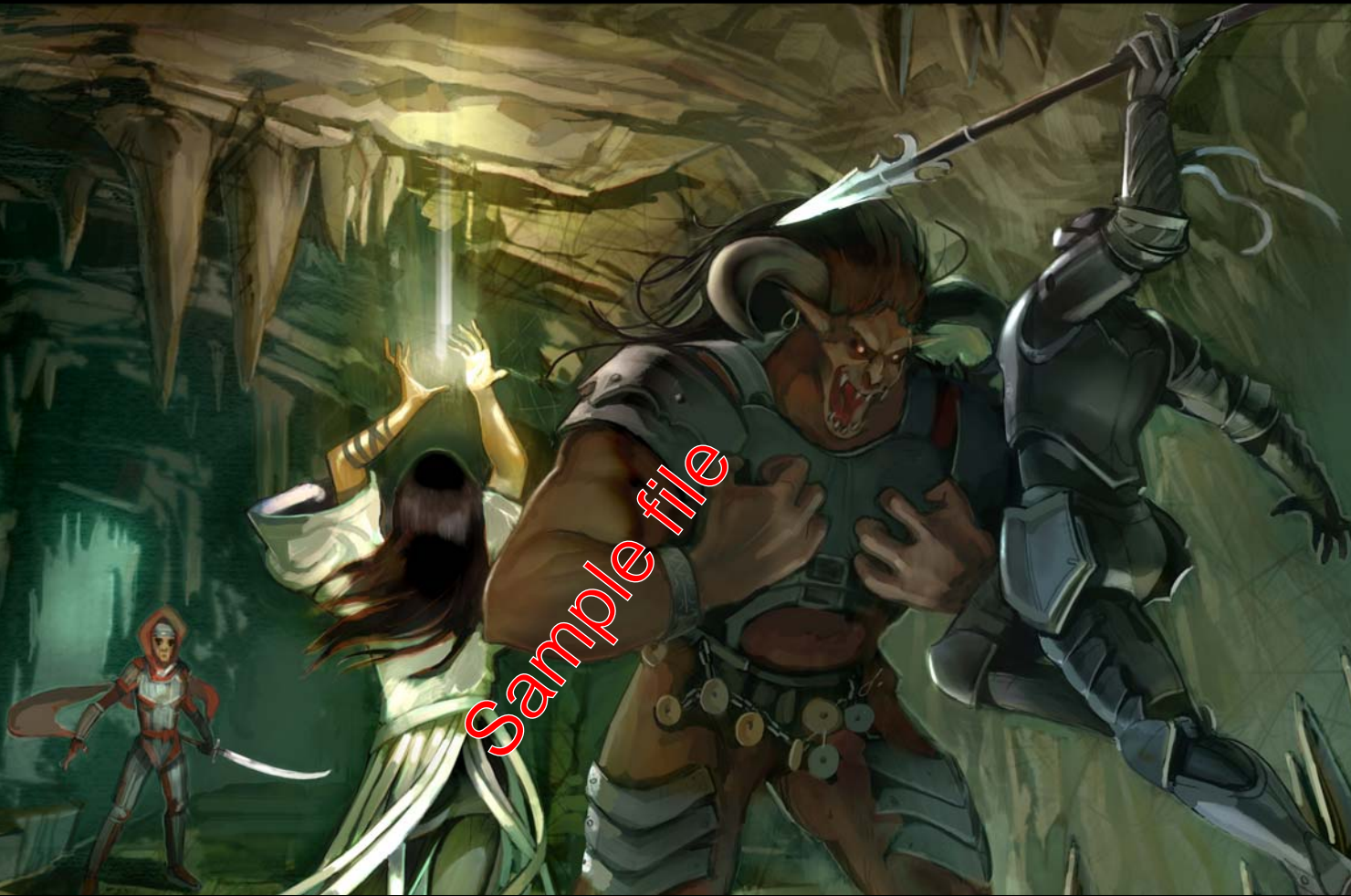


IRON HEROES

PLAYER'S COMPANION



A PLAYER'S RESOURCE FOR IRON HEROES BY ADAM WINDSOR

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INTRODUCTION:

MORE ACTION!

Welcome to the *Iron Heroes Players' Companion*, an expansion for the *Iron Heroes* role-playing game. The purpose of the *Players' Companion* is to provide players and Game Masters of *Iron Heroes* games with new options and abilities for their characters and campaigns.



WHAT'S IN THIS BOOK?

The *Players' Companion* offers additions and extensions to the core *Iron Heroes* rulebook. All of the new material presented here is designed to work alongside the material in the core book, not to replace it. This book has been designed to make it as easy as possible for you to pick and choose which parts of the new material you will add into your *Iron Heroes* game.

Chapter One: *New Traits* offers 21 new traits for your characters. Many of these new traits use traditional sword-and-sorcery motifs as their inspiration. Now your characters can hail from primitive tribes, be decadent scions of a once-mighty empire, or fight their way out of the ignominy of slavery. They can possess physical features that mark them as blessed by the spirits, be born under a sign of portent, or be natural prodigies at certain tasks.

Chapter Two: *New Classes* presents three new classes for your *Iron Heroes* game. Two of these are stalwart warriors. The stern *Dedicate* uses her discipline and mental focus to gain the edge on her foes, while the ruthless *Myrmidon* revels in the confusion and pack tactics of combat. Finally, there is a new magic-using class the *Spiritualist*, who derives her powers from forging pacts with otherworldly entities.

Chapter Three: *New Feats* presents a dozen entirely new feat masteries, plus one more than has previously been available only as a web enhancement. In total, this chapter provides over one hundred individual feats. Each of the eight existing feat categories receives at least one new mastery, and particular attention has been paid to expanding the number of feat masteries for those categories which had the fewest masteries in the *Iron Heroes* rulebook.

Chapter Four: *Spiritualism* presents the rules and mechanics by which *Spiritualists* cast their spells. *Spiritualists* call on outsiders and other supernatural powers to achieve their magical ends, and casting a spell requires them to strike a bargain with these fickle entities. The rules in this chapter reflect both the risks of the *Spiritualist's* rituals and the uniqueness of the means by which the spells' effects come about.

All of the new material in this book has been designed to work with *Iron Heroes* and assumes knowledge of that system and its terms. While many of these rules are entirely compatible with other fantasy roleplaying games, particularly those created under the Open Game License, certain concepts may require access to the *Iron Heroes Variant Player's Handbook*. Whenever the text in this book refers to "the *Iron Heroes* rulebook," it is referring to the *Variant Player's Handbook*.



DESIGN COMPANION SIDEBARS

Throughout this book, you will see *Design Companion* sidebars. The purpose of these sidebars is to give an insight into the way certain abilities in this book were designed, and why. These kind of explanations haven't been done much in roleplaying books in the past: we hope you find them useful!

IRON HEROES ERRATA AND CLARIFICATIONS

This book assumes the use of all errata and rules clarifications for the *Iron Heroes* game. You can find the latest errata and clarifications on <http://ironheroesfaq.pbwiki.com>.



NEW TRAITS

The *Iron Heroes Players' Companion* introduces twenty one new traits to help you make your *Iron Heroes* character as unique and memorable as possible. The new traits in this book follow all of the rules outlined for the existing *Iron Heroes* traits on pages 18–19 of the *Iron Heroes* rulebook.

NEW TRAITS BY CATEGORY



Name	Category	Description
Child of Omen	Background	You were born under a great omen.
Hunter-Gatherer	Background	Your people live a pre-agricultural life of hunting and gathering.
Marsh Born	Background	You grew up in a land of swamp and marsh.
Patrician	Background	You were born into privilege and political power.
Reaver	Background	Your people are notorious raiders and pillagers.
Road Rat	Background	You grew up in a tribe of wandering, landless outcasts.
Slave	Background	You were born a slave, or were enslaved at a very young age.
Animal Affinity	Mental	You have an innate connection with animals that makes them befriend you.
Deranged	Mental	Your unhinged mental state makes you resistant to mind-affecting attacks.
Intuitive Learning	Mental	You learn intuitively, rather than academically.
Prodigy	Mental	You have a natural talent for certain techniques.
Skillful	Mental	You have an uncommon gift for a specific skill.
Stubborn	Mental	You are very strong-willed and do not easily give up.
Vengeful	Mental	You believe in an eye for an eye and a tooth for a tooth.
Changeling Child	Physical	You have an unusual physical characteristic that marks your unnatural heritage.
Light-Footed	Physical	You are exceptionally graceful and poised.
Powerful	Physical	You have a large and powerful frame.
Robust	Physical	You can throw off the effects of poison, disease, and similar effects.
Swift	Physical	You move with great speed.
Vitality	Physical	Your body clings to life, even under the most extreme punishment.
Warrior's Grace	Physical	You have an inborn talent with the tools of war.



TRAIT DESCRIPTIONS

The mechanics and detailed descriptions for all twenty one new character traits appear below in alphabetical order. Each of the descriptions includes the trait's name, category, a basic overview of what it provides a character, its mechanics, and any applicable options.

ANIMAL AFFINITY (MENTAL)

You have an uncanny ability to calm and befriend animals. Perhaps there is something in your scent that seems comforting to them, or perhaps the cause is completely unknown, but

domesticated animals fawn all over you and even wild creatures might come to your call. Somehow, you have a knack for making an ill-tempered bear leave you alone or a vicious guard dog let you by.

Mechanics: You gain a +2 bonus to all Handle Animal checks and to Survival checks made for hunting and foraging, as your prey doesn't seem to associate your approach with danger. When you encounter an animal, you can use a Handle Animal check to improve its attitude. This check is resolved in the same way as a Diplomacy check made to improve an intelligent creature's attitude and requires a full-round action. You must be within 30 feet of an animal to use this ability, and the animal must be able to see and hear you.

An animal whose attitude is improved to Helpful may aid you for a short period of time. For instance, a wild horse might allow you to ride it, or a guard dog that saw you attacked might spring to your aid. An animal will not go against its existing loyalties (such as to its master, pack, or herd) to aid you, nor will it stay for long no more than one minute for each rank you have in Handle Animal. It will flee immediately if it becomes injured. The GM has final say on how much aid an animal will give you, and for how long.



DESIGN COMPANION: ANIMAL AFFINITY

Animal Affinity is intended to model those moments in the movies where the hero pacifies the barking Doberman, or leaps on a passing horse's back and rides off, even though the horse has never seen him before and has no saddle or bridle. It's not intended that characters use it to surround themselves with a menagerie. (If you want to do that, use the Beastmaster feat in Chapter Three.)



CHANGELING CHILD (PHYSICAL)

You have an unusual physical characteristic, such as eyes of different colors, a birth mark, or a third nipple, that marks you as not quite normal. Perhaps there is some magical or non-human heritage in your bloodline, or perhaps the mark is just a quirk of fate, but your unusual appearance is a physical sign of less obvious but more significant differences beneath the surface.

Mechanics: Your blood and body are attuned to magical energies. You gain a +2 bonus to Use Magic Device checks and a +1 bonus on all pact checks (refer to the Spiritualism chapter for details on these checks).

CHILD OF OMEN (BACKGROUND)

Strange happenings marked the day of your birth. Perhaps there was a comet in the sky or a volcano erupted. Perhaps the milk from the goats spoiled as you were born, or maybe every rooster in town crowed as you came into the world. Whatever its form, a portent hung over the hour of your birth, and you will forever be under this sign: you have been marked for some special fate.

Mechanics: Whether it is fate or some other agency, something has taken an interest in you. Whenever you roll a "1" on an attack roll or saving throw, you gain an Omen token. Any time you are about to make an attack roll or saving throw, you can choose to spend Omen tokens on the roll. Each token grants you a +1 bonus for that roll only; you must announce how many tokens you are spending before you make the roll. You can spend as many tokens as you wish on a single roll, up to the number currently in your pool. Omen tokens do not expire; they are lost only when they are used. However, you can only have a maximum number of Omen tokens at any one time equal to 10 + your character level.

In addition, select one of the following trait abilities.

Omen of Despair: Other creatures are unnerved by you, though they are not always sure why. You may spend Omen tokens on Intimidate skill checks. This works exactly as outlined above when spending tokens on attack rolls and saving throws, except that you get a +2 bonus per token spent, rather than +1.

Omen of Glory: Other creatures instinctively warm to you, believing you capable of great things. You may spend Omen tokens on Diplomacy skill checks. This works exactly as outlined above when spending tokens on attack rolls and saving throws, except that you get a +2 bonus per token spent, rather than +1.

Omen of Sacrifice: Other creatures find themselves willing to give you the things you need or want, even if it costs them a little to do so. You may spend Omen tokens on Bluff skill checks. This works exactly as outlined above when spending tokens on attack rolls and saving throws, except that you get a +2 bonus per token spent, rather than +1.

DERANGED (MENTAL)

Your mind is disordered and chaotic, leaping from one concept to another without any rhyme or reason that others can detect. Your actions and behavior may be eccentric, but your unusual cognitive processes also render you more resistant to most mental attacks.

Mechanics: You gain a +3 bonus to all saves against mind-affecting effects, and you are immune to any attack or effect that causes confusion.

HUNTER-GATHERER (BACKGROUND)

You come from a community that still practices, or has recently fallen back to, pre-agricultural techniques of survival. Your people get their food by hunting game and gathering wild roots, berries, and herbs. They survive in small, semi-nomadic communities that must migrate every few months as they pick the local area clean.

Mechanics: You gain a +2 bonus on all Survival checks except those made to follow tracks. Choose one weapon from the following list: bolas, club, dagger, dart, greatclub, handaxe, javelin, mace (light or heavy), quarterstaff, shortbow (but not composite shortbows), shortspear, sling, spear. You gain proficiency and a +1 bonus to attack rolls with this weapon.

In addition, select one of the following trait abilities.

Gatherer: Your many hours gathering herbs and other plants has taught you much about poisons. You gain a +2 bonus to Heal checks made to treat poisons. Additionally, when calculating your eligibility to take Venom Mastery feats, treat your Lore feat mastery as one higher than it actually is. If you would normally have no access to Lore feats, you are considered to have a Lore mastery of 1 for the purposes of taking Venom Mastery. Your maximum mastery rating in this feat is 10.