000

2) 0000 0000 0000 0000

3) 0000 0000 0000 0000

4) 0000 0000 0000 0000

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

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

Test Resolve each round or pass out

WELL MET!
I'M MAVRA THE
INELUCTABLE.



AND I'M HENDRICK
THE ... UM ...
IRREPROACHABLE.



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

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 >	7	6	5	4	3	2	1	0	0
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.		d12	d10	d8	d6	d4				

Equipment

Good Hand 1/4-Stone Sword

Off Hand Shield (I)

Head

Body Banded Mail (4-1/2)

Backup 4-Store 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-Store 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

IRONCLAW

©1999,2000,2001 Sanguine Productions Limited. Permission to reproduce this page for personal use. <http://www.ironclaw.gs>

Race: Wolf..... Habitat: Forest..... Senses: Listen, Smell.

Career: Mercenary.....

Name: Domhnall

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	0000
d12	Haggling	0000
d6	Hiking	0000
d12	Psychology	0000
d12	Resolve	0000
d12	Shadowing	0000
d12	Shield	0000
d12	Sixth Sense	0000
d6	Stealth	0000
d6	Sword	0000
d6	Tactics	0000
d6	Tracking	0000



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) 0000 0000 0000 0000

2) 0000 0000 0000 0000

3) 0000 0000 0000 0000

4) 0000 0000 0000 0000

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!



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	>	7	6	5	4	3	2	1	0	0
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.			d12	d10	d8	d6	d4				

Equipment

Good Hand 1/4-Stone Sword
Off Hand Shield (I)
Head Banded Mail (4-1/2)
Body 4-Store Draw Bow (1/8)
Backpack Quiver of 24 Arrows
Pack 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-Store 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

Hit Points

Test Resolve each round or pass out -
Test Body vs. Death at each hit or die

IRONCLAW

©1999,2000,2001 Sanguine Productions Limited. Permission to reproduce this page for personal use. <http://www.ironclaw.gs>

Race: Wolf..... Habitat: Forest..... Senses: Listen, Smell.

Name Domhnall

Total Experience Earned:

Mercenary



List your Race & Career Dice (and any 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)

YOUR RACE GIVES YOU A HABITAT (FOREST, MOUNTAINS, OR PLAINS - YOU WILL HAVE ONLY ONE, SO YOU MAY HAVE TO MAKE A CHOICE) AND SENSES (LISTEN, SMELL, AND SPOT - YOU MAY HAVE MULTIPLES OF THIS ONE!)

YOUR CAREER CHOICE MAY HAVE CERTAIN REQUIREMENTS - FOR EXAMPLE, TO BE A DILETTANTE, YOU WILL NEED THE GIFT OF NOBILITY. THIS MIGHT BE IMPORTANT LATER!

WE'VE LISTED ALL THE STANDARD RACES AND SOME OF THE MORE-POPULAR CAREER CHOICES HERE. THE ONES MARKED WITH * ARE WIZARDLY CAREERS, SHOULD YOU DECIDE YOU WANT TO USE MAGIC.

(THE IRONCLAW RULE BOOK INCLUDES OVER 24 RACES AND OVER 60 CAREERS, AS WELL AS RULES FOR MAKING UP YOUR OWN!)

Step 2:

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

Race	Page	Career	Page
Apes (3 points)	p. 25	Bawd	p. 50
Armadillos (5 points)	p. 26	Bodyguard	p. 60
Badgers (2 points)	p. 27	Bounty Hunter	p. 60
Bats (special; 2 points plus Size)	p. 28	Burglar	p. 51
Bears (7 points)	p. 29	Cavalier	p. 54
Boars (1 point)	p. 30	Charlatan	p. 51
Cats (3 points)	p. 31	Cleric *	p. 64
Coyotes (3 points)	p. 32	Dilettante	p. 54
Elk / Deer (zero or 1 point)	p. 33	Dragoon	p. 60
Ermings (2 points)	p. 39	Elementalist *	p. 64
Ferrets (2 points)	p. 39	Green & Purple Mage *	p. 64
Foxes (3 points)	p. 34	Homeopath	p. 55
Goats (1 or 2 points)	p. 35	Hunter	p. 60
Horses (4 points)	p. 36	Mercenary	p. 61
Mice (3 points)	p. 37	Outrider	p. 61
Minks (2 points)	p. 39	Paladin	p. 50
Monkeys (2 points)	p. 38	Pit Fighter	p. 61
Otters (1 point)	p. 40	Ranger	p. 62
Porcupines (4 points)	p. 41	Robber	p. 52
Rabbits (2 points)	p. 42	Scout	p. 62
Raccoons (3 points)	p. 43	Thaumaturge *	p. 64
Rams (1 or 2 points)	p. 35	Witch Hunter	p. 63
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		

Encumbrance If you carry more weight than your Lift Bonus, you are Encumbered. 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.

Equipment

Good Hand 1/4-Stone Sword
Off Hand Shield (I)
Head Banded Mail (4-1/2)
Body 4-Store Draw Bow (1/8)
Backup Quiver of 24 Arrows
Pack Medicine
Purse 12 denarii
Starting Denarii = Sum of all Career Dice

Weapon (B)
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-Store 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)

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

Self-Improvement

1) ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

2) ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

3) ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

4) ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Hit Points
Test Body vs. Death at each hit or less



IRONCLAW

©1999,2000,2001 Sanguine Productions Limited. Permission to reproduce this page for personal use. <http://www.ironclaw.gs>

Race Wolf..... Habitat: Forest..... Senses: Listen, Smell.
Career Mercenary.....
 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 Hagglng	□□□□
d6 Hiking	□□□□
d4 Psychology	□□□□
d8 Resolve	□□□□
d6 Shadowing	□□□□

Name Domhnall
Body d10
Speed d8
Mind d12
Will d12
Race d6
Career d12



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.



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.

Encumbrance	Weight
+	7
+	6
+	5
+	4
+	3
+	2
+	1
+	0
+	0

Encumbrance Limit

Equipment

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

Block: d12, d8
 Speed & Shield Skill
Dodge: d10
 Speed & Dodge Skill, limited by Enc.
Shield Dice: d10
 Included with Parry, Block, & Dodge

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.



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!

IRONCLAW

©1999,2000,2001 Sanguine Productions Limited. Permission to reproduce this page for personal use. <http://www.ironclaw.gs>

Race Wolf..... Habitat: ...Forest.... Senses: Listen, Smell.
Career Mercenary.....
Name Domhnall
Body d10 **Speed** d8
Skills (Favored Use) Experience
 d6 Brawling
 d6 Hagglng
 d12 Hiking
 d4 Psychology
 d8 Resolve
 d6 Shadowing
 d12 Shield
 d8 Sixth Sense
 d6 Stealth

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
Ermings	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), Hagglng, 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.

IRONCLAW

©1999,2000,2001 Sanguine Productions Limited. Permission to reproduce this page for personal use. <http://www.ironclaw.gs>

Race Wolf..... **Habitat** Forest..... **Senses** Listen, Smell.

Career Mercenary.....

Name Domhnall

Body d10 **Speed** d8

Mind d4 **Will** d8

Skills (Favored Use)

Skill	Experience
Brawling	0000
Haggling	0000
Hiking	0000
Psychology	0000
Resolve	0000
Shadowing	0000
Shield	0000
Sixth Sense	0000
Stealth	0000
Sword	0000
Tactics	0000
Tracking	0000

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 Mind Traits)

Gifts and Flaws

Racial Gifts & Flaws

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

Teeth (1 pt.)

Use "I" for Fatigue, "X" for Wounds

Only Wounds force Death Tests

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	Race	Gifts	Flaws	Page
Apes	Prehensile Feet (1 point); Strength +1 (2 points)	None	p. 25	Monkeys	Prehensile Feet (1 point); Prehensile Tail (1 point)	None	p. 38
Armadillos	Claws (1 point); Armor of d6 (7 points)	Poor Sight (-3 points)	p. 26	Otters	Claws (1 point)	None	p. 40
Badgers	Claws (1 point); Teeth (1 point)	None	p. 27	Porcupines	Barbed Spines (2 points); Claws (1 point); Teeth (1 point)	None	p. 41
Bats	Echolocation (3 points); Flight (number of points equal to Size); Prehensile Feet (1 point)	Frail (-2 points)	p. 28	Rabbits	Claws (1 point); Keen Ears (1 point)	None	p. 42
Bears	Claws (1 point); Strength +2 (5 points); Teeth (1 point)	None	p. 29	Raccoons	Claws (1 point); Night Vision (1 point); Teeth (1 point)	None	p. 43
Boars	Tusks (1 point)	None	p. 30	Rams	Horns (if male) (1 point); Sure-Footed (1 point)	None	p. 35
Cats	Claws (1 point); Night Vision (1 point); Teeth (1 point)	None	p. 31	Rats	Claws (1 point); Keen Ears (1 point); Teeth (1 point)	None	p. 37
Coyotes	Claws (1 point); Howl (1 point); Teeth (1 point)	None	p. 32	Rhinoceros	Horn (1 point); Robustness +2 (5 points); Strength +2 (5 points)	Poor Sight (-3 points)	p. 44
Elk / Deer	Antlers (if male) (1 point)	None	p. 33	Sheep	Horns (if male) (1 point); Sure-Footed (1 point)	None	p. 35
Ermiones	Claws (1 point); Teeth (1 point)	None	p. 39	Shrews	Claws (1 point); Poison (1 point); Robustness +1 (2 points); Teeth (1 point)	None	p. 45
Ferrets	Claws (1 point); Teeth (1 point)	None	p. 39	Skunks	Claws (1 point); Spray (3 points); Teeth (1 point)	None	p. 46
Foxes	Claws (1 point); Keen Ears (1 point); Teeth (1 point)	None	p. 34	Squirrels	Claws (1 point)	None	p. 47
Goats	Horns (if male) (1 point); Sure-Footed (1 point)	None	p. 35	Weasels	Claws (1 point); Teeth (1 point)	None	p. 39
Horses	Extra Move +3 (3 points); Hooves (1 point)	None	p. 36	Wild Dogs	Claws (1 point); Howl (1 point); Teeth (1 point)	None	p. 32
Mice	Claws (1 point); Keen Ears (1 point); Teeth (1 point)	None	p. 37	Wolverines	Claws (1 point); Teeth (1 point)	None	p. 27
Minks	Claws (1 point); Teeth (1 point)	None	p. 39	Wolves	Claws (1 point); Howl (1 point); Teeth (1 point)	None	p. 48

IRONCLAW

©1999,2000,2001 Sanguine Productions Limited. Permission to reproduce this page for personal use. <http://www.ironclaw.gs>

Race: Wolf..... Habitat: Forest..... Senses: Listen, Smell.

Career: Mercenary.....

Name: Domhnall

Total Experience Earned:

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	0000
d12	Haggling	0000
d6	Hiking	0000
d12	Psychology	0000
d12	Resolve	0000
d12	Shadowing	0000
d12	Shield	0000
d12	Sixth Sense	0000
d6	Stealth	0000
d12	Sword	0000
d6	Tactics	0000
d6	Tracking	0000



△ Mind

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)

Foe: Weylyn (Common, Strong, -4 pts.);

Overconfident

(Uncommon, Strong, -3 pts.);

Wrathful (Uncommon, Strong, -3 pts.)

Self-Improvement

1) 0000 0000 0000 0000

2) 0000 0000 0000 0000

3) 0000 0000 0000 0000

4) 0000 0000 0000 0000

Use "7" for Fatigue, "X" for Wounds.
Only Wounds force Death Tests.



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

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

Test Body vs. Death at each hit or die

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.



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	>	7	6	5	4	3	2	1	0	0
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.			d12	d10	d8	d6	d4				

Equipment

Good Hand 1/4-Stone Sword

Off Hand Shield (I)

Head

Body Banded Mail (4-1/2)

Backup 4-Store 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-Store 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

IRONCLAW

©1999,2000,2001 Sanguine Productions Limited. Permission to reproduce this page for personal use. <http://www.ironclaw.gs>

Race: Wolf..... Habitat: Forest..... Senses: Listen, Smell.

Career: Mercenary.....

Name: Domhnall

Total Experience Earned:

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	0000
d12	Haggling	0000
d6	Hiking	0000
d12	Psychology	0000
d12	Resolve	0000
d12	Shadowing	0000
d12	Shield	0000
d12	Sixth Sense	0000
d6	Stealth	0000
d6	Sword	0000
d6	Tactics	0000
d6	Tracking	0000

Body **Speed**

d10 d8



d4 d8

Mind **Will**

Only Wounds from

Use "I" for

Only Wounds from

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) 0000 0000 0000 0000
2) 0000 0000 0000 0000
3) 0000 0000 0000 0000
4) 0000 0000 0000 0000

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

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.



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

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 (I)

Head Banded Mail (4-1/2)

Body 4-Store Draw Bow (1/8)

Backup Quiver of 24 Arrows

Pack 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-Store 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

IRONCLAW

©1999,2000,2001 Sanguine Productions Limited. Permission to reproduce this page for personal use. <http://www.ironclaw.gs>

Race: Wolf..... Habitat: Forest.... Senses: Listen, Smell.

Career: Mercenary.....

Name: Domhnall

Total Experience Earned:

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	0000
d12	Haggling	0000
d6	Hiking	0000
d12	Psychology	0000
d12	Resolve	0000
d12	Shadowing	0000
d12	Shield	0000
d8	Sixth Sense	0000
d6	Stealth	0000
d12	Sword	0000
d6	Tactics	0000
d6	Tracking	0000



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) 0000 0000 0000 0000

2) 0000 0000 0000 0000

3) 0000 0000 0000 0000

4) 0000 0000 0000 0000

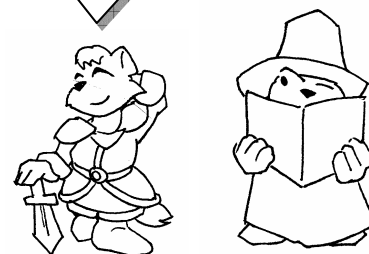
Use "7" for Fatigue, "X" for Wounds.
Only Wounds force Death Tests.

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

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.)

Encumbrance

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

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.

Equipment

Good Hand 1/4-Stone Sword

Off Hand Shield (I)

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

©1999,2000, 2001 Sanguine Productions
Limited. Permission to reproduce this page
for personal use. <http://www.ironclaw.com>

d6  Career Mercenary

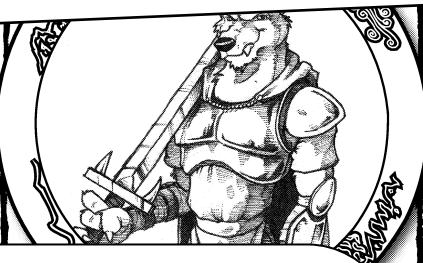
Name | Domhnall

Total Experience Earned:

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)

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



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),**

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.



IRONCLAW

©1999,2000,2001 Sanguine Productions Limited. Permission to reproduce this page for personal use. <http://www.ironclaw.gs>

Race: Wolf, Habitat: ...Forest.... Senses: Listen, Smell.

Name Domhnall

Total Experience Earned:

Weight of Armor for a Person of Size...

Type	Armor Dice	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Padded	d4	¼	¼	¼	¼	¼	¼	½	½	½	½	¾	¾	¾	¾	¾	¾
Light Leather	d6	¼	¼	½	½	¾	¾	1	1	1	1¼	1¼	1¼	1½	1½	1½	1½
Heavy Leather	d8	¼	½	¾	1	1	1¼	1¼	1½	1½	1¾	2	2	2	2¼	2¼	2¼
Reinforced Leather	d8, d4	½	¾	1	1¼	1½	1¾	1¾	2	2¼	2¼	2½	2½	2¾	3	3	3¼
Ring Mail	d10	½	1	1¼	1½	1¾	2	2¼	2½	2¾	3	3	3¼	3½	3½	3¾	4
Chain Mail	d12	¾	1¼	1½	2	2¼	2½	2¾	3	3¼	3½	3¾	4	4	4¼	4½	4¾

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.

Encumbrance

If you carry more weight than your Lift Bonus, you are Encumbered. 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.

Equipment

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

Special (Added effect)

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Armor

Name Banded Mail

Dice 2d8

& Soak d10

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

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

Success

Success

Success

Success

Success

Success

Success

External & Internal Flaws

(For starting characters, not to exceed -10 pts.)

Foe: Weylyn (Common, Strong, -4 pts.);

Overconfident (Uncommon, Strong, -3 pts.);

Wrathful (Uncommon, Strong, -3 pts.)

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Self-Improvement

1) Success

2) Success

3) Success

4) Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Success

Hit Points

Test Body vs. Death at each hit or die

Success

Success

Success

Success

Success

Success

Success

Success

Success



IRONCLAY

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.

Race	Wolf	Habitat	...
Career	Mercenary		
Skills			

Encumbrance	
--------------------	--

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

Combat	
Weapon (A)	1/4 Stone Sword
To-Hit Roll	2d12, d8
Damage	d12, d10
Special	Slash or Impale
Weapon (B)	Claws
To-Hit Roll	d10, 2d6
Damage	d10, d6
Special	Slash
Weapon (C)	4-Store Draw Bow
To-Hit Roll	d10
Damage	d10, d8, d4
Special	Impale

Personal, Social, & Esoteric Gifts	
Ambidexterity (1 pt.)	
Belongings	
Keen Ears (1 pt.)	
Luck (3 pts.)	
External & Internal Flaws	
Foe: Weylyn (Common, Strong, -4 pts.)	
Overconfident	
Wrathful (Uncommon, Strong, -3 pts.)	
Self-Improvement	
1)	
2)	
3)	
4)	

Hit Points	
-------------------	--



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.

IRONCLAW

©1999,2000,2001 Sanguine Productions Limited. Permission to reproduce this page for personal use. <http://www.ironclaw.gs>

Race Wolf..... Habitat: Forest.... Senses: Listen, Smell.
Career Mercenary.....

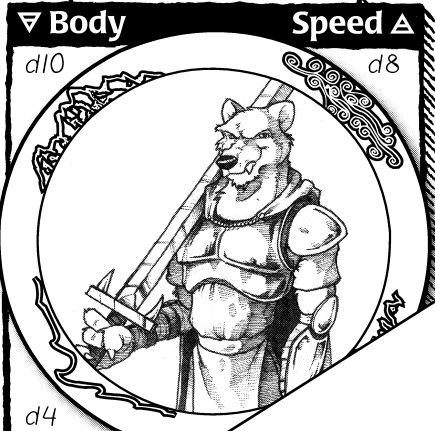
Name Domhnall

Total Experience Earned:

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)

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



△ Mind

Stride: 2 paces
 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) □□□□ □□□□ □□□□ □□□□

Use "7" for Fatigue, "X" for Wounds.
 Only Wounds force Death Tests.

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

Encumbrance

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

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.

Equipment

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

(Added effect for Overwhelming Success)

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).

ULP! QUARTER-STONES?
 LET'S SEE... LIFT BONUS OF
 +3 MINUS 2½ FOR
 ARMOR... I'M RUNNING
 OUT OF TOES...



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

©1999,2000,2001 Sanguine Productions Limited. Permission to reproduce this page for personal use. <http://www.ironclaw.gs>

Race: Wolf..... Habitat: Forest..... Senses: Listen, Smell.

Career: Mercenary.....

Name: Domhnall

Total Experience Earned:

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	0000
	Haggling	0000
	Hiking	0000
d4	Psychology	0000
d8	Resolve	0000
d6	Shadowing	0000
	Shield	0000
d8	Sixth Sense	0000
d6	Stealth	0000
d12	Sword	0000
	Tactics	0000
	Tracking	0000



△ Mind

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)

Foe: Weylyn (Common, Strong, -4 pts.);

Overconfident

(Uncommon, Strong, -3 pts.);

Wrathful (Uncommon, Strong, -3 pts.)

Self-Improvement

1) 0000 0000 0000 0000

2) 0000 0000 0000 0000

3) 0000 0000 0000 0000

4) 0000 0000 0000 0000

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

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

Hit Points

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 >	7	6	5	4	3	2	1	0	0
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.		d12	d10	d8	d6	d4				

= Encumbrance Limit

Equipment

Good Hand 1/4-Stone Sword

Off Hand Shield (I)

Head

Body Banded Mail (4-1/2)

Backup 4-Store 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-Store 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

VOILÀ! YOU'VE JUST
CREATED YOUR OWN
IRONCLAW
CHARACTER!



REMEMBER -
FORTUNE FAVORS
THE BOLD! NOW GO
OUT THERE AND
HAVE AT THEM!