

FOREWORD & LEGEND

- This guide covers all books for Ironclaw (2001) / Jadeclaw (2006) first edition.
- The last three columns give the page number, either in the core rulebook or an expansion booklet. Lines without an extra letter refer to the core rulebooks.

Lines with an extra letter (**A, B, D, P, R, L**) refer to an expansion booklet.

The definitions sometimes differs between Ironclaw and Jadeclaw.

Bold numbers indicate the version shown here, and recommended (typically the Jadeclaw one).

It is worth noting almost all races have either 4 racial skills and 1 sense, or 3 racial skills and 2 senses. The Jadeclaw versions go in this direction, and award more racial skills (with the notable exception of the fox, losing the stealth skill).

For wizard careers, the column "Spl." gives the page number for spells (in the same book than the career definition).

- When a page number is given within the description, the letter indicates the book. (E.g.: "page J159" is "Jadeclaw core rulebook page 159".)
- Compilation and translation by Sylvain MALBEC.

- Books:

I IRONCLAW

A AVOIRDUPOIS

B BISCLAVERET

D DOLOREACIX

P PHELAN

R RINALDI

J JADECLAW

L LOOT THE BURNING HOUSE

EXAMPLES

<i>Races</i>		I	J
Weasel	This race is defined in both Ironclaw (page 39) and Jadeclaw (page 35) core rulebooks. Both definitions are identical.	39	35
Rat	This race is defined both in Ironclaw and Jadeclaw core rulebooks. The version presented here is the Jadeclaw version.	37	32
Rhinoceros	This race is defined only in the Ironclaw core rulebook.	44	
Ferret Badger	This race is defined in the Loot the Burning House book page 23, not in the Jadeclaw core rulebook.	L	23
Bat	This race is defined in the Ironclaw core rulebook (page 28), an in the Loot the Burning House book (page 21). The version presented here is the Ironclaw version.	L	28 21
<i>Wizard Careers</i>		I	<i>Spl.</i>
Thaumaturge	This career is defined in the Ironclaw core rulebook, page 64. Its spells-list is in the same book, page 234.	64	234
Apostate	This career is defined in the Avoirdupois book, page 146. Its spells-list is in the same book, page 146.	A	146 146
Atavist (gift)	This career is defined in the Ironclaw core rulebook, page 90. Its spells-list is in the same book page 245, and an extra spells-list is in the Phelan book page 67.	I P	90 245 67

RACES - IRONCLAW / JADECLAW

<i>Race</i>	<i>Gifts & Flaws</i>	<i>Skills</i>	<i>Weapons</i>	<i>Habitat</i>	<i>Sense</i>	I	Q
Ape (3 points)	Prehensile feet (1 pt); Strength +1 (2 pts)	Acrobatics, Brawling, Climbing, Wrestling	None	Forest or Mountains	Spot	25	
Armadillo (5 points)	Claws (1 pt); Armor of d6 (7 pts); Poor sight (-3 pts)	Digging, Resolve, Tracking	Claws	Plains	Listen, Smell	26	
Badger (2 points)	Claws (1 pt); Teeth (1 pt)	Digging, Resolve, Stealth, Tracking	Claws, Teeth	Forest	Smell	27	
Ferret Badger (2 points)	Claws (1 pt); Teeth (1 pt)	Resolve, Stealth, Tracking	Claws, Teeth	Forest or Plains	Smell	L	23
Bat (2 points plus Size)	Echolocation (2 pts); Flight (same as Size); Keen ears (1 pt); Prehensile feet (1 pt); Frail (-2 pts)	Flight, Night speech	None	Forest	Listen	L	28 21
Bear (7 points)	Claws (1 pt); Strength +2 (5 pts); Teeth (1 pt)	Choose one (Climbing or Swimming), Fishing, Tracking, Wrestling	Claws, Teeth	Forest	Smell	29	22
Boar (1 point)	Tusks (1 pt)	Digging, Herbalism, Resolve, Tracking	Tusks	Forest	Smell	30	23
Camel (1 point)	Hooves (1 pt)	Hiking, Survival, Tracking, Weather sense	Hooves	Plains	Spot		23
Cat (3 points)	Claws (1 pt); Night vision (1 pt); Teeth (1 pt)	Acrobatics, Climbing, Stealth, Tracking	Claws, Teeth	Forests, Mountains, or Plains	Listen	31	24
Chicken (0 point)	Beak (1 pt); Claws (1 pt); Frail (-2 pts)	Camouflage, Herbalism, Jumping, Tracking	Beak, Claws	Plains	Spot		24
Coyote (3 points)	Claws (1 pt); Howl (1 pt); Teeth (1 pt)	Choose one (Digging or Hiking), Tactics, Tracking	Claws, Teeth	Forest or Plains	Listen, Smell		32
Crane (1 point plus Size)	Beak (1 pt); Claws (1 pt); Flight (same as Size); Prehensile feet (1 pt); Frail (-2 pts)	Dancing, Fishing, Flight, Swimming	Beak, Claws	Plains	Spot		25
Deer / Elk (1 or 2 points)	Antlers (if male) (1 pt); Hooves (1 pt)	Camouflage, Herbalism, Hiking	Antlers (if male)	Forest or Plains	Smell	L	33 22
Dog (3 points)	Claws (1 pt); Howl (1 pt); Teeth (1 pt)	Choose one (Digging or Hiking), Tactics, Tracking	Claws, Teeth	Forest or Plains	Listen, Smell		25
Dragon (4 points)	Barbels (1 pt); Claws (1 pt); Horns (1 pt); Teeth (1 pt)	Choose one (Digging or Swimming), Augury, Contortionist, Weather sense	Claws, Teeth	Forests, Mountains, or Plains	Spot		26
Elephant (13 points)	Robustness +3 (7 pts); Strength +3 (7 pts); Trunk (1 pt); Tusks (1 pt); Poor sight (-3 pts)	Hiking, Herbalism, Resolve	Tusks	Plains	Smell, Spot		26
Ermine (2 points)	Claws (1 pt); Teeth (1 pt)	Contortionist, Dodge, Stealth, Tracking	Claws, Teeth	Forest or Plains	Smell		39

RACES - IRONCLAW / JADECLAW

<i>Race</i>	<i>Gifts & Flaws</i>	<i>Skills</i>	<i>Weapons</i>	<i>Habitat</i>	<i>Sense</i>	I	J
Ferret (2 points)	Claws (1 pt); Teeth (1 pt)	Contortionist, Dodge, Stealth, Tracking	Claws, Teeth	Forest or Plains	Smell	39	
Fox (3 points)	Claws (1 pt); Keen ears (1 pt); Teeth (1 pt)	Choose one (Climbing or Digging), Sixth Sense, Tracking	Claws, Teeth	Forest, Mountains, or Plains	Listen, Smell	34	27
Goat (1 or 2 points)	Horns (if male) (1 pt); Sure-footed (1 pt)	Climbing, Herbalism, Resolve, Tactics	Horns (if male)	Mountains	Smell	35	33
Horse (4 points)	Extra move +3 (3 pts); Hooves (1 pt)	Herbalism, Hiking, Tactics	Hooves	Plains	Smell, Spot	36	27
Leopard (3 points)	Claws (1 pt); Night vision (1 pt); Teeth (1 pt)	Acrobatics, Climbing, Stealth, Tracking	Claws, Teeth	Forest, Mountains, or Plains	Listen		28
Lynx (3 points)	Claws (1 pt); Night vision (1 pt); Teeth (1 pt)	Acrobatics, Climbing, Stealth, Tracking	Claws, Teeth	Mountains	Listen		28
Mice (3 points)	Claws (1 pt); Keen ears (1 pt); Teeth (1 pt)	Choose two (Climbing, Digging or Swimming), Contortionist, Stealth	Claws, Teeth	Forest or Plains	Listen	37	32
Mink (2 points)	Claws (1 pt); Teeth (1 pt)	Contortionist, Dodge, Stealth, Tracking	Claws, Teeth	Forest or Plains	Smell		39
Monkey (2 points)	Prehensile feet (1 pt); Prehensile tail (1 pt)	Acrobatics, Climbing, Contortionist, Wrestling	None	Forest	Spot	38	29
Otter (1 point)	Claws (1 pt)	Breath-holding, Contortionist, Fishing, Swimming	Claws	Plains	Smell		40
Ox (11 point)	Horns (1 pt); Hooves (1 pt); Robustness +2 (5 pts); Strength +3 (7 pts); Poor sight (-3 pts)	Herbalism, Hiking, Resolve	Horns, Hooves	Plains	Listen, Spot		29
Panda (4 points)	Claws (1 pt); Night vision (1 pt); Strength +1 (2 pts);	Camouflage, Climbing, Herbalism, Qi-Sao	Claws, Teeth	Forest	Smell		30
Phoenix (1 point plus Size)	Beak (1 pt); Claws (1 pt); Extra wings (1 pt); Flight (same as Size); Frail (-2 pts)	Augury, Flight, Herbalism, Weather sense	Beak, Claws	Plains	Spot		30
Porcupine (4 points)	Barbed spines (2 pts); Claws (1 pt); Teeth (1 pt)	Digging, Intimidation, Stealth, Tracking	Barbed spines, Claws, Teeth	Forest	Smell	41	31
Qiling (6 points)	Barbels (1 pt); Extra move +3 (3 pts); Hooves (1 pt); Horn (1 pt)	Augury, Hiking, Jumping, Weather sense	Hooves, Horn	Plains	Spot		31
Rabbit (2 points)	Claws (1 pt); Keen ears (1 pt)	Digging, Herbalism, Jumping, Stealth	Claws	Forest, Mountains, or Plains	Listen	42	32
Raccoon (3 points)	Claws (1 pt); Teeth (1 pt); Night vision (1 pt)	Climbing, Fishing, Stealth	Claws, Teeth	Forest	Listen, Smell		43

RACES - IRONCLAW / JADECLAW

Race	Gifts & Flaws	Skills	Weapons	Habitat	Sense	I	Q
Rat (3 points)	Claws (1 pt); Keen ears (1 pt); Teeth (1 pt)	Choose two (Climbing, Digging or Swimming), Contortionist, Stealth	Claws, Teeth	Forest or Plains	Listen	37	32
Raven (0 point)	<i>See page P46.</i>	Disguise, Dodge, Flight	Beak	Forest	Listen, Spot	P 46	
Rhinocero (8 points)	Horn (1 pt); Robustness +2 (5 pts); Strength +2 (5 pts); Poor sight (-3 pts)	Camouflage, Resolve	Horn	Plains	Smell		44
Sheep / Ram (1 or 2 points)	Horns (if male) (1 pt); Sure-footed (1 pt)	Climbing, Herbalism, Resolve, Tactics	Horns (if male)	Mountains	Smell	35	33
Shrew (5 points)	Claws (1 pt); Poison (1 pts); Robustness +1 (2 pts); Teeth (1 pt)	Digging, Resolve, Stealth	Claws, Teeth	Forest or Plains	Listen, Smell		45
Skunk (5 points)	Claws (1 pt); Spray (3 pts); Teeth (1 pt)	Digging, Stealth, Tracking	Claws, Spray, Teeth	Forest	Smell		46
Snake (2 points)	Extra hit points (4 pts); Ophidian (1 pt); Prehensile tail (1 pt); Teeth (1 pt); No hands (-5 pts)	Camouflage, Contortionist, Tracking, Wrestling	Teeth	Forest, Mountains, or Plains	Smell		33
Squirrel (1 point)	Claws (1 pt)	Acrobatics, Climbing, Digging, Jumping	Claws	Forest	Listen		47
Swallow (1 point plus Size)	Beak (1 pt); Claws (1 pt); Extra move +2 (2 pts); Flight (same as Size); Prehensile feet (1 pt); Frail (-2 pts); Weak (-2 pts)	Acrobatics, Camouflage, Flight, Singing	Claws	Forest	Sight		34
Tiger (3 points)	Claws (1 pt); Night vision (1 pt); Teeth (1 pt)	Acrobatics, Stealth, Swimming, Tracking	Claws, Teeth	Forests	Listen		34
Tortoise (5 points)	Armor d6 (7 pts); Teeth (1 pt); Lamé (-3 pts)	Breath-Holding, Camouflage, Resolve, Swimming	Teeth	Forest or Plains	Smell		35
Weasel (2 points)	Claws (1 pt); Teeth (1 pt)	Contortionist, Dodge, Stealth, Tracking	Claws, Teeth	Forest or Plains	Smell		39 35
Wild Dog (3 points)	Claws (1 pt); Howl (1 pt); Teeth (1 pt)	Hiking, Tactics, Tracking	Claws, Teeth	Forest or Plains	Listen, Smell		32
Wolverine (2 points)	Claws (1 pt); Teeth (1 pt)	Digging, Resolve, Stealth, Tracking	Claws, Teeth	Forest	Smell		27
Wolf (3 points)	Claws (1 pt); Howl (1 pt); Teeth (1 pt)	Hiking, Tactics, Tracking	Claws, Teeth	Forest, Mountains, or Plains	Listen, Smell		48 36
Yak (11 points)	Horns (1 pt); Hooves (1 pt); Robustness +2 (5 pts); Strength +3 (7 pts); Poor sight (-3 pts)	Climbing, Herbalism, Hiking	Horns, Hooves	Mountains	Listen, Spot		36

CAREERS - IRONCLAW / JADECLAW

<i>Career</i>	<i>Skills and requirements</i>	I	J
Academic	(Lore of choice), Calligraphy, Literacy, Research		37
Apothecary	First Aid, Hagglng, Literacy, Medicine		54
Archeologist	Cartography, (Lore of choice), Navigation, Traps		55
Artisan	(Craft or trade skill of choice), Hagglng, Literacy, Psychology		56
Ascetic	Hiking, Literacy, Resolve, Theology. Req.: Flaw of Poverty (-4 pts).		49 37
Astrologer	Ciphering, Literacy, Lore: Astrology, Navigation	P	47
Bandit	Intimidation, Stealth, Streetwise, Tactics		50 39
Bawd	Bribery, Carousing, Fast-Talk, Streetwise		50
Beggar	Fast-Talk, Observation, Stealth, Streetwise		51 39
Boatman	Boating, Observation, Streetwise, Swimming		56 45
Bodyguard	Observation, Psychology, Shield, Sixth Sense		60 43
Bounty Hunter	(Combat skill of choice), Shadowing, Streetwise, Tracking		60 43
Brehon	Lore: Fénechas, Language: Bérla Féini, Literacy: Bérla Galláneah, Psychology. Req.: Gift of Local Investiture (1 pt).	P	47
Burglar	Climbing, Streetwise, Stealth, Traps		51 39
Catechist	Literacy, Lore: History, Research, Theology	H	66
Cavalier	Lore: Heraldry, Riding, Shield, Sword. Req.: Gift of Nobility (1 pt).		54
Charlatan	Fast-Talk, Forgery, Psychology, Streetwise		51
Coachman	Animal Handling, Geography, Observation, Trade: Carpentry		56 45
Craftsman	(Trade skill of choice), Ciphering, Hagglng, Literacy		41
Dálaige	Diplomacy, Fast-Talk, Lore: Fénechas, Oratory	P	47
Demagogue	Fast-talk, Literacy, Oratory, Theology	H	66
Dilettante	Etiquette, Fencing, Literacy, Lore: Heraldry. Req.: Gift of Nobility (1 pt).		54 38
Diplomat	Bribery, Diplomacy, Fast-Talk, Psychology. Req.: Gift of Nobility (1 pt).		54 38
Doctor	First Aid, Literacy, Medicine, Qi-Sao		41
Dragoon	Gun, Resolve, Sword, Trade: Gunsmith		60
Engineer	Ciphering, Literacy, Trade: Carpentry, Trade: Stonemasonry		55 37
Entertainer	(Entertainment skill of choice), Fast-Talk, Psychology, Streetwise		56 45
Escort	(Combat skill of choice), Hiking, Resolve, Sixth Sense		43
Exciseman	Ciphering, Fast-Talk, Literacy, Psychology		57
Exorcist	Literacy, Lore: Magic, Sixth Sense, Theology	H	66
Explorer	(Lore of choice), Hiking, Resolve, Survival		43
Farmer	Animal Handling, Hiking, Trade: Farming, Weather Sense		57 45
Fence	Ciphering, Forgery, Hagglng, Streetwise		51 39
Fiann	Language: Bérla Sgairneach, Spear, Spear-Throwing, Tactics	P	48
Fisher	Boating, Swimming, Trade: Fishing, Weather Sense		45
Friar	Hiking, Literacy, Oratory, Theology. Req.: Gift of Hospitality (2 pts).		49
Functionary	Administration, Bribery, Ciphering, Literacy		55 37
Gambler	Ciphering, Fast-Talk, Gambling, Psychology		51 39
Gasraidh	Acting, Intimidation, Resolve, Shield	P	48
General	Strategy, Tactics, Cartography, Leadership	L	24
Grenadier	Dodge, Resolve, Sling, Thrown Bomb	P	48
Herdsman	Animal Handling, Observation, Tracking, Weather Sense		57 46
Hermit	Farming, Herbalism, Literacy, Theology	H	66
Hierarch	Augury, Herbalism, Luarist Lore, Psychology. Req.: Gift of Hospitality (2 pts), Flaw of Pacifism: Self-Defense Only (-3 pts).	D	34
Highwayman	Etiquette, Fencing, Gun, Riding		52 40
Homeopath	First Aid, Herbalism, Medicine, Survival		55
Hunter	Bow, Stealth, Survival, Tracking		60 43
Inquirer of Three Circles	Accounting, Augury, Ciphering, Gambling. Req.: Lore: Magic at d12 & d4, Research at d12 & d4.	L	24
Jailer	Intimidation, Observation, Psychology, Wrestling		60 43

CAREERS - IRONCLAW / JADECLAW

<i>Career</i>	<i>Skills and requirements</i>	I	J
Judicial Champion	Axe, Fencing, Flail, Lore: Law, Mace, Spear, Staff, Sword	61	
Kite Warrior	(Choose one: Crossbow or Spear), Flight, Navigation, Resolve	L	24
Knight	Etiquette, Fencing, Literacy, Resolve. Req.: Gift of Nobility (1 pt).		39
Korak	Lore: Heliodromency, Meditation, Resolve, Sword. Req.: Career of Elementalist at d8, Flaw of Misbeliever (-3 pts).	F	67
Laborer	(Trade skill of choice), Brawling, Carousing, Hiking	57	41
Lamplighter	Climbing, Hiking, Literacy, Theology	F	67
Lancer	Chariot-Driving, Resolve, Spear, Thrown Spear		43
Lector	Literacy, Lore: History, Oratory, Theology	F	67
Librarian	Literacy, Lore: History, Research, Theology	F	67
Lobbyist	Diplomacy, Etiquette, Literacy, Oratory		37
Marine	(Combat skill of choice), Carousing, Resolve, Swimming	61	43
Mendicant	Hiking, Literacy, Oratory, Theology. Req.: Gift of Hospitality (2 pts), Flaw of Poverty (-4 pts).	F	68
Mercenary	(Combat skill of choice), Hagglng, Resolve, Shield	61	44
Merchant	Administration, Bribery, Cipherng, Literacy	57	41
Messenger	Geography, Hiking, Lore: Heraldry, Observation	58	46
Midwife	Augury, First Aid, Herbalism, Physician	D	35
Militia	Area Knowledge (home town), Shield, Spear, Tactics	D	35
		P	48
Miner	Axe, Mining Lore, Prospecting, Resolve	D	35
Minister	Administration, Bribery, Diplomacy, Etiquette. Req.: Gift of Nobility (1 pt).		39
Moneylender	Administration, Hagglng, Literacy, Lore: Law		41
Monk / Nun	<i>Ironclaw:</i> (One Craft skill), First Aid, Literacy, Theology. <i>Jadeclaw:</i> (One Trade skill), First Aid, Literacy, Theology. Req.: Gift of Hospitality (2 pts), Flaw of Poverty (-4 pts).	50	37
Navigator	Astronomy, Cipherng, Literacy, Navigation	55	38
Nomad	First Aid, Hiking, Sixth Sense, Survival		40
Ostler	Animal Handling, Hagglng, Lore: Heraldry, Riding	58	
Outrider	Lore: Heraldry, Navigation, Observation, Riding	61	44
Ovate	Augury, Herbalism, Lore: Phelan, Sixth Sense	P	49
Paladin	(Weapon of choice), Literacy, Resolve, Theology	50	
Pavior	Crossbow, Resolve, Sixth Sense, Shield	F	68
Peddler	(Trade skill of choice), Animal Handling, Hagglng, Streetwise	58	46
Pickpocket	Fast-Talk, Holdout, Pickpocket / Sleight-of-Hand, Stealth	52	40
Pit Fighter	Brawling, Carousing, First Aid, Resolve	61	
Privateer	(Combat skill of choice), Boating, Carousing, Swimming. Req.: Gift of Letter of Marque (1 pt).	B	48
Procurer	Bribery, Carousing, Fast-Talk, Streetwise		40
Prospector	Cartography, Craft: Prospecting, Navigation, Survival	I	
Questor	Cipherng, Hagglng, Literacy, Theology	F	68
Racketeer	Brawling, Intimidation, Streetwise, Torture	52	40
Ranger	Bow, Hiking, Navigation, Tracking	62	44
Resurrectionist	Bribery, Stealth, Streetwise, Traps	52	
Road Warden	Observation, Riding, Tactics, Tracking	62	44
Robber	(Combat skill of choice), Intimidation, Streetwise, Stealth	52	40
Rustler	Animal Handling, Intimidation, Riding, Trade: Teamster	53	
Sailor	Boating, Carousing, Navigation, Swimming	58	46
Sapper	Digging, Dodge, Resolve, Trade: Demolition	B	48
Scholar	(Language of choice), (Lore of choice), Cipherng, Literacy	55	
Scout	Cartography, Hiking, Navigation, Observation	62	44
Scribe	Cipherng, Craft: Calligraphy, Literacy, Lore: Heraldry	55	38

CAREERS - IRONCLAW / ZADECLAW

<i>Career</i>	<i>Skills and requirements</i>	I	Z
Seer	Astronomy, Augury, Psychology, Sixth Sense	56	38
Servant	Etiquette, Fast-Talk, Lore: Heraldry, Psychology	58	46
Sexton	Administration, Literacy, Theology, Trade: Sexton	F	69
Slaver	Haggling, Intimidation, Psychology, Torture	53	40
Smuggler	Camouflage, Fast-Talk, Haggling, Streetwise	53	40
Soldier	Hiking, Resolve, Shield, Spear	62	44
Solicitor	Bribery, Etiquette, Lore: Law, Literacy	58	
Spirit Hunter	Lore: Magic, Observation, Resolve, Sixth Sense		44
Spy	Cryptography, Disguise, Fast-Talk, Streetwise	53	40
Steam Engineer	Literacy, Craft: Steamworks, Lore: Steamworks, Ciphering	L	118
Stevedore	Brawling, Carousing, Resolve, Swimming	59	46
Storyteller	(Lore skill of choice), Acting, Calligraphy, Literacy		38
Sword Dancer	Acrobatics, Dancing, Dodge, Sword		41
Tax Collector	Ciphering, Fast-Talk, Literacy, Psychology		41
Toll Keeper	Bribery, Haggling, Lore: Law, Observation	62	44
Tomb Defender	(Combat skill of choice), Lore: History, Observation, Resolve		44
Torturer	First Aid, Intimidation, Psychology, Torture	59	41
Trader	Bribery, Fast-Talk, Haggling, Trade: Teamster	59	42
Tradesman	(Trade skill of choice), Ciphering, Literacy, Psychology		42
Trapper	Haggling, Hiking, Survival, Traps	59	46
Ululant	Breath-Holding, Cryptography, Hiking, Language: Bérla Sgairneach. <i>Req.</i> : Gift of Howl (1 pt).	P	49
Vagabond	Fast-Talk, Geography, Hiking, Streetwise	53	40
Vagrant Warrior	Axe, Fencing, Flail, Mace, Polearm, Spear, Staff, Sword		44
Vermin Catcher	Resolve, Spear, Tracking, Traps	59	
Vidame	Lore: Heraldry, Lutarist Lore, Law, Shield. <i>Req.</i> : Gift of Local Investiture (1 pt).	D	35
Watchman	Brawling, Intimidation, Observation, Tactics	62	45
Weidan: External Alchemist	Literacy, Alchemy, Research, Lore: Alchemy	L	118
Whaler	Boating, Resolve, Spear-Throwing, Swimming	D	36
Witch Hunter	Lore: Magic, Observation, Resolve, Sixth Sense	63	
Yeoman	Administration, Bribery, Literacy, Resolve	63	45

SPECIAL TRAITS - IRONCLAW / ZADECLAW

<i>Special Trait</i>	<i>Applies to and requirements</i>	I	Z
Bagua Personality	Only one bagua trait per character.		61
— Courage	Leadership, Tests where your bravery would be called into question.		61
— Devotion	Etiquette, Any test to help someone else.		61
— Inspection	Appraise, Haggle, Listen, Smell, Spot, All "ken" skills.		62
— Prosperity	Gossip tests, Influence tests, Tests in social situation where there are people to impress with your knowledge.		62
— Rebellion	All "subterfuge" skills, Resisting influence rolls, Resisting spells resisted by Will.		62
— Sensuality	Influence rolls to impress people, Spot, Listen, Smell.		62
— Stillness	Resisting influence tests to get you to do something, Hide tests, Any tests involving a total lack of motion, Meditation, Psychology.		62
— Surprise	Ambush tests, Resisting psychology tests, Resisting mind-reading spells, Resisting anything that might keep you from something you're determined to do.		62
Biarch-derc (Evil Eye)	Augury, Intimidation. Force a group to pass a fear test. <i>Req.</i> : Flaw of Poor Vision: one eye (-3 pts).	P	45
		P	100

SPECIAL TRAITS - IRONCLAW / JADECLAW

<i>Special Trait</i>	<i>Applies to and requirements</i>	I	J
Birth Sign	See pages B117 to B119. Req.: Flaw of Superstitious (-1 pt), two other flaws (see page 117).	B	117
Blessed	Blessed Lore, Augury, Herbalism. Ask the spirits to do you favors.	D	37
Charisma	Influence tests, Leadership tests.		65 62
Charism	A character may have multiple charisms. Req.: Gift of Ne Vile Fano (1 pt).	F	60
— Aura of Luminescence	Dread unholy monsters. Resist black magic. Glow in the dark. Send your opponents reeling.	F	61
— Bilocation	Project another body at distance.	F	61
— Exchange of Hearts	Heal yourself. Dispel all hostile magic that affects you.	F	63
— Incendium Amoris	Resolve, spells resisted by Will, Healing tests.	F	64
— Levitation	You can fly.	F	64
— Locutions	You hear voices of positive spirits. Include with Augury, Oratory, some Know tests, some defense roll of all friendly combatants within eight paces.	F	64
— Odor of Sanctity	Your body emits a pleasant odor. Include with some Influence rolls, resisting effects resisted by Body (except Soak).	F	65
— Reading of Heats	Psychology tests, read someone's heart.	F	65
Dexterity	Bow, Crossbow, Gun, Lock-picking, Pick-pocket, Build tests, Repair tests.		65 62
Faith	When in the service of your faith: Resolve, Resisting spells.		65
Liu Ho Pa Fa: The Eight Methods of Empty-Hand	A character may have multiple Empty-hand traits. Fight barehanded with both hands, without using any natural weapon. See pages J185 to J186.		63
— Chi	Brawling, Breath-Holding, Lore: Chi Method.		63
— Fu	Brawling, Lore: Fu Method, Sixth Sense.		63
— Hsing	Brawling, Contortionist, Lore: Hsing Method.		63
— Hsui	Brawling, Lore: Hsui Method, Psychology.		63
— Huan	Acrobatics, Brawling, Lore: Huan Method.		63
— Ku	Brawling, Lore: Ku Method, Resolve.		63
— Le	Brawling, Lore: Le Method, Meditation.		63
— Ti	Brawling, Dodge, Lore: Ti Method.		63
Magic Resistance	Resisting spells, Difficulty of casting spells. Decrease your magic points.		65 63
Passion	Only one passion per character.		66
— Boldness	Leadership, Resisting fear.		66
— Cholera	In opposition to someone who has personally wronged you: Resolve, To-Hit rolls, Defense rolls, Magic tests.		66
— Desire	Appraise tests, Haggle tests.		66
— Eschewing	When you stand to defend others: Resolve, Resisting influence rolls.		67
— Fear	Resisting influence rolls to convince you to do something that might get you hurt. Fleeing from a chase test. Resisting magic prohibiting from fleeing.		67
— Hope	Resisting to lose hope or to despair.		67
— Joy	Resisting to despair. When trying to make others happy: Influence rolls.		67
— Love	Any roll that involves something to bring you closer to your true love. Req.: Flow of Romance (-2 to -4 pts).		67
— Phlegmatic	Resisting to show strong emotion. Difficulty on invoking atavist powers.		67
— Sorrow	Resisting influence rolls.		67
Past Life	See page D37 or P45-46.	D P	37 45
Piety	Augury, Etiquette, Heraldry, History, Poetry.		63
Quickness	Initiative, Dodge, Chase tests.		67 62
Second Sight	Augury, Sixth Sense, Resisting spells resisted by Mind, Observation to see magic.		68 62
Toughness	Resolve, Unconsciousness tests, Death tests.		68 62
Venerable	You are very, very old. Resist influence rolls made by younger people. Know tests when you claim to "have been there and done that".		63

WIZARD CAREERS - IRONCLAW

<i>Career</i>	<i>Skills and requirements</i>	I	<i>Spl.</i>
<i>Basic wizard careers</i>			
Elementalist	Literacy, Lore: Elementalist Magic, Meditation	64	205
Cleric	Literacy, Meditation, Theology	64	217
Green and Purple Mage	Literacy, Lore: Green and Purple Magic, Meditation	64	224
Thaumaturge	Literacy, Lore: Magic, Meditation	64	234
<i>Advanced / restricted wizard careers</i>			
Apostate	Literacy, Lore: White Magic, Lore: Black Magic, Meditation. Req. : Flaw of Misbeliever (-3 pts).	7 146	146
Bard	Carousing, Geography, Hiking, (Musical instrument of choice). Req. : Singing skill at d4.	Þ 47	54
Druid	Augury, Lore: Druids, Meditation	P 47	54
Necromancer	Literacy, Lore: Black Magic, Meditation	305	306
Priest	Literacy, Meditation, Theology	7 68	76
— Sacerdotal Indulgence (gift)	Req. : Priest Career at d8, Adept at five Acolyte spells, and variable requirements (see page A56-A57).	7 56	76
Virtue of Culture	Literacy, Meditation, Kyndranigar Lore	D 89	89
Virtue of Intuition	Literacy, Meditation, Kyndranigar Lore	7 155	155
Virtue of Ken	Literacy, Meditation, Kyndranigar Lore	P 121	121
Virtue of Mystery	Literacy, Meditation, Kyndranigar Lore	Þ 122	122
<i>Pseudo-wizard careers</i>			
Atavist (gift)		I 90 P	245 67
Blessed (sp. trait)	Blessed Lore, Augury, Herbalism	D 37	38
Fool	Acrobatics, Dodge, Goading, Mockery	P 48	76

WIZARD CAREERS - JADECLAW

<i>Career</i>	<i>Skills and requirements</i>	ㄩ	<i>Spl.</i>
<i>Basic wizard careers</i>			
Fah Shih: Teacher of Supernatural Laws	Literacy, Lore: Magic, Meditation	42	203
Dào Shih: Teacher of Ways	Literacy, Lore: Magic, Meditation	42	205
Shén Qìng: Being of Supreme Purity	Literacy, Lore: Magic, Meditation	42	208
<i>Advanced / restricted wizard careers</i>			
Kite Magic (gift)	Req. : Adept of any five spells of the Weather Nature.	L 26	31
Lung Shu: The Secrets of the Jade Dragon	Literacy, Lore: Romance of Chien Tang and her Nine Sons, Meditation	342	343
Neidan: Internal Alchemist	Literacy, Neidan, Lore: Alchemy	L 118	119

GIFTS - IRONCLAW / JADECLAW

<i>Gift</i>	<i>Points</i>	<i>Notes & Requirements</i>	<i>I</i>	<i>J</i>
All-Fours	2	You can run on four paws.	P	42
Ambidexterity	2	No "off hand" penalty.		79 47
— Multidexterity	+1	Applies to prehensile foot and prehensile tail. Req.: Gift of Ambidexterity.		81 48
Ancestor's Stone	1 or more	Automatically pass a test, depending on the house (see page L26). The stone must be filled up with XP. Req.: Gift of Nobility (1 pt).	L	26
Atavist	3	Access to atavist powers. See page 245 to 249 and P67 to P75.		90
Bad Luck Magnet	1	Gives luck to the other characters, and get bad luck yourself.	L	25
Belongings	1 to 4	Start with 1 to 4 expensive items. If you have the flow of Poverty, start with 1 to 4 average cost items instead.		88 51
— Superior Item	+1		F	57
— Longchun Weapon	+1	Claims favorite use on damage rolls.	L	26
— Four-Mirrors Armor	+1	Magic Resistance die of d8. Lose 8 Magic Points.		52
— Wealth	5	Start with as many expensive items as the size of your largest career dice, maximum 12. Start with more money. Req.: Gift of Guild Membership (1 pt) or Gift of Nobility (1 pt).		90 52
Capitulary	1	You have joined one of the Capitulary Orders.	F	54
Connections	1 or more		L	26
Extra Hit Point	4 / 8	One / two extra hit points.		79 47
Extra Move	1 to 8	For each point: dash +1, stride +1/4.		79 47
Extra Trait	3 / 7	Extra trait at d4 or d6.		79 47
Good Luck Magnet	3	Gives luck to the other characters.	L	25
Good Reputation	(varies)			88 52
Guild Membership	1 / 2 / 3			89
Gun Reloading Ways		Gun reloading time reduced by two rounds per gift (to no fewer than 4 rounds).		
— Bullet-Making Ways	1	Req.: Gunsmith skill at d12 & d4.	B	46
— Cartouche Ways	1	Req.: Guns skill at d12 & d4.	B	46
— Custom-Crafting Ways	1	Req.: Guns skill at d4 with a favorite weapon, Resolve skill at d12 & d4.	B	46
Hospitality	2			91 53
Increased Trait	4 / 6	4 points = increase a d4, d6, d8 or d10 to the next level. 6 points = increase a d12 to d12 & d4.		80 47
Keen Ears	1	Hears echolocation.		80 48
Keen Eyes	1			80 48
Keen Nose	1			80 48
Kite Magic	1	Access to the Kite magic spells. See page L31. Req.: Adept of any five spells of the Weather Nature.	L	26
Local Investiture	1			90 53
— Indicateur	1	Req.: Cryptography skill at d8, Flaw of Duty (-3 pts).	B	45
— Letter of Marque	1	Req.: Boating skill at d4, Leadership skill at d4.	B	45
— State Investiture	3		L	27
Luck	3	Once per scene, re-roll one die two more times and chose the more favorable. The roll must directly involves your character.		80 48
Martial Art	(varies)	See page J159 to J184. Req.: (varies).		53
Ne Vile Fano	1	Claim favorite use when resisting an influence test and when resisting any magic or supernatural effect that is resisted by Will. Req.: Theology at d8. Must not have any of the flaws of Envious, Gluttonous, Greedy, Lustful, Proud, Single-Minded, Slothful, or Wrathful.	F	54

GIFTS - IRONCLAW / JADECLAW

<i>Gift</i>	<i>Points</i>	<i>Notes & Requirements</i>	I	J
Nobility	1 to 3	Noble blood / Knighthood / Baron.	89	52
— Nobility (Phelan)	1 to 3	Noble blood / Prince/Noble / Patriarch.	P 43	
— Greater Nobility	4 to 7	Viscount / Count / Marquise / Duke. Req.: Flaw of Duty (-3 pts).	L 25	
Ordainment	1 / 2 / 3	Ordinary / Presbyter / Prelate. Req.: Theology at d8.	F 55	
Prodigy	6 to 10	Start with a skill at d12 & d4 (6 points) to 2d12 (10 points).	81	48
Robust	2 / 5 / 7	Soak: +1 / +2 / +3 levels.	82	49
Sacerdotal Indulgence	1 or more	Access to more sacerdotal spells. See page A75 to A94. Req.: Priest Career at d8, Adept at five Acolyte spells, and variable requirements (see page A56-A57).	F 56	
Strong	2 / 5 / 8	Strength and lift bonus: +1 / +2 / +3 levels.	82	49
Sure-Footed	1		82	49

FLAWS - IRONCLAW / JADECLAW

<i>Flaw</i>	<i>Points</i>	<i>Notes & Requirements</i>	I	J
Agnostic	-1	You don't believe in supernatural.	96	56
Bad Reputation	-1 to -5		92	54
Barbarian	-3			54
Blind	-5		93	54
Broken Man	-3	Outlaw. Phelan version of the flaw of Scofflaw.	P 43	
Busy Hands	-4	Kleptomania.	97	56
Capricious	-3		97	56
Coarse	-2	Bad manners. One penalty to etiquette rolls.	97	57
Corpulent	-1 to -5	For each point: one stone of encumbrance.	93	54
Curious	-3		97	57
De-clawed	-1	Indicates you're a slave or criminal. Do not spend the point for the gift of Claw (so it frees 2 points). Req.: Must be a race that normally has claws.	93	54
Dread	-2 to -4	Phobia (see page 98).	97	57
Drunkard	-3		98	57
Duty	-3		99	58
Eerie	-2	You look weird.	93	54
Envious	-3		99	58
Failing Hearth	-4	One less hit point.	94	54
Faltering	-1		99	58
Foe	-1 to -5		94	55
Frail	-2	Soak -1.	95	55
Garrulous	-1		99	58
Geis	(varies)	Mystic prohibition.	P 44	
Gluttonous	-1		99	58
Greedy	-3		99	58
Gregarious	-1		99	58
Heroic	-3		100	58
Honorable	-4		100	58
Ill-Favored	-2	You are ugly.	95	55
Lame	-3	Move/2, Stride = 1 max.	95	55
Lustful	-3		100	58
Mark of Nine	-1	You have a birthmark that suggests the unlucky number nine.	F 58	
Misbeliever	-3	You practice a religion other than S'allumer.	F 59	
Morose	-1		100	58
Naïve	-1		100	58
No hands	-5		P 44	55

FLAWS - IRONCLAW / ZADECLAW

<i>Flaw</i>	<i>Points</i>	<i>Notes & Requirements</i>	I	Z
Obsequious	-2			58
One Arm	-3		95	
Overconfident	-3		100	59
Pacifist	-1/-3/-5	Cannot take a life / Self-defense only / Total non-violence.	101	59
Paroxysm	-3	You suffer from the "falling sickness". You may get a vision.	71	60
Poor Hearing	-2		95	55
Poor Vision	-3		95	55
Poverty	-4	Start with only cheap items and no money.	96	56
Proud	-3		101	59
Rivalry	(varies)		101	59
Romance	-2 to -4		102	59
Scofflaw	-3	Wanted by the constabulary.	96	56
Showoff	-2		102	60
Single-Minded	-2		103	60
Skittish	-3	You "spook" easily.	103	60
Slothful	-3		103	60
Soft-Hearted	-3		103	60
Stubborn	-1		103	60
Superstitious	-1		103	60
Taciturn	-1		103	60
Weak	-2	Strength and lift bonus: -1 level.	96	56
Wrathful	-3		104	60

RACIAL GIFTS & FLAWS - IRONCLAW / ZADECLAW

<i>Gift / Flaw</i>	<i>Points</i>	<i>Notes & Requirements</i>	I	Z
Antlers	1	Damage: d6, special: lock horns / disarm.	82	
Armor	3 / 7	Natural armor at d4 / d6.	82	49
Barbed Spines	2	Damage: d6, special: impale. Can be thrown: ammo/day = sum of Race dice.	83	49
Barbels	1	Enables to scry magic (Mind and Augury vs 2d10).		49
Beak	1	Damage: d6, special: impale.	P 43	Z
Claws	1	Damage: d6, special: slash.	83	50
Echolocation	2	Range in paces = sum of Race dice. You can speak the secret Night Speech. Req. : The gift of Keen Ears (1 pt).	83	L 27
Extra Wings	1	Your wings are separate from your arms. Req. : Gift of Flight.		50
Flight	Size	You'd better have (Race die + Speed die) / 4 >= Body level.	84	50
Hooves	1	Damage: d6, special: knockdown / concussion.	85	50
Horn (single)	1	Damage: d8, special: knockdown.	85	
Horns (paired)	1	Damage: d6, special: lock horns / disarm / impale.	85	50
Howl	1	Range = seven leagues.	85	50
Night Vision	1	Ignore one penalty due to darkness.	85	51
Ophidian	1	You are always "sure-footed", but you also lack feet.		51
Poison	1	Your bite is poisonous (extra damage roll: Race vs Body).	85	
Prehensile Feet	1	Use your feet as off-hands. Gives a bonus when climbing.	85	51
Prehensile Tail	2	Use your tail as an off-hand.	86	51
Small	-3	Size is only 1/4 of normal. Req. : Body trait of exactly d4.	P 44	
Spray	3	Opponent loose rounds and/or are blinded. Range = sum of Race dice. Ammo/day = Race level.	86	
Teeth	1	Damage: d6, special: bite to grapple.	87	51
Tusks	1	Damage: d6, special: impale.	87	51

RACES

<i>Race</i>	<i>Race</i>	I	□
Ape	Grand singe	25	
Armadillo	Tatou	26	
Badger	Blaireau	27	
Bat	Chauve-souris	L 28	21
Bear	Ours	29	22
Boar	Sanglier	30	23
Camel	Chameau / Dromadaire		23
Cat	Chat	31	24
Chicken	Poulet		24
Coyote	Coyote	32	
Crane	Grue		25
Deer	Cerf	L 33	22
Dog	Chien		25
Dragon	Dragon		26
Elephant	Éléphant		26
Elk	Élan	L 33	22
Ermine	Hermine	39	
Ferret	Furet	39	
Ferret badger	Melogale	L	23
Fox	Renard	34	27
Goat	Chèvre	35	33
Horse	Cheval	36	27
Leopard	Léopard		28
Lynx	Lynx		28
Mice	Souris	37	32
Mink	Vison	39	
Monkey	Singe	38	29
Otter	Loutre	40	
Ox	Bœuf		29
Panda	Panda		30
Phoenix	Phoenix		30
Porcupine	Porc-épic	41	31
Qiling	Qiling		31
Rabbit	Lapin	42	32
Raccoon	Raton laveur	43	
Ram	Bélier	35	33
Rat	Rat	37	32
Raven	Corbeau	P	46
Rhinoceros	Rhinocéros	44	
Sheep	Mouton	35	33
Shrew	Musaraigne	45	
Skunk	Mouffette	46	
Snake	Serpent		33
Squirrel	Écureuil	47	
Swallow	Hirondelle		34
Tiger	Tigre		34
Tortoise	Tortue terrestre		35
Weasel	Belette	39	35
Wild Dog	Chien sauvage	32	
Wolf	Loup	27	
Wolverine	Glouton	48	36
Yak	Yack		36

WIZARD CAREERS

IRONCLAW

<i>Career</i>	<i>Carrière</i>	I	<i>Spl.</i>
Basic wizard careers			
Elementalist	Élémentaliste	64	205
Cleric	Clerc / Mage blanc	64	217
Green and Purple Mage	Mage Vert et Pourpre	64	224
Thaumaturge	Thaumaturge	64	234
Advanced / restricted wizard careers			
Apostate	Mage Apostat	A 146	146
Bard	Barde	B 47	54
Druid	Druide	P 47	54
Necromancer	Nécromancien	I 305	306
Priest	Prêtre / Mage sacerdotal	A 68	76
— Sacerdotal Indulgence (gift)	Indulgence sacerdotale	A 56	76
Virtue of Culture	Mage de la Culture	D 89	89
Virtue of Intuition	Mage de l'Intuition	A 155	155
Virtue of Ken	Mage de la Connaissance	P 121	121
Virtue of Mystery	Mage du Mystère	B 122	122
Pseudo-wizard careers			
Atavist (gift)	Ataviste	I 90	245
		P	67
Blessed (extra trait)	Béni de Lutaria	D 37	38
Fool	Idiot du village / Bouffon	P 48	76

ZADECLAW

<i>Career</i>	<i>Carrière</i>	□	<i>Spl.</i>
Basic wizard careers			
Fah Shih: Teacher of Supernatural Laws	Mage du Changement	42	203
Dào Shih: Teacher of Ways	Élémentaliste	42	205
Shén Qíng: Being of Supreme Purity	Mage de la Pureté	42	208
Advanced / restricted wizard careers			
Kite Magic (gift)	Magie Cerf-volant	L 26	31
Lung Shu: The Secrets of the Jade Dragon	Mage Draconique	342	343
Neidan: Internal Alchemist	Alchimiste Interne	L 118	119

CAREERS

<i>Career</i>	<i>Carrière</i>	⌈	⌋
Academic	Érudit		37
Apothecary	Apothicaire	54	
Archeologist	Archéologue	55	
Artisan	Artisan	56	
Ascetic	Ascète	49	37
Astrologer	Astrologue	Ⓟ	47
Bandit	Bandit	50	39
Bawd	Catin	50	
Beggar	Mendiant	51	39
Boatman	Passeur	56	45
Bodyguard	Garde du corps	60	43
Bounty Hunter	Chasseur de primes	60	43
Brehon	Juriste / Gardien de la loi	Ⓟ	47
Burglar	Cambrioleur	51	39
Catechist	Catéchiste	Ⓜ	66
Cavalier	Cavalier	54	
Charlatan	Charlatan	51	
Coachman	Cocher	56	45
Craftsman	Artisan		41
Dálaige	Avocat Phelan	Ⓟ	47
Demagogue	Prédicateur	Ⓜ	66
Dilettante	Dilettante	54	38
Diplomat	Diplomate	54	38
Doctor	Docteur		41
Dragoon	Dragon	60	
Engineer	Ingénieur	55	37
Entertainer	Saltimbanque	56	45
Escort	Escorteur (à pied)		43
Exciseman	Percepteur	57	
Exorcist	Exorciste	Ⓜ	66
Explorer	Explorateur		43
Farmer	Fermier	57	45
Fence	Receleur	51	39
Fiann	Guerrier Phelan	Ⓟ	48
Fisher	Pêcheur		45
Friar	Frère	49	
Functionary	Fonctionnaire	55	37
Gambler	Joueur professionnel	51	39
Gasraidh	Mercenaire (bluff)	Ⓟ	48
General	Général	Ⓛ	24
Grenadier	Grenadier	Ⓟ	48
Herdsman	Gardien de troupeau	57	46
Hermit	Ermite	Ⓜ	66
Hierarch	Prêtre de Lutaria	ⓓ	34
Highwayman	Bandit de grand chemin	52	40
Homeopath	Homéopathe	55	
Hunter	Chasseur	60	43
Inquirer of Three Circles	Pratiquant du Feng Shui	Ⓛ	24
Jailer	Geôlier	60	43
Judicial Champion	Champion	61	

CAREERS

<i>Career</i>	<i>Carrière</i>	⌈	⌋
Kite Warrior	Guerrier Cerf-volant	Ⓛ	24
Knight	Chevalier		39
Korak	Korak	Ⓜ	67
Laborer	Ouvrier		57 41
Lampighter	Allumeur de réverbères	Ⓜ	67
Lancer	Lancier		43
Lector	Lecteur	Ⓜ	67
Librarian	Libraire	Ⓜ	67
Lobbyist	Lobbyiste		37
Marine	Corsaire / Pirate		61 43
Mendicant	Moine itinérant	Ⓜ	68
Mercenary	Mercenaire		61 44
Merchant	Marchant		57 41
Messenger	Messager		58 46
Midwife	Sage-femme	ⓓ	35
Militia	Milicien	ⓓ	35
		Ⓟ	48
Miner	Mineur	ⓓ	35
Minister	Ministre		39
Moneylender	Usurier		41
Monk	Moine		50 37
Navigator	Navigateur		55 38
Nomad	Nomade		40
Nun	Nonne		50 37
Ostler	Valet d'écurie		58
Outrider	Escorteur (monté)		61 44
Ovate	Devin Phelan	Ⓟ	49
Paladin	Paladin		50
Pavior	Porteur de bouclier	Ⓜ	68
Peddler	Colporteur		58 46
Pickpocket	Pickpocket		52 40
Pit Fighter	Lutteur		61
Privateer	Corsaire	Ⓟ	48
Procurer	Guide (en ville)		40
Prospector	Prospecteur	⌈	
Questor	Quêteur	Ⓜ	68
Racketeer	Racketteur		52 40
Ranger	Garde forestier		62 44
Resurrectionist	Résurrectionniste		52
Road Warden	Gardien de route		62 44
Robber	Voleur		52 40
Rustler	Voleur de bétail		53
Sailor	Marin		58 46
Sapper	Artificier	Ⓟ	48
Scholar	Érudit		55
Scout	Éclaireur		62 44
Scribe	Scribe		55 38
Seer	Prophète		56 38
Servant	Domestique		58 46
Sexton	Sacristain	Ⓜ	69
Slaver	Esclavagiste		53 40
Smuggler	Contrebandier		53 40

CAREERS

<i>Career</i>	<i>Carrière</i>	I	□
Soldier	Soldat	62	44
Solicitor	Avocat	58	
Spirit Hunter	Chasseur de sorcières		44
Spy	Espion	53	40
Steam Engineer	Ingénieur en machines à vapeur	L	118
Stevedore	Docker	59	46
Storyteller	Conteur		38
Sword Dancer	Sword dancer		41
Tax Collector	Percepteur		41
Toll Keeper	Gardien de péage	62	44
Tomb Defender	Gardien de tombe		44
Torturer	Tortionnaire	59	41
Trader	Négociant	59	42
Tradesman	Commerçant		42
Trapper	Trappeur	59	46
Ululant	Messager hurleur	P	49
Vagabond	Vagabond	53	40
Vagrant Warrior	Guerrier errant		44
Vermin Catcher	Ratier	59	
Vidame	Vidame	D	35
Watchman	Gardien	62	45
Weidan: External Alchemist	Alchimiste Externe	L	118
Whaler	Baleinier	D	36
Witch Hunter	Chasseur de sorcières	63	
Yeoman	Administrateur militaire	63	45

SPECIAL TRAITS

<i>Special trait</i>	<i>Trait particulier</i>	I	□
Bagua Personality	Personnalité		61
— Courage	Courage		61
— Devotion	Dévotion		61
— Inspection	Inspection		62
— Prosperity	Prosperité		62
— Rebellion	Rébellion		62
— Sensuality	Sensualité		62
— Stillness	Immobilité		62
— Surprise	Surprise		62
Biarch-derc (Evil Eye)	Mauvais œil	P	45
		P	100
Birth Sign	Signe de naissance	B	117
Blessed	Béni de Lutaria	D	37

SPECIAL TRAITS

<i>Special trait</i>	<i>Trait particulier</i>	I	□
Charism	Pouvoir divin	A	60
— Aura of Luminescence	Aura de luminescence	A	61
— Bilocation	Ubiquité	A	61
— Exchange of Hearts	Échange des cœurs	A	63
— Incendium Amoris	Feu intérieur	A	64
— Levitation	Lévitiation	A	64
— Locutions	Voies intérieurs	A	64
— Odor of Sanctity	Odeur de sainteté	A	65
— Reading of Heats	Lecture des cœurs	A	65
Charisma	Charisme		65 62
Dexterity	Dextérité		65 62
Faith	Vraie foi		65
Liu Ho Pa Fa: The Eight Methods of Empty-Hand	Les huit méthodes de la Main-Vide		63
— Chi	Travailler le soufflet		63
— Fu	Cacher l'intention		63
— Hsing	Casser la brindille		63
— Hsui	Tromper la proie		63
— Huan	Faire s'effondrer le mur		63
— Ku	Ouvrir la porte		63
— Le	Rediriger l'âme		63
— Ti	Sonner le gong		63
Magic Resistance	Résistance à la magie		65 63
Passion	Passion		66
— Boldness	Intrépidité		66
— Sorrow	Tristesse		67
— Choler	Colère		66
— Desire	Désire		66
— Eschewing	Abstinence		67
— Fear	Peur		67
— Hope	Espérance		67
— Joy	Joie		67
— Love	Amour		67
— Phlegmatic	Flegmatique		67
Past Life	Vie antérieure	D	37
		P	45
Piety	Piété		63
Quickness	Rapidité		67 62
Second Sight	Seconde vue		68 62
Toughness	Résistance		68 62
Venerable	Vénéérable / Ancien		63

GIFTS

<i>Gift</i>	<i>Don</i>	⌈	⌋
All-Fours	Quadrupédie	P	42
Ambidexterity	Ambidextrie		79 47
— Multidexterity	Multidextrie		81 48
Ancestor's Stone	Pierre ancestrale	L	26
Atavist	Ataviste		90
Bad Luck Magnet	Aimant à malchance	L	25
Belongings	Possessions		88 51
— Superior Item	Objet de qualité supérieure	A	57
— Longchun Weapon	Arme de Longchun	L	26
— Four-Mirrors Armor	Armure à quatre miroirs		52
— Wealth	Riche		90 52
Capitulary	Capitulaire	A	54
Connections	Contacts	L	26
Extra Hit Point	Point de vie supplémentaire		79 47
Extra Move	Déplacement accéléré		79 47
Extra Trait	Trait supplémentaire		79 47
Good Luck Magnet	Porte-bonheur	L	25
Good Reputation	Bonne réputation		88 52
Guild Membership	Membre de guilde		89
Gun Reloading Ways	Rechargement rapide		
— Bullet-Making Ways	Fabrication de balles	P	46
— Cartouche Ways	Fabrication de cartouches	P	46
— Custom-Crafting Ways	Modification d'arme	P	46
Hospitality	Hospitalité		91 53
Increased Trait	Trait amélioré		80 47
Keen Ears	Ouïe fine		80 48
Keen Eyes	Yeux perçants		80 48
Keen Nose	Odorat fin		80 48
Kite Magic	Magie Cerf-volant	L	26
Local Investiture	Mandat local		90 53
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— Letter of Marque	Lettre de marque	P	45
— State Investiture	Mandat d'état	L	27
Luck	Chance		80 48
Martial Art	Art martial		53
Ne Vile Fano	Ne Vile Fano	A	54

GIFTS

<i>Gift</i>	<i>Don</i>	⌈	⌋
Nobility	Noblesse		89 52
— Noble blood	Sang noble		89 52
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— Knighthood	Chevalier		89 52
— Prince / Noble (Phelan)	Jarl	P	43
— Baron	Baron		89 52
— Patriarch	Patriarche	P	43
— Viscount	Vicomte	L	25
— Count / Earl	Comte	L	25
— Marquis	Marquis	L	25
— Duke	Duc	L	25
Ordainment	Ordination	A	55
— Ordinary	Ordinné	A	55
— Presbyter	Presbytre	A	55
— Prelate	Prélat	A	55
Prodigy	Prodige		81 48
Robustness	Robustesse		82 49
Sacerdotal Indulgence	Indulgence sacerdotale	A	56
Strong	Fort		82 49
Sure-Footed	Pied sûr		82 49

RACIAL GIFTS & FLAWS

<i>Gift / Flaw</i>	<i>Don / Désavantage</i>	⌈	⌋
Antlers	Bois		82
Armor	Armure naturelle		82 49
Barbed Spines	Piquants barbelés		83 49
Barbels	Barbillons		49
Beak	Bec	P	43 ⌋
Claws	Griffes		83 50
Echolocation	Écholocation		83
Extra Wings	Ailles surnuméraires		50
Flight	Vol		84 50
Hooves	Sabots		85 50
Horn (single)	Corne		85
Horns (paired)	Cornes		85 50
Howl	Hurlement		85 50
Night Vision	Vision nocturne		85 51
Ophidian	Ophidien		51
Poison	Poison		85
Prehensile Feet	Pieds préhensibles		85 51
Prehensile Tail	Queue préhensible		86 51
Small	Petit	P	44
Spray	Asperger		86
Teeth	Crocs		87 51
Tusks	Défenses		87 51

FLAWS

<i>Flaw</i>	<i>Désavantage</i>	⌈	⌋
Agnostic	Agnostique	96	56
Bad Reputation	Mauvaise réputation	92	54
Barbarian	Barbare / Étranger		54
Blind	Aveugle	93	54
Broken Man	Hors-la-loi	P 43	
Busy Hands	Kleptomane	97	56
Capricious	Capricieux	97	56
Coarse	Mauvaises manières	97	57
Corpulent	Corpulent	93	54
Curious	Curieux	97	57
De-clawed	Dé-griffé	93	54
Dread	Phobie	97	57
Drunkard	Ivrogne	98	57
Duty	Devoir	99	58
Eerie	Inquiétant	93	54
Envious	Envieux	99	58
Failing Hearth	Santé fragile	94	54
Faltering	Flatteur	99	58
Foe	Ennemi	94	55
Frail	Frêle	95	55
Garrulous	Bavard	99	58
Geis	Prohibition mystique	P 44	
Gluttonous	Gourmant	99	58
Greedy	Avide	99	58
Gregarious	Grégaire	99	58
Heroic	Héroïque	100	58
Honorable	Honorable	100	58
Ill-Favored	Laid	95	55
Lame	Boiteux	95	55
Lustful	Coureur de jupons	100	58
Mark of Nine	Marque du Neuf	A 58	

FLAWS

<i>Flaw</i>	<i>Désavantage</i>	⌈	⌋
Misbeliever	Impiété	A 59	
Morose	Morose	100	58
Naïve	Naïf	100	58
No hands	Pas de mains	P 44	55
Obsequious	Obséquieux		58
One Arm	Manchot	95	
Overconfident	Trop sûr de soi	100	59
Pacifist	Pacifiste	101	59
— Cannot take a life	S'interdit de tuer	101	59
— Self-defense Only	Autodéfense seulement	101	59
— Total non-violence	Non-violence absolue	101	59
Paroxysm	Crises	A 60	
Poor Hearing	Dur d'oreille	95	55
Poor Vision	Mauvaise vue	95	55
Poverty	Pauvreté	96	56
Proud	Fier	101	59
Rivalry	Rivalité	101	59
Romance	Romance	102	59
Scofflaw	Recherché	96	56
Showoff	Frimeur	102	60
Single-Minded	Mono-tâche	103	60
Skittish	Effarouché	103	60
Slothful	Paresseux	103	60
Soft-Hearted	Compatissant	103	60
Stubborn	Borné	103	60
Superstitious	Superstitieux	103	60
Taciturn	Taciturne	103	60
Weak	Faible	96	56
Wrathful	Colérique	104	60