

Campaign Checklist

There are many points throughout the Iron Falcon rules where the referee is explicitly given a choice between different rules options. For the convenience of both the referee and his or her players, this checklist may be copied and filled out in advance, detailing those options as well as any other house rules the referee wishes to document.

Different Ways to Play the Game (page 133):

- ☐ Author's Choice
- ☐ The Oldest School
- ☐ The Full Gary
- ☐ Other, See Below

Determination of Abilities (page 2):

- ☐ Rolled by Referee
- ☐ Rolled by Player
- ☐ Other, See Below

Strength To Hit and Damage Bonus (page 2):

- ☐ Applies to Fighter Only
- ☐ Applies to All Classes
- ☐ Other, See Below

Dexterity Armor Class Adjustment (page 3):

- ☐ Applies to Fighter Only
- ☐ Applies to All Classes
- ☐ Other, See Below

Starting Money (page 10):

- ☐ Rolled by Referee
- ☐ Rolled by Player
- ☐ Other, See Below

Exceptional Strength (page 128):

- ☐ Yes
- ☐ No
- ☐ Other, See Below

Weapons vs. Armor Type (page 128):

- ☐ Yes
- ☐ No
- ☐ Other, See Below

Paladins (page 129):

- ☐ Yes
- ☐ No
- ☐ Other, See Below

Intelligent Swords (page 130):

- ☐ Yes (50% of the time)
- ☐ Yes (_____ % of the time)
- ☐ No
- ☐ Other, See Below

Acquisition of Spells (page 133):

- ☐ Limited Spell Lists
- ☐ Extended Spell Lists
- ☐ Other, See Below

Dealing With Death (page 135):

- ☐ Dead at 0 Hit Points
- ☐ Dead at -10 Hit Points
- ☐ Dead at -Constitution Hit Points
- ☐ Other, See Below

Notes:
