

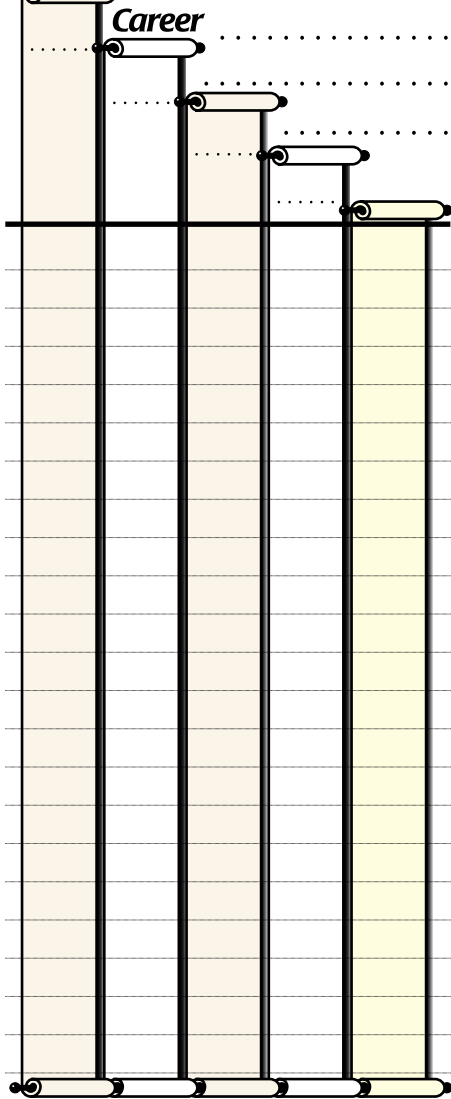
IRONCLAW

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Name



Race Habitat: Senses:



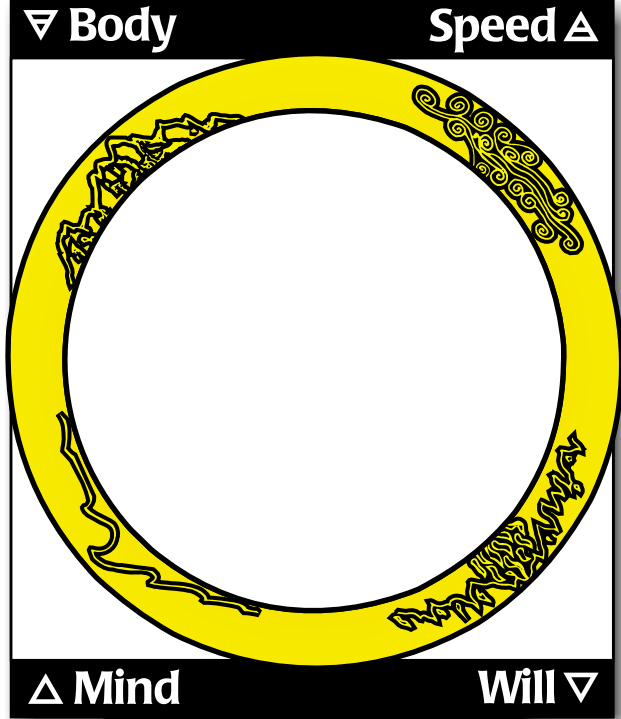
List your Trait Dice in the dotted blank
at the top of each scroll.

Below, copy those Trait Dice next to
Skills to which they always apply.

Skills (Favored Use)

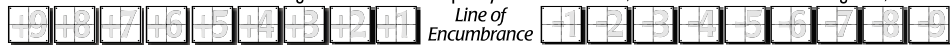
Experience

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Encumbrance

A negative number is a Move penalty. List Move in blanks, below. This limits the size of Dodge Dice, et al.



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

d12 d10 d8 d6 d4 = Encumbrance Limit

Equipment

Left Hand

Right Hand

Head

Body

Backup

Pack

Purse

Starting Denarii = Sum of all Career Dice

Combat

Weapon (A)

To-Hit Roll
Speed Dice & Weapon Skill Dice

Damage
(Melee weapons include Strength Dice)

Special
(Added effect for Overwhelming Success)

Weapon (B)

To-Hit Roll
Speed Dice & Weapon Skill Dice

Damage
(Melee weapons include Strength Dice)

Special
(Added effect for Overwhelming Success)

Weapon (C)

To-Hit Roll
Speed Dice & Weapon Skill Dice

Damage
(Melee weapons include Strength Dice)

Special
(Added effect for Overwhelming Success)

Initiative:
Mind Dice & Speed Dice

Resolve:
Will Dice & Resolve Skill Dice

Armor

Name

Dice

& Soak

Defense

Parry (A)
Speed & Weapon Skill, but may vary

Parry (B)
Speed & Weapon Skill, but may vary

Parry (C)
Speed & Weapon Skill, but may vary

Block
Speed & Shield Skill

Dodge
Speed & Dodge Skill, limited by Enc.

Shield Dice
Included with Parry, Block, & Dodge

Ht: hands Size & Wt: stone

Dash: paces Stride: paces

Lift Bonus: Strength:

Magic Points:
(Will Trait + all Wizard Traits)

Gifts and Flaws

Racial Gifts & Flaws

Personal, Social, & Esoteric Gifts

(For starting characters, not to exceed 10 points)

External & Internal Flaws

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

Self-Improvement

- 1)
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- 2)
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- 3)
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- 4)
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Use "/" for Fatigue, "X" for Wounds.
Only Wounds force Death rolls.

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

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

Hit Points