FOOLS RUSH IN

AN INTRODUCTORY ADVENTURE

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QUICK START RULES
FULL METAL FANTASY ROLEPLAYING

The *Iron Kingdoms Full Metal Fantasy Roleplaying Game* takes you on an action-packed journey into a world rich with danger and adventure. To give you a taste of what roleplaying in the Iron Kingdoms is like, these streamlined Quick Start rules omit many special rules and options in order to make it easy to learn the game's fundamentals. See the *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules* for the full rules as well as extensive background on the world of the Iron Kingdoms.

CHARACTERS

Your character is the persona through which you'll explore the mysteries and dangers of the Iron Kingdoms. This quick start adventure provides pregenerated characters, but the full game rulebook offers many more possibilities.

The technical details that make up a character determine how he can operate in the game and what abilities and skills he starts with. These details include:

- **Race** – A character's race determines his starting stats as well as the archetypes available to him. Race also affects height and weight, and some races begin the game with particular benefits and abilities. For example, Gardek Stonebrow gains the feat Tough from being a trollkin.
- **Archetype** – A character's archetype largely defines his role in the game and determines what careers are available to him. Each archetype also has a number of benefits. For example, because he is the Skilled archetype, Milo Boggs can make an additional attack each turn and has Virtuoso.
- **Abilities** – A character gains access to his abilities as a result of his career choices. They do not have levels of mastery, but a character must have an ability in order to attempt to use it. For example, Milo's Alchemist career gives him the abilities Grenadier and Poison Resistance, and his Thief career gives him the abilities Conniver and Dodger.
- **Skills** – Skills represent knowledge and proficiencies the character develops over time. A character's mastery in a skill is reflected in its level, with level 1 being lowest and level 4 being highest. (Hero–level characters have level 1 or level 2 skills.) Milo's two careers have enabled him to develop a mix of military, occupational, and general skills.

SKILL RESOLUTION ROLLS

When a character attempts to perform an action the Game Master determines has a reasonable chance of failure, the character must make a skill roll. To make a skill roll, roll 2d6 and add the result to the related stat for the level of the skill being used.

If the rules do not define a target number for an action a character wishes to perform, the Game Master sets the target number. The target number should reflect the action's difficulty. Very simple actions, in which there is little chance of failure, should succeed automatically. Actions with a moderate chance of failure should have a target number of 10–12; complex actions should have a target number of 13–15; and truly difficult actions with a likely chance of failure should have a target number of 16 or more. There is no roll for actions the Game Master deems impossible. Such actions certainly end in failure.

When you have the result of the roll, compare it to the target number set by the Game Master. If the total is equal to or higher than the target number, the skill action succeeds. If it is less than the target number, the skill attempt fails.

A roll of all 1s on the dice is an automatic failure. A roll of all 6s on the dice is an automatic success unless you are rolling only one die. Some rolls also have critical effects that are triggered when a roll succeeds and any two dice used in the roll show the same number.

If the rules do not explicitly state what stats and skills are used for a particular action, the Game Master decides.

> Some events call for rolling a d3. This term is short for "roll a d6, divide by 2, and round up." Quite a mouthful! Here's how to read the results of a d3 roll quickly:
>
> 1 or 2 = 1
>
> 3 or 4 = 2
>
> 5 or 6 = 3

ADDITIONAL DICE AND BOOSTED ROLLS

Sometimes a special ability or circumstance allows a character to roll an additional die. This adds a die to the number of dice a character would ordinarily roll. For example, when a character makes a melee attack roll, he rolls 2d6 and adds his Prowess (PRW) stat + his skill with the weapon and the weapon's attack modifier. If the character gains an additional die on this attack, he would roll 3d6 and add his PRW + skill with the weapon and the weapon's attack modifier.

A die roll can include multiple additional dice as long as each additional die comes from a different rule or ability.

Some effects grant characters boosted attack or damage rolls. Add one extra die to a boosted roll. Boosting must be declared before rolling any dice for the roll. Each attack or damage roll

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can be boosted only once, but a character can boost multiple rolls during his turn. When an attack affects several characters, the attack and damage rolls against each individual character must be boosted separately.

COMBAT

The action of the game takes place in the minds of the players and the Game Master until the start of combat, when play moves to the tabletop where player characters and their enemies are represented by the provided standees. The Game Master then explains the map to the players and places the standees representing the characters, their allies, enemies, and any bystanders on the map.

FACING

The 180° arc in the direction its shoulders face defines the character's front arc; the opposite 180° defines his back arc.

A character's front arc determines his perspective of the battlefield. A character typically directs his actions, determines line of sight, and makes attacks through this arc. Likewise, a character is usually more vulnerable to attacks from his back arc due to a lack of awareness in that direction.

LINE OF SIGHT

Many situations such as charging and making attacks require a character to have line of sight to his intended target. Simply put, having line of sight means a character can see another character.

The Game Master decides which characters have line of sight to each other. He should begin each encounter by describing the terrain and how it affects line of sight.

MEASURING DISTANCES ON THE TABLETOP

Measurements on the tabletop are made in inches, with each tabletop inch equating to six feet.

The Game Round

The "round" is an abstraction of a very small amount of in-game time. It gives the Game Master a reasonable way to determine the outcome of multiple characters attempting different actions all at relatively the same time.

Once a battle starts, it is fought in a series of rounds. During each round, every character has a turn, in initiative order (covered next). The character whose turn it is, or the **active character**, must end his turn before the next character can begin his turn. The players describe their characters' actions, and the Game Master describes the actions of non-player characters. Once all the characters involved in the combat have taken their turns, the game round ends and a new one begins. Game rounds continue until the player characters defeat their enemies, escape the battle, or are defeated.

Determining Initiative

At the start of a battle, each character rolls 2d6 and adds his Initiative plus any applicable bonuses. Players roll initiative for their characters, and the Game Master rolls initiative for non-player characters.

If two or more characters end up with the same initiative values, they should roll again to determine who goes first, second, and so on.

STEAMJACKS AND INITIATIVE

A steamjack activates during its controller's turn during the Activation Phase (see below). The steamjack can move and take its action either before or after its controller moves and takes his action.

Effects Lasting One Round

An effect that begins on a character's turn and lasts for one round expires at the start of that character's next turn. If the character is destroyed, the effect lasts until the point when he would have taken his next turn according to his initiative total.

Turn Structure

A character's turn has three phases: Maintenance, Control, and Activation.

MAINTENANCE PHASE

During the Maintenance Phase, perform the following steps in order:

1. The player checks for expiration of continuous effects on his character (see "Continuous Effects," below). After removing all expired continuous effects, resolve the effects of those that remain in play. Damage from multiple continuous effects is considered to happen all at once.
2. Resolve any other effects that occur during the Maintenance Phase.

CONTROL PHASE

During the Control Phase, perform the following steps in order:

1. The player decides if he intends to upkeep spells. If he doesn't spend the upkeep cost, the spell expires and its effects end immediately.
2. Resolve any other effects that occur during the Control Phase.

ACTIVATION PHASE

During the Activation Phase a character can move and act. The type of actions a character can take might be limited by his choice of movement, covered next. A character can take his actions before or after moving but cannot interrupt his movement to take an action.

MOVEMENT

When moving a character, measure from where the front of a character's base began the movement to where the front of the base is at the end of movement.

A character generally cannot move over another character's base. A character can move through friendly characters, however, provided he can move completely past the other character's base.

Advancing refers to any movement a character intentionally makes, rather than any movement caused by other effects such as being pushed or being slammed. A character can change his facing at any time during his advance, but when he moves he must always move in the direction he is facing. Changing facing by rotating in place does not cost any movement. A character who changes his facing is considered to have moved.

There are three basic types of movement that a character can make during his turn: full advance, run, and charge.

FULL ADVANCE

A character making a full advance moves up to his current speed (SPD) in inches.

RUN

A character who runs during his turn advances up to twice his current SPD in inches. A character who runs during his turn can take one quick action but cannot make attacks or take full actions that turn. A running character cannot use his quick action to cast a spell. A character who forfeits his actions during a turn cannot run that turn.

CHARGE

A charging character rushes into melee and takes advantage of his momentum to make a powerful strike. A character who forfeits his actions during a turn cannot charge that turn.

At the time a character declares a charge, he must also declare which enemy he is charging. A character cannot charge a friendly character. The character must have line of sight to his charge target. The character then advances his SPD plus 3″ toward his charge target, in a straight line. The charging character stops if he contacts any obstruction, such as another character or terrain he cannot move through. At the end of the charge movement, the charging character turns to face his target directly.

A character who ends his charge movement with his charge target in his melee range has made a successful charge**.** His first attack after charging must be against his charge target.

If the character charged at least 3″, his first attack was made with a melee weapon, and the attack hits, the damage roll is boosted. Attacks with ranged weapons do not gain boosted damage from charging. If a charging character moved less than 3″, the damage roll for his first attack is not boosted because he did not move far or fast enough to add sufficient momentum to his strike. His first attack must still be made against the charge target.

If a charging character ends his charge movement without his charge target in his melee range, then he has failed his charge. If a character makes a failed charge during his Activation Phase, his turn immediately ends.

ACTIONS

A character can act before or after his movement. A character cannot interrupt his movement to act.

A character does not have to take his actions all at once and can perform them in any order. For example, a character could make a ranged attack, reload, move, and make another attack.

There are three basic types of actions: quick, attack, and full.

During his turn a character can do one of the following:

- Perform two quick actions.
- Attack and perform one quick action.
- Perform a full action.

Some abilities and benefits allow a character to make additional attacks or perform additional quick actions.

A character's choice of movement during his turn might impact which actions he can choose that turn.

Quick Actions

Quick actions are simple and fast movements a character can perform in addition to more complex actions such as attacking. The quick actions a character can perform include:

- Draw a weapon or item (including ammunition)
- Stow a weapon or item
- Reload a ranged weapon
- Pull a pin on a grenade
- Cast a spell
- Use a steamjack drive
- Use a skill or ability that requires a quick action
- Take cover or go prone
- Other fast, simple action at the Game Master's discretion

TAKING COVER

A character can spend a quick action to take cover while within six feet (1″) of a terrain feature that can either obscure his body or provide a solid barrier of protection. For one round, the character gains a DEF bonus from attacks made by characters on the other side of the terrain feature. To consistently gain a bonus for taking cover, a character must perform the quick action during each of his turns. The DEF bonus is determined by the nature of the terrain the character uses for cover.

Terrain not dense enough to block an attack but that makes the character more difficult to see, such as low hedges or bushes, grants **concealment**. A character taking cover behind or within concealing terrain gains +2 DEF against ranged and magic attack rolls.

Terrain physically solid enough to block an attack grants **solid cover**. Examples include stone walls, giant boulders, and steamjack wrecks. A character benefiting from solid cover gains +4 DEF against ranged and magic attack rolls. He also gains +2 DEF against melee attacks if the terrain feature is between him and his attacker.

DEF bonuses from cover, concealment, and going prone are not cumulative. A character can claim only the best bonus he is eligible to receive.

GOING PRONE

A character can throw himself on the ground as a quick action to gain a DEF bonus from ranged and magic attacks until he stands up. A character cannot be knocked down while prone.

While prone, the character gains +2 DEF against ranged and magic attacks, gains +4 ARM against blast damage, and cannot run or charge. When he makes a full advance he can move up to half his SPD in inches. Additionally, the character suffers –2 on his melee attacks against characters who are not also prone. A character who is not prone and targets a prone character with a melee attack gains +2 on his attack roll.

A prone character can stand up at the start of his turn if he forfeits his movement or his action that Activation Phase. A character who forfeits his movement to stand can perform an action, but he cannot make attacks involving movement such as a slam. A character who forfeits his action to stand cannot perform quick or full actions, make attacks, or run that turn. He can use his movement to make a full advance but cannot run or charge that turn.

Full Actions

The use of some skills requires a character's full attention during his turn. The character can move but cannot also perform a quick action or make an attack.

Attacks

A character who attacks during his turn can make one melee or ranged attack. Some abilities, benefits, and special rules allow a character to make additional melee or ranged attacks. Remember that spells, including magic attacks, are cast as quick actions.

A character who can make more than one melee or ranged attack during his turn can divide them among any eligible targets. Completely resolve each attack before making another.

ATTACKING

When a character attacks, his controller makes a skill roll to determine if the attack hits the target. If it does, the character's controller makes a damage roll to determine how much damage, if any, an attack deals. There are three main types of attacks: melee, ranged, and magic.

DECLARING A TARGET

When a character attacks, he can target anything or anyone in his line of sight.

MEASURING RANGE

After declaring the attack, measure to see if the target is within range (melee range for melee attacks, the weapon's RNG for a ranged attack, or the spell's RNG for a magic attack). Measure the maximum range from the edge of the attacking character's base. If the nearest edge of the target is within that distance, it is in range. See "Ranged Attacks" below for additional information.

Attack Rolls

To make an attack roll, roll 2d6 and add the character's appropriate stat and skill for the weapon used in the attack. Special rules can change the number of dice in the attack roll or directly modify the final result.

Melee attack rolls use a character's PRW + military skill + weapon attack modifier. This is the character's melee attack score with that weapon, which is abbreviated as MAT on the character sheet.

Melee Attack Roll = 2d6 + PRW + military skill + weapon attack modifier

Most **ranged attack rolls** use a character's Poise (POI) + military skill + weapon attack modifier. This is the character's ranged attack score with that weapon, which is abbreviated as RAT on the character sheet. The exception to this rule is **thrown weapon attack rolls**, which use the same stats as melee attacks: PRW + military skill + weapon attack modifier.

Ranged Attack Roll = 2d6 + POI (or PRW for thrown weapon) + military skill + weapon attack modifier

Magic attack rolls use a character's ARC stat.

Magic Attack Roll = 2d6 + ARC

The target is hit by an attack if the attack roll equals or exceeds his defense (DEF). Otherwise the attack misses.

KNOCKED DOWN

While knocked down, a character has his base DEF reduced to 5, and melee attacks against him hit automatically.

BACK STRIKE

A back strike is an attack made by a character completely in his target's back arc. He must have been in the target's back arc for his entire Activation Phase up to the moment of the attack. A back strike grants a +2 bonus on the attack roll of any melee, ranged, or magic attack.

Melee Attacks

A melee weapon has a melee range extending 0.5″ beyond the character's front arc for any type of melee attack. A weapon with Reach has a melee range of 2″.

ENGAGED

When a character has an enemy in his melee range and line of sight, he is engaging that character. When a character is either engaged or engaging, he is in melee.

FREE STRIKES

When an engaged character moves out of an enemy's melee range and/or line of sight, the enemy can immediately make a free strike against it just before the engaged character leaves his melee range and/or line of sight. The enemy character makes one normal melee attack with any melee weapon that has sufficient melee range to reach the moving character and gains a +2 bonus on his melee attack roll. If the attack hits, the damage roll is boosted. Free strikes cannot benefit from back strike bonuses.

Ranged Attacks

A character can make ranged attacks against any target in his weapon's range that is in his line of sight. A character making more than one ranged attack can divide his attacks among any eligible targets. A character in melee can make ranged attacks only against targets he is engaging.

TARGETING A CHARACTER IN MELEE

A character targeting an enemy in melee combat with a ranged or a magic attack risks hitting another character in the combat, including friendly characters. Add a –4 penalty to the ranged attack roll against a target in melee.

AREA-OF-EFFECT (AOE) ATTACKS

An AOE attack follows all normal targeting rules. A successful attack roll indicates a direct hit on the target, which suffers a damage roll of 2d6 + the attack's POW. Center the AOE template over the center of the hit target's base.

Every other character with any part of his base covered by the AOE template is hit (but not directly hit) by the attack and suffers a blast damage roll of 2d6 + 1/2 POW of the attack. Make separate damage rolls against each character in the AOE; each roll must be boosted individually. An AOE attack's critical effect functions only on a direct hit, but every character under the template suffers the critical effect.

Prone characters gain +4 ARM against blast damage.

An AOE attack that misses its target deviates d6" in a random direction. If the target is within range (RNG), the point of impact deviates from the center of its base. If the target is out of range, the attack automatically misses, and its point of impact deviates from the point on the line from its point of origin to its declared target at a distance equal to his RNG.

Magic Attacks

A character can make magic attacks against any target in his spell's range that is in his line of sight. Magic attacks are similar to ranged attacks but are not affected by rules that affect only ranged attacks. A magic attack roll does not suffer the target in melee attack roll penalty when the attacker is engaged in melee with the target.

SPELL STATISTICS

A spell is defined by the following six statistics:

COST – The cost of the spell.

RANGE REMINDER

Remember that a single inch on the tabletop is the equivalent of six feet.

RNG (Range) – The maximum distance in inches from the spell's point of origin to its target. A RNG of "SELF" indicates the spell can be cast only on the character casting it. A RNG of "CTRL" indicates the spell uses the spellcaster's control area as its range.

CONTROL AREA

A control area is a circular area centered on the character with a radius that extends out from the edge of his base equal to his ARC x twelve feet (or twice his ARC in tabletop inches).

AOE (Area of Effect) – The diameter in inches of the template an AOE spell uses for its effects. A spell with an AOE of "CTRL" is centered on the spellcaster and affects characters in his control area.

POW (Power) – The base amount of damage a spell inflicts. The POW forms the basis of the spell's damage roll. A spell with POW "—" does not cause a damage roll.

UP (Upkeep) (Yes/No) – Determines whether the spell can be maintained.

OFF (Offensive) (Yes/No) – Whether the spell is offensive. An offensive spell requires a successful magic attack roll to hit its target. If the attack roll fails, the attack misses and, unless it is an AOE spell, has no effect.

DAMAGE

The damage inflicted by an attack or other damage-causing effect is determined by making a damage roll. In the case of ranged, magic, and most other damaging effects, roll 2d6 and add the Power (POW) of the attack. In the case of melee attacks, roll 2d6 and add the POW + STR (P+S) of the attacking character. A boosted damage roll adds an additional die to this roll. Special rules for certain circumstances might modify the damage roll as well.

Compare this total against the ARM of the character suffering the damage. That character takes 1 damage point for every point that the damage roll exceeds his ARM.

A weapon or attack with POW "—" does not cause damage.

LIVING CHARACTERS

Unless stated otherwise, characters are considered to be **living**. Undead characters and steamjacks are not living characters.

Life Spirals

Characters have life spirals consisting of six branches grouped into three aspects that correspond with their primary stats: Physique, Prowess, and Intellect. When a character suffers damage, roll a d6 to determine which branch of his life spiral takes the damage. Starting with the outermost unmarked vitality point in that branch and working inward, mark one vitality point per damage point taken. Once a branch is full, continue recording damage in the next branch clockwise that contains an unmarked vitality point. Continue filling branches as required until every damage point taken has been recorded.

CRIPPLED ASPECTS

While all a character's vitality points are filled in on a particular aspect, the aspect is crippled and he suffers the effects that are listed on the life spiral.

Damage Grids

Steamjacks have damage grids consisting of six columns of damage boxes labeled 1 through 6. When a steamjack suffers damage, roll a d6 to determine which column takes the damage. Starting with the uppermost unmarked box in that column and working down, mark one damage box per damage point taken. Once a column is full, continue recording damage in the next column to the right that contains an unmarked damage box. If you would mark damage in column 6 but all its damage boxes are marked, continue recording damage in column 1 or the next column that contains an unmarked damage box. Continue filling columns as required until every damage point taken has been recorded.

CRIPPLED SYSTEMS

When a steamjack suffers damage, systems critical to its combat performance can be damaged and crippled. Blank damage boxes on the steamjack's damage grid represent its hull. Beneath the hull are the steamjack's vital systems, represented by system boxes. Each of these boxes is labeled with a letter designating the system it supports. System boxes are still damage boxes; when recording damage, mark both blank boxes and those containing system labels to record the correct amount of damage. While all its system boxes are marked, a system is crippled.

Vitality Boxes

Instead of life spirals, less important antagonists simply have an amount of damage points they can suffer before being disabled.

Disabled and Grievously Injured

The rules for injuries presented here are much simpler than those in the core rules. In an ongoing campaign there are additional possible penalties for a character who loses his last vitality point.

In the intro adventure a character is disabled when all his vitality points are marked. Some effects cause a character to cease being disabled, either directly or by regaining a vitality point, such as from a successful Tough roll.

After resolving any effects triggered by being disabled, if the character is still disabled he is considered grievously injured and cannot take part in the rest of the encounter.

STABILIZING GRIEVOUSLY INJURED CHARACTERS

Some injuries are so dreadful they require immediate medical attention to save the injured character's life. A grievously injured character must be stabilized after the encounter or he dies. To do this, the treating character makes an INT + Medicine skill roll against a target number of 14. If the roll succeeds, the injured character is stabilized. If the roll fails, the injured character dies.

Recovery and Regaining Vitality

When a character regains vitality, he removes the appropriate amount of damage from anywhere on his life spiral. Remember, if a character regains vitality damage while disabled, he is no longer disabled.

After a short rest following an encounter, a character automatically regains vitality points equal to his PHY.

SPECIAL EFFECTS

Some attacks cause special effects in addition to causing damage, and some spells and actions can put special effects into play.

CLOUD EFFECTS

A **cloud effect** produces an area of dense smoke, magical darkness, thick mists, or the like that remains in play for a specified length of time. Use an AOE template of the appropriate size to represent the cloud. Every character with any part of its base covered by the cloud's template is within the cloud and susceptible to its effects.

In addition, a character with any part of his base inside a cloud effect gains concealment (see "Taking Cover," p. 5). The cloud effect does not block line of sight from characters within it to those outside it, but it completely obstructs line of sight from characters outside it to anything beyond it. In other words, a character can see into or out of a cloud effect but not through one.

CONTINUOUS EFFECTS

Some attacks cause continuous effects in addition to damage. Continuous effects remain on a character and have the potential to damage or affect him in some other way on subsequent turns. A character can have multiple continuous effects on him as long as each is a different type.

Continuous effects have a chance of expiring each round. At the start of the affected character's Maintenance Phase, roll a d6 to check each continuous effect. If the result is a 1 or 2, the continuous effect immediately expires. On a 3, 4, 5, or 6 it remains in play. Determine the status of all the continuous effects affecting a character first, then simultaneously apply the effects of all the ones that remain on him.

Two common continuous effects are Corrosion and Fire.

- **Corrosion** – The character is slowly eroded as if by acid or another noxious substance. Corrosion does d3 damage point each turn to the affected character at the start of each of his Maintenance Phases unless it expires. Characters with Immunity: Corrosion never suffer this continuous effect.
- **Fire** – The character is on fire. He suffers a POW 12 fire damage roll at the start of each of his Maintenance Phases until the effect expires. Characters with Immunity: Fire never suffer this continuous effect.

CRITICAL HIT

A critical hit occurs if the attack hits and two of the rolled dice show the same number. As a result of a critical hit, some attacks cause **critical effects** in addition to damage. The target suffers the critical effect even if it takes no damage from the damage roll. An AOE attack's critical effect functions only on a direct hit, but every character under the template suffers the critical effect.

KNOCKDOWN

Some attacks and special rules cause a character to be **knocked down**. This effect is not cumulative; once a character is knocked down, he must stand or go prone before he can be knocked down again. A knocked down character who stands or goes prone is no longer knocked down.

While knocked down a character cannot move, perform actions, make attacks, or cast spells and does not have a melee range. A knocked down character does not engage other characters and cannot be engaged by them. As a consequence, a character is never in melee with a knocked down character. A melee attack roll against a knocked down character automatically hits. A knocked down character has a base DEF of 5. He does not block line of sight and can be ignored for targeting purposes.

A knocked down character can stand up or go prone at the start of his next turn. To stand up, a character must forfeit either his movement or his actions that turn.

A character who forfeits his movement to stand can still perform actions that turn, but he cannot make attacks involving movement, such as slams.

A character who forfeits his actions to stand cannot take quick or full actions or make attacks. He can use his movement to make a full advance but not to run or charge that turn.

A character can go prone at the start of his turn without forfeiting either his movement or his actions.

KNOCKOUT

When a character is knocked out, he is knocked down and his upkeep spells expire. This applies even for a character who has an ability that says he cannot be knocked down.

While knocked out, a character cannot allocate focus, take actions, make attacks, or move and must forfeit the Activation Phase of his turns.

At the start of each of his turns, a knocked out character can make a PHY roll against a target number of 12 to regain consciousness. If he fails, he remains knocked out. If he succeeds, he is no longer knocked out and can act normally that turn, though he is still knocked down.

Only living characters can be knocked out.

FEAT POINTS

Feat points represent a character's luck and raw heroic potential. They can enable him to reroll failed skill rolls, shake the effects of knockdown or continuous effects, or use a number of special archetype benefits. Feat points are gained and spent regularly throughout play. Generally only player characters gain feat points.

A character starts each session with 3 feat points and can never have more than that.

AWARDING FEAT POINTS

The awarding of feat points is completely at the discretion of the Game Master; the rules here are merely guidelines. That said, the Game Master should *not* award feat points to characters who are attempting to game the system, such as by making repeated Lore skill rolls for the express purpose of picking up extra feat points.

It is worth keeping in mind that these points are expected to be regularly earned and spent throughout play and that they are a resource characters need to fuel their abilities. Being too stingy with feat points has a stifling effect on the game.

GAINING FEAT POINTS

There are several ways a character can gain feat points:

- Incapacitating or destroying an enemy with an attack – A character gains 1 feat point for each enemy character he incapacitates or destroys with an attack. In the case of a particularly powerful enemy, the Game Master can award more than 1 feat point to a character or award 1 feat point to each character who helped defeat the enemy. Likewise, a Game Master can choose not to award any feat points if the enemy destroyed was particularly weak or helpless.
- Critical success on a skill or attack roll – A character who rolls a critical hit on a skill or attack roll gains 1 feat point.
- Game Master award – The Game Master can award feat points to characters for achieving milestones in play or as a reward for particularly inventive or heroic actions or excellent roleplaying.

If a character with 3 feat points gains another, the additional feat point is lost.

FEATS

Characters can spend their feat points to accomplish any of a number of feats. Any character can take advantage of common feats listed below, and there are also a number of abilities and archetype benefits that require the expenditure of a feat point to use.

A character can spend as many feat points during his turn as he wishes and has available.

Any character can spend a feat point to use one of the following feats:

- Boost Non-Attack Skill Roll – A character can spend a feat point to boost a non-attack skill roll if he has at least one level of the skill used.
- Heroic Dodge – A character can spend a feat point to suffer only half the damage from an attack, rounded up. The feat point is spent after the damage roll has been made.
- Make a Quick Action – A character can spend a feat point during his Activation Phase to take an additional quick action.
- Parry – A character can spend a feat point during his turn to keep from being targeted by free strikes that turn.
- Reroll Failed Attack, Skill, or Willpower Roll – A character can spend a feat point to reroll a failed attack, skill, or Willpower roll. A character can continue to reroll the same failed roll as long as he has feat points to spend.
- Run and Gun – When a character makes a full advance during his turn, he can spend a feat point to move up to 2x his SPD in inches instead of his SPD as normal.
- Shake Continuous Effect – A character can spend a feat point at the start of his turn to shake a continuous effect, which immediately expires.
- Shake Knockdown – A character can spend a feat point at the start of his turn to shake knockdown and immediately stand up.
- Sprint – A character can spend a feat point during a turn in which he incapacitated or destroyed one or more enemy characters with a melee attack. At the end of his turn, he can make a full advance.
- Walk It Off – A character can spend a feat point during his turn to immediately regain d3+1 vitality points. If a character suffers damage during his turn, the damage must be resolved before he can use this feat. An incapacitated character cannot use Walk It Off.

FOOLS RUSH IN

AN INTRODUCTORY ADVENTURE

Fools Rush In is a short adventure meant to introduce four players and one Game Master to the world and rules of the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*. (A Game Master who wishes to run the adventure for fewer players will need to control the characters who are not selected or adjust the main combat accordingly.) This adventure contains the following materials in addition to the scenario for the Game Master:

- Quick start rules
- 4 Pregenerated characters, including character sheets, biographies, and reference sheets for each character's key abilities
- 19 Standees representing the player characters and non-player characters, to be cut out and assembled
- 2 Battle maps

You will need to supply pencils, several six-sided dice, a ruler or tape measure, and scrap paper.

We strongly recommend that the person intending to run this scenario as Game Master read over the quick start rules as well as the pregenerated character materials thoroughly before beginning play. We also advise making the quick start rules available to each player if time permits. If the Game Master is willing to explain the basics of game play briefly, either at the beginning of his session or as events in the scenario involve specific rules, however, he should have little trouble walking players through their first rolls.

Each of the player characters has a goal he may wish to accomplish over the course of the adventure. The Game Master is encouraged to reward them for taking efforts to these ends with feat points. In general, the Game Master should reward creative play and players taking risks appropriate to their characters by rewarding feat points for success.

Finally, while the adventure includes a number of pieces of descriptive text intended to be read aloud to the players, we encourage the Game Master to add his own embellishments and flavorful descriptions of people, places, and action to further present the Iron Kingdoms as a living, breathing world!

PLAYERS BE WARNED!

The synopsis and scenes described herein contain many spoilers regarding the adventure and should *not* be read by players. If you are a prospective player, please do your Game Master the courtesy of allowing him to run this adventure for you and not read it yourself!

PLOT SYNOPSIS

Things begin when the characters are summoned by Corvis City Watch Lieutenant Morton Rorke for an urgent task. When they arrive at the guard's watchtower in southwest Corvis, Rorke tells them cultists have kidnapped his family and are blackmailing him to retrieve an item of value from the workshop of an alchemist named Jorvis Torm. His family will be killed in hours unless he complies. His plan is to employ the characters to retrieve the item while he secures his family and helps lay an ambush for the cultists. Lieutenant Rorke is lying, though the characters should have no reason to question his motives.

The characters proceed to Torm's workshop, where they encounter two members of the Order of the Golden Crucible's guard barring their entrance while an alchemist of the order searches the premises. The order seeks the same item as the characters. Whether the characters choose to negotiate or fight the guards, an explosion soon sets fire to the workshop, and the guards disappear in the confusion. Before the characters or the Crucible Guard arrived, Torm was murdered by a third group interested in the box: the Cryxians who originally commissioned him to construct its necrotech contents. Evidence of his attackers, the timing of his death, and the accidental explosion can be discovered on searching the remains of his house. The characters have a few moments to search the wreckage and discover this evidence but do not find the item they seek.

Clues gained in searching the wreckage and/or checking for tracks outside guide the characters to those likely to have stolen their objective: a gang on a boat off Corvis' south waterfront. There they confront the Cryxian-controlled gang, including a formidable ogrun captain and a necromancer. At the end of the combat, the characters will find themselves in possession of the box and one of three possible endings to the scenario

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will ensue, based on the characters' previous actions. Each ending results in a cliffhanger with the characters confronted with betrayal by Lieutenant Rorke's men. The introduction ends here, but Game Masters who wish to continue could plan a follow-up session to resolve this confrontation.

SCENE 1

READ ALOUD OR PARAPHRASE:

It was with some haste that you responded to Corvis City Watch Lieutenant Morton Rorke's urgent missive. You were settling in for a warm dinner in the common room of a small house serving as your charter's base of operations in a vaguely respectable part of town when a harried messenger arrived. He carried a scrawled message from Lieutenant Rorke pleading for you to come to his guard tower as soon as possible. You grumbled about the interruption, but the lieutenant is the last person standing between you and official recognition of your mercenary charter, and his reputation for rejecting petitions is legendary. Without his stamp of approval you'll be forced to relocate to another city and start your business from scratch. So you strapped on your armor, checked your blades, and loaded your pistols before setting out to the soggy waterfront of southwest Corvis.

A misting of rain surrounds you as you arrive at the watch's prominent guard tower. Its three stories of dark grey stone rise above the square only a few blocks from the waterfront, and the chill grows as you approach the river. The sun is setting behind grey clouds, and a bustling crowd moves around you—the fishmongers and shipwrights of the district heading home from their day's work. A few rusting laborjacks haul heavy goods for successful merchants, and the coal smoke they emit makes the thick, foggy air even harder to breathe.

As you approach the tower stairs a figure opens the iron-studded wooden door. Lieutenant Rorke's black hair and weathered features are unmistakable, and he motions you to enter. The main guard room is empty but for a few racks of armor and weapons lining the wall and a large wooden table holding only a few empty metal tankards. A blond man you recognize as one of Rorke's subordinates, Sergeant Hill, stands at attention near the stairs that lead down to the tower's cells.

The middle-aged lieutenant is wearing the mail of the Corvis City Watch, with the city symbol on his right steel shoulder pad. A pistol and sword hang from his belt. He forces a smile but is obviously distressed. He gestures for you to make yourselves comfortable. Without pause, he closes the heavy door behind you and speaks.

"I'm sorry for the rush, but I've got a bloody mess of a situation on my hands and not much time. I know you can get things done—you've proven that to me before. This time it's . . . more personal, though. Just this evening, a cult of bloody Thamarites kidnapped my family and have me over a barrel. Bastards say I've got to steal some damn thing from an alchemist named Jorvis Torm in the industrial quarter if I want to see them again.

"I'd do it myself, but problem is, if I get caught Captain Helstrom will hang me high, and then where's my family? I can't take this to anyone else on the watch since it'd risk the lives of everyone involved. I know you lot can take care of this, so here's the plan. The cultists say they want a reinforced lockbox marked 'Miscellaneous Surplus' Torm has. You go in, get that box from Torm, and deliver it to the cult. That'll buy me time to make sure my family is safe, and me and the boys will ambush 'em after.

"Whatever you do, don't open the box. Not only is it likely holding something dangerous, but if they think we've messed with that box, my family will pay the price.

"Time's running out. What do you say?"

The characters are free to ask a few questions about the situation, but time is of the essence and Rorke has already explained most of what he is willing to share. To any attempts to discern Rorke's sincerity or motives, he seems entirely truthful and genuine. (As with any exceptional liar, at this moment he believes what he is saying.) He recommends the characters simply visit Jorvis Torm's shop and demand or forcibly take the box marked "Miscellaneous Surplus." He informs them that they while he hopes they can operate within the bounds of the law, ultimately they should "do whatever you've got to do," and he'll make sure they won't be prosecuted for their actions, to the extent he is able. He warns them to avoid run-ins with other members of the watch, as only those he trusts are involved with the plan. Rorke knows of Torm as a reclusive citizen with a reputation for crafting high-grade alchemical reagents used in complex mechanikal devices. Note: Torm is not a member of the Order of the Golden Crucible, if anyone asks, but rather an independent alchemist.

If the characters balk at committing the crime, Rorke assures them that once the whole fiasco is over he'll return the box to Torm and will have the time necessary to clear them of any allegations of wrongdoing. If they continue to balk, he becomes agitated and tells them that if they don't help him out now, not only will he reject their charter, but he'll be forced to arrest and imprison them. Given his family is at stake, he's desperate. Rorke is willing to negotiate to a small degree. If the characters choose, they may haggle with him using the Negotiation skill. If one of the characters succeeds in a Negotiation roll against a target number of 14, Rorke will offer to expedite the approval of their charter. He'll go as far as promising to send in the paperwork immediately and give them exclusive rights to pursue the next three bounties posted by the Corvis City Watch. Failure on this roll elicits Rorke's extreme displeasure and an ominous threat regarding empty cells in the tower.

Once the characters' questions and any negotiations are settled, Rorke gives the characters the address of Torm's workshop and the location where they should deliver the box, a warehouse not far from the tower. They have less than two hours, and he urges them to hurry. Torm's shop is in an industrial neighborhood, just north of the bridge across the Black River. The distance can be travelled in approximately a half-hour if the characters set a brisk pace. As they set out describe that the sun has fully set and a light rain is falling upon the mostly empty streets.

SCENE 2

READ ALOUD OR PARAPHRASE:

As you hasten to cross the bridge over the Black River, you are slowed by a group of rowdy laborers making their way home. The crowd of sweat- and soot-stained humans, trollkin, and gobbers take up a boisterous drinking song but then steer clear of the trollkin in spiked armor and several–ton laborjack in your group. A few blocks of poorly lit cobblestoned streets lead you from the bridge into the blocks of Corvis' waterside industrial facilities and warehouses. You turn a corner and spy what you realize must be Jorvis Torm's workshop. The workshop is a modestly sized wooden building that appears to have once been a private home around which huge warehouses sprang up. The structure is tall and narrow, with a second story that cantilevers out above the building's front door and pair of smudged windows. Soot and industrial waste darken its walls. Alarmingly, a pair of cloaked men stand on either side of the front door. They wear short cloaks over heavy armor and helms. Each holds a sword at the ready and large shield-cannons bearing the unmistakable emblem of the Order of the Golden Crucible.

The pair of men guarding the door are members of the Order of the Golden Crucible's private mercenary force, The Crucible Guard, and arrived shortly before the characters. While they guard the door, a ranking alchemist of the Order searches Torm's house. The Order is interested in acquiring the same box as the PCs, and given their knowledge of its contents their agents are completely unhelpful. At this point they cannot be persuaded or intimidated into divulging anything. When the characters approach the door the two men become wary and order them to move along. At the Game Master's option, one or both guards might recognize Eilish, who has had run-ins with the Crucible Guard before, and this could prompt pointed insults related to previous animosity. They will not permit entry to the building without a fight and are wary enough to defend themselves the moment any PCs get too close.

They are inclined to be hostile, as they are expecting trouble, and will parley only if someone attempts to calm them down with a Negotiation roll against a target number of 15. In this event, the pair will remain apprehensive but will talk rather than attacking, insisting the building is under Golden Crucible jurisdiction. Another way to forestall immediate conflict is an Intimidation roll against a target number of 15. This will not scare off the guards, but it makes them nervous about being outnumbered and reluctant to resort to violence. This will prompt one of the guards to knock anxiously on the door as a warning to the person inside while trying to talk the approaching characters out of needless bloodshed.

Before the characters can learn more or try to argue their way inside, the explosion ends any debate.

COMBAT ENCOUNTER #1

CRUCIBLE GUARDS

If combat begins there is no surprise round. All parties are on edge and expecting the possibility of violence. Place the guards as shown on the map on p. 14 and allow the characters to begin the combat where they choose, within reason.

CRUCIBLE GUARDS (DUELIST/MAN-AT-ARMS)

SPD	STR	MAT	RAT	DEF	ARM
6	5	6	3	11	14 (16)

WILLPOWER	INITIATIVE	DETECT	SNEAK
10	13	4	2

SWORD

POW	P+S
3	8

CANNON-SHIELD

POW	P+S
0	5

CANNON-SHIELD

RNG	ROF	AOE	POW
8	—	—	12

ABILITIES

Defensive Line – While this character is B2B with one or more friendly characters, he gains +1 ARM. While the character is B2B with one or more friendly characters who also have this ability, the bonus increases to +2.

Parry – While armed with a hand weapon, the character cannot be targeted by free strikes.

Riposte – Once per round when this character is missed by an enemy's melee attack, immediately after the attack is resolved he can make one normal attack against the attacking enemy. To make a ranged attack, the character's ranged weapon must be loaded.

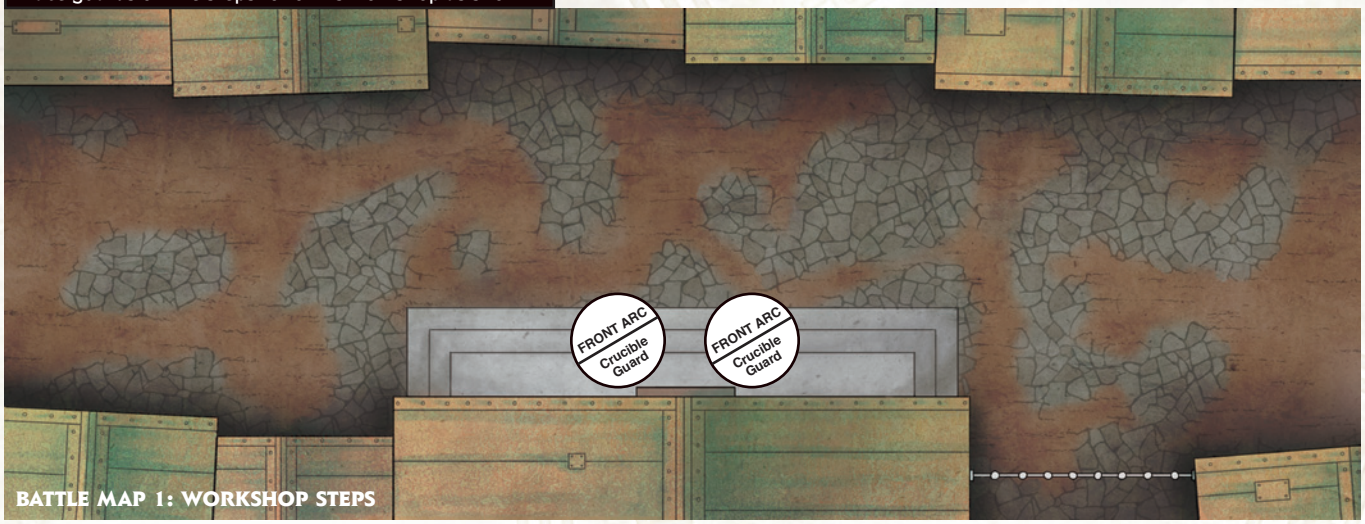
Shield Guard – Once per turn, when a friendly character is directly hit by an attack while within 2″ of this character, this character can choose to be directly hit instead. This character cannot use Shield Guard if he is incorporeal, knocked down, prone, or stationary.

VITALITY	12
BASE SIZE	SMALL

Other Gear: Tailored Plate, 5 shots cannon-shield ammo

Tactics: The guards will stand side-by-side to gain Defensive Line and will strategically use Shield Guard to share damage and try to keep both standing. But they are also not interested in dying to guard a door. If both are severely wounded and they have a moment to speak, they will try to stop the fight by talking, at which point the explosion occurs.

Place guards on the steps to Torm's workshop as shown.



BATTLE MAP 1: WORKSHOP STEPS

SCENE 2, CONTINUED

A massive explosion blasts from within Torm's workshop If the Game Master has little time to run his scenario, as at a convention, it is recommended that he detonate the workshop at the end of the first round of combat.

READ ALOUD OR PARAPHRASE:

Without warning an ear-shattering explosion bursts from within the workshop, blasting out the windows and throwing you to the ground. Unnaturally colored flames fill the night sky for a moment, followed by gouts of smoke pouring from the ruins of the small building. A man in Order of the Golden Crucible colors stumbles out the front door, wreathed in flame. He tears the gas mask from his face and shouts, "They've got it! They've got it!" before falling flat in the doorway, revealing an obviously mortal wound in his back. The door of Torm's workshop is blocked with burning timbers and the house itself is rapidly being consumed by flame. As you pull yourselves to your feet you realize the two men you were fighting have vanished in the confusion.

The only reasonable method of entry is to have their laborjack lift the debris with a successful Strength roll against a target number of 12. Gardek can accomplish this same feat, if he is willing to handle flaming timber, but whoever moves the debris suffers a POW 12 damage roll from the fire. Gardek can spend a feat point to use Revitalize to neutralize any resulting damage. The neighborhood is fairly empty of street traffic at this hour, but down the street an alarm bell begins to toll. The building is aflame but not yet impenetrably so. If the characters assess the situation let them know they have just a few minutes before the building becomes a raging inferno. Given this and that they are the first individuals on the scene the Game Master should encourage them to investigate with haste. Make a point of the fact that anyone not wearing a gas mask is coughing. (Anyone who *is* wearing a gas mask can feel smug about this.) The gas mask dropped by the dead man in the doorway can be appropriated. Either way, the characters are unharmed by breathing the smoke, but if they want to search the building they need to act quickly.

READ ALOUD OR PARAPHRASE:

A small alley runs along the building's right side. In addition to being littered with mundane trash and junk, it appears to have been used as a dumping ground by the alchemist. Toxic alchemical reagents and sludge pool around broken and discarded glassware, and laboratory devices are piled high.

The entirety of the building's interior is a single large room. Smoke, dust, and caustic vapors linger in the air. The room is in disarray, and a smoldering blast mark dominates the rear of the long room. Work benches and tables lay on their sides, pools of bubbling and toxic substances spread across the floor, and splashes of oddly colored liquids mar the walls. Fires gutter amid the wreckage, providing enough light to see by. Against the back wall of the room is a set of alchemical burners, glassware, and flasks that seem to have been used primarily to cook food.

Through the smoke you see a man dressed in a leather apron and work clothes beneath flaming wreckage, lying in a pool of blood.

The man is Jorvis Torm, and he is already dead. A Game Master wishing to reward quick-thinking characters can deem that if they immediately pull him from the rubble and Milo uses an Alchemical Restorative, he can be saved, but in this case he will still be grievously injured and will not recover enough to speak for several hours. He will need to be taken from the building before the fire spreads.

Each of the characters has time for only one investigation action before the place goes up in flames. This allows for a skill roll demonstration. If they enter the building, Colbie and Gardek can do a general search with Detection, while Milo can search for useful alchemical substances using Alchemy, and Eilish can investigate the scene with a professional eye using his training in Forensic Science. Encourage both Eilish and Milo to spend a feat point to boost these skill check rolls, as they have only one shot. Similarly, if they still roll low, a character can use another feat point (if available) to reroll the failed skill check.

Those who succeed a Detection roll against a target number of 12 find several scattered bones amidst the debris. Closer examination reveals strange runes carved upon them. If both Colbie and Gardek fail this Detection roll or are not searching, Eilish can find the bones during his forensic investigation. If Colbie is searching she can notice half-melted tools in the wreckage more appropriate to an arcane mechanik than an alchemist. To add levity, on a failure either Colbie or Gardek could set an item of clothing on fire and need to deal with it.

Milo's inspection of the alchemical equipment depends on the success on his Alchemy roll, which will potentially provide not simply information but also salvaged grenades.

ALCHEMY

TARGET NUMBER	INFORMATION OR SALVAGE FOUND (CUMULATIVE)
12 +	Milo identifies the center of the explosion as destroyed equipment near the rear of the room. He deduces this happened because of containers with volatile liquids breaking and mixing.
14 +	Intact Acid Bomb
15 +	Intact Rust Bomb

The rust bomb is a grenade that unleashes a fast-acting supernatural rust reagent which can temporarily soften armor. This grenade creates a 3″ AOE—steamjacks and characters wearing metal armor hit by the AOE suffer –2 ARM for one round.

It is up to Eilish to connect the useful clues using Forensic Science.

If Eilish rolls too low even with the boosted die and reroll from feat points, the information about the Bloody Skiffs can be provided from Milo, who has Streetwise, on seeing the knife. Either way, Milo will recall that this gang operates from a barge out at Pier 16. There is no sign of the box the characters seek in the wreckage. Immediately after gathering this information, the fire reaches additional fuel and the characters must make a hasty exit.

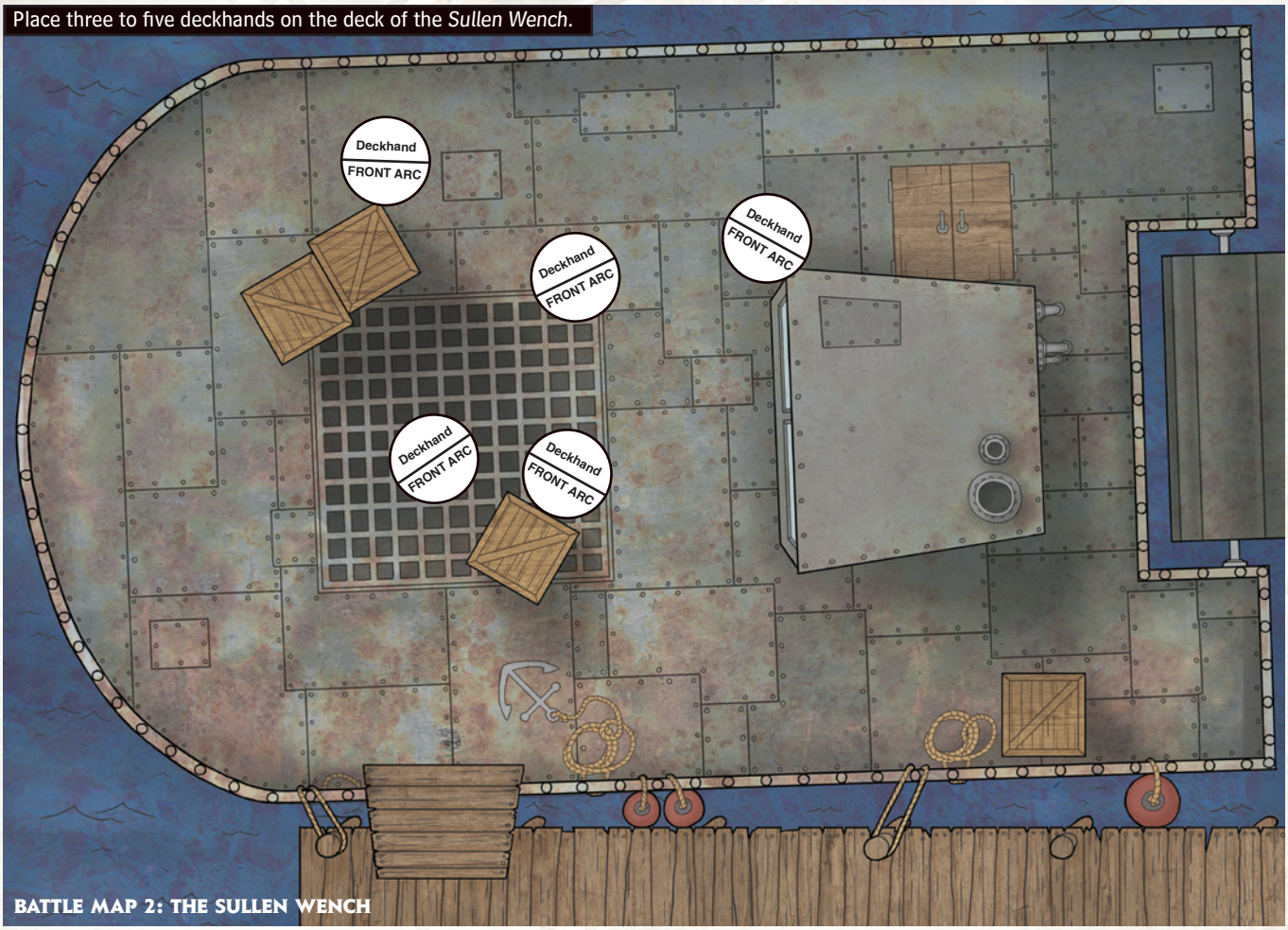
FORENSICS

TARGET NUMBER	INFORMATION LEARNED (CUMULATIVE)
10	Runes on the bones in the wreckage are necromantic in nature. (Eilish finds these bones if no one else did.)
11 +	Animated thralls participated in the attack, presumably to distract Torm while he was stabbed in the back by someone. The knife used on him is of poor quality though sufficient to serve its purpose.
12 +	The red rag on the knife is a symbol of vengeance with the Bloody Skiffs, a gang with a vicious reputation on the Corvis docks.
13 +	The explosion and fire are incidental, an accident after the attack. If Milo succeeded his Alchemy roll this will corroborate that several flasks were spilled in the fight and this eventually led to the explosion.
15 +	Whoever stabbed Torm could have finished him, so murder was not the primary goal. He bled for minutes before the explosion, so the Crucible Guard likely arrived after the attack, just in time to get blown up.

Gardek may make a Tracking roll against a target number of 12 to find footprints in the dirt leading directly from the workshop's front door that seem to have been made within the last half hour. A second Tracking roll against a target number of 10 indicates the tracks move in the direction of the stone bridge across the Black River before becoming impossible to follow. This will corroborate the direction of Pier 16.

Give the characters a few minutes to decide on a course of action, but make sure they feel a sense of urgency. The alarm has been sounded, the watch are coming, and all signs point to the Bloody Skiff's having taken the lockbox to their hideout on the barge, the *Sullen Wench*.

Place three to five deckhands on the deck of the *Sullen Wench*.



BATTLE MAP 2: THE SULLEN WENCH

SCENE 3

READ ALOUD OR PARAPHRASE:

Night has fallen as you hurry from the smoldering ruins of Jorvis Torm's workshop just ahead of city watch guardsmen and their awkward questions about your involvement in the explosion. You hurry back across the bridge and turn south into the damp maze of Corvis' dockside neighborhood. Striding with purpose and being heavily armed keeps the lowlifes of the docks from harassing you as you make your way past seedy taverns and loitering thugs. You spot the numbered marking for Pier 16 high on a pole and head toward it. The pier is particularly run down; some of its wooden supports look deteriorated and the stench of rotting fish is heavy in the air. The boards beneath your feet are black and slick from the damp.

As you look down the pier you see a large and decrepit barge moored to the left of the pier. A sturdy ramp has been pulled up onto the boat, denying you an easy way to board. The barge's name is painted across its prow but is abraded from years of neglect. You can just barely make out the words: Sullen Wench.

At a glance, the barge appears empty. Characters who succeed in a Detection roll against a target number of 14 may notice a figure duck beneath the barge's railing and out of sight. This will tell them that they have been spotted and stealthy attempts to board the boat are unlikely to work. Failing to notice the spotter, the characters may decide to climb the barge's side from the river rather than using the ramp. Doing so requires a successful Climbing roll against a target number of 10. Failure results in the character falling back into the water and losing one full round of actions. The water is calm and does not require a Swim roll. Characters can try to use Stealth to sneak on board, but their rolls will indicate only how quietly they make their entrance, as they have already been spotted and the deck is well lit. The deckhands will notice them once they arrive.

If either or both of the Crucible guards from Scene 1 survived, as soon as the first character steps on deck he will see one or both on their knees against the pilothouse with hands bound and helmets off, bruised and beaten. Having rushed to the barge from Torm's workshop in search of the box, the guards found themselves outmatched and captured by the Bloody Skiffs. A deckhand standing behind them draws a pistol and holds it to the head of a captive. The character boarding the barge has only one chance to intervene before a guard is executed and initiative begins. If the character opts to try to save the guard(s), he gets one turn before initiative. If the character hesitates to intervene, at least one guard is executed and initiative begins.

Otherwise, there is no surprise round, as both sides are aware of the other.

COMBAT ENCOUNTER #2A

SHIP ENCOUNTER

The steam barge is roughly 66 feet (11″) long and 42 feet (7″) wide. Boxes and crates are piled on the deck of the ship, providing cover for those who seek it. These boxes are made of wood and are therefore flammable if incendiaries are used, but the hull and deck of the ship are rusted iron. Iron oil lamps illuminate the deck for all the deckhands. A large plume of black smoke blots out part of the evening sky; the ship is clearly preparing to leave. The ship has no apparent ship-to-ship armaments.

There are three to five deckhands on deck. The Game Master should choose how many he will use in this encounter based on how much time is available to him and the aptitude his players have displayed for the rules thus far. See the map on p. 16 for suggestions on how to place the deckhands. They will be aware of the PCs but ignore them until they attempt to board the barge. At that point the deckhands will take cover and fight to the death to defend the boat, which is their home. Initiative needs to be rolled the moment the characters attempt to board.

Use a coin or other marker to denote the locations of the deckhands when they die, as they will be reanimated as Risen in the next round.

DECK HANDS

SPD	STR	MAT	RAT	DEF	ARM
6	5	5	5	12	12

WILLPOWER	INITIATIVE	DETECT	SNEAK
9	12	4	5

SWORD

POW	P+S
3	8

PISTOL

RNG	ROF	AOE	POW
8	—	—	10

ABILITIES

Anatomical Precision – When this character hits a living target with a melee attack but the damage roll fails to exceed the target's ARM, the target suffers d3 damage points instead of the damage rolled.

VITALITY	7
BASE SIZE	SMALL

COMBAT ENCOUNTER #2B

BOSS FIGHT!

After the third round ends or the last deckhand drops, the ogrun Brak Seabreaker and the necromancer Sivto the Vile arrive on deck from below. See the map on p. 19 for suggestions on how to place Brak and Sivto.

The ogrun should draw the characters' attention: he cuts an imposing picture, all corded muscle and tangible hatred clad in heavy armor, wielding a shield the size of a door and a cruel-looking notched blade. Gardek recognizes him from bounty descriptions and knows he is Brak Seabreaker and that there is a sizable bounty offered for him on the charges of river piracy. The bounty is the same for alive or dead, and all things considered, trying to take him alive seems a bad idea. The Game Master may want to wait to describe Sivto until the characters notice her or she begins to act; next to Brak she is easy to overlook. She appears to be a lean, unhealthy female human wearing a hooded black armored greatcoat. Sivto is still a living human being, but only just. After Gardek reacts to recognizing the bounty, Brak and Sivto can monologue or banter, or the fight can continue immediately.

Tactics: Roll initiative for Brak, Sivto, and the Risen deckhands and continue the turn. Likely, the Risen will roll low initiative and activate before the next round begins. Brak initiates this part of combat by charging against the nearest vulnerable target he can reach, opting for one of the less-armored characters if he can. Brak is supposed to keep Sivto alive and will use Shield Guard to take hits for her but is mostly focused on offense. If he misses his charge attack, reroll with a feat point, but otherwise reserve feat points for Heroic Dodge and Revitalize.

Once Brak finishes his attack, the necromancer Sivto uses her once-per-encounter ability to animate the deckhands—and any slain Crucible guards—as Risen, at least one of which should be placed B2B with Brak. The Risen should be placed near where the original deckhands fell but do not need to be in exactly the same locations. Sivto already has the Vision spell upkept and will cast Bleed on vulnerable characters. She will also move to get close enough to Brak to benefit from his Shield Guard ability. Sivto is from Cryx and could not care less about the crew or the ogrun so long as she can return her prize to her masters. If Brak dies she will attempt to dive off the side of the boat to escape in the water.

The Risen are largely mindless but have enough instincts to use Gang to team up on engaged characters.

RISEN THRALLS

SPD	STR	MAT	RAT	DEF	ARM
5	5	4	3	9	11

WILLPOWER	INITIATIVE	DETECT	SNEAK
1	7	1	5

CLAWS

POW	P+S
2	7

ABILITIES

Undead – This character is not a living character and never flees.

Gang – When making a melee attack that targets an enemy in melee range of another friendly character, this character gains +1 to melee attack and melee damage rolls. When making a melee attack that targets an enemy in melee range of another friendly character who also has this ability, these bonuses increase to +2.

Tough – The character is incredibly hardy. When this character is disabled, roll a d6. On a 5 or 6, the character heals 1 vitality point, is no longer disabled, and is knocked down.

VITALITY 5

BASE SIZE SMALL

SIVTO THE VILE, NECROMANCER (HUMAN WILL WEAVER)

SPD	STR	MAT	RAT	DEF	ARM
6	5	5	5	13	11

WILLPOWER	INITIATIVE	DETECT	SNEAK
9	12	4	5

PISTOL

RNG	ROF	AOE	POW
8	—	—	10

ARCANE 4

Will Weaver

VITALITY 8

BASE SIZE SMALL

SPELLS

	COST	RNG	AOE	POW	UP	OFF
BLEED	2	8	—	10	NO	YES

When Bleed destroys an enemy living character, this character heals d3 damage points.

	COST	RNG	AOE	POW	UP	OFF
VISION	2	6	—	—	YES	NO

The next time target character is directly hit by an attack, he suffers no damage roll from the attack, then Vision expires.

Unholy Awakening – Once per encounter this character may animate all dead humanoids as Thralls in its control range. All thralls created this way exist for the length of the encounter or until the character dies.

BRAK SEABREAKER (MIGHTY OGRUN WARRIOR)

SPD	STR	MAT	RAT	DEF	ARM
4	7	6	3	8	17(19)

WILLPOWER	INITIATIVE	DETECT	SNEAK
9	11	3	3

CLEAVING BLADE

POW	P+S
3	10

SHIELD

POW	P+S
0	7

ABILITIES

Weapon Master – Mighty characters gain an additional die on their melee damage rolls.

Revitalize – The character can spend 1 feat point during his turn to regain 7 vitality points immediately. If a character suffers damage during his turn, the damage must be resolved before a character can use this feat. An incapacitated character cannot use Revitalize.

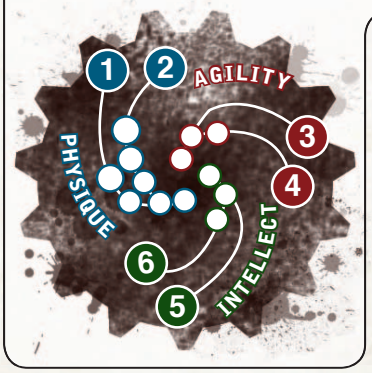
Defensive Line – While this character is B2B with one or more friendly characters, he gains +1 ARM. While the character is B2B with one or more friendly characters who also have this ability, the bonus increases to +2.

Shield Guard – Once per turn, when a friendly character is directly hit by an attack while within 2˝ of this character, this character can choose to be directly hit instead. This character cannot use Shield Guard if he is incorporeal, knocked down, prone, or stationary.

FEAT POINTS 2

This character starts each encounter with 2 feat points. He is allocated 1 feat point at the start of each of his turns. He can have up to 2 feat points at a time.

BASE SIZE SMALL

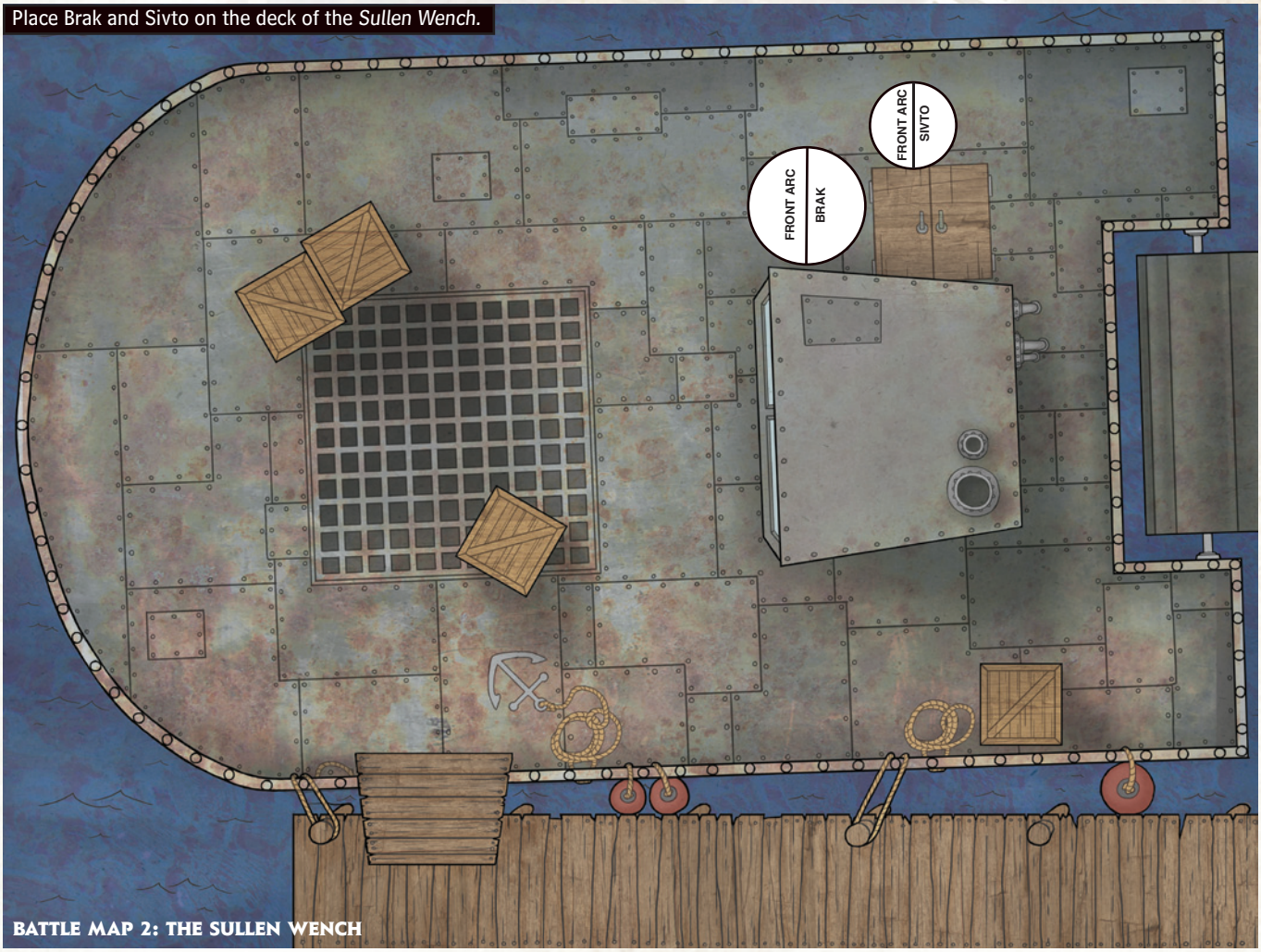


SCENE 3, CONTINUED

At the conclusion of the fight the characters may search the barge. (Players can roll Detection if they wish, and the Game Master can vary his description accordingly, but the results are largely the same.) The barge's interior is dank and poorly maintained. The vessel contains a fair number of mundane weaponry such as pistols, cutlasses, and the like. Searching the captain's cabin reveals a large, secured lockbox marked "Miscellaneous Surplus." In the dark of the hold a faint green glow can be seen to emanate from within. The glow is ominous and could be of alchemical, mechanikal, or more sinister origins.

If the characters saved the Crucible guards, the grateful guards offer the characters the services of the Corvis branch of the Order of the Golden Crucible. They state that while they

Place Brak and Sivto on the deck of the *Sullen Wench.*



BATTLE MAP 2: THE SULLEN WENCH

would be happy to explain what they're after, they need the permission of their seniors before doing so. Refer to Ending #1, "Making Friends."

If the characters did not save the Crucible guards, they are now in possession of the lockbox for which they have exerted no little effort and are faced with another choice: Do they open the box against the wishes of Lieutenant Rorke, or do they hasten with it to their rendezvous? Remind them they have little time to deliver the box to the cultists and save Lieutenant Rorke's family. If the characters follow Rorke's directions refer to Ending #2, "We've Been Had!"

If the characters choose to open the box instead, refer to Ending #3, "What's in the Box?!"

ENDING #1

"MAKING FRIENDS"

Assuming the characters acted to save the Crucible guards, they can avoid the horrible betrayal Lieutenant Rorke has planned for them. Let the characters search the barge while the guards partially recover from the beatings they took from the Bloody Skiffs. They beg the characters not to open the lockbox.

READ ALOUD OR PARAPHRASE:

The pair of guards share a dubious look, and one of them sighs before beginning to speak. "We're grateful for your saving us, but this is a complicated situation. We thought you were Rorke's thugs at first, or we could have saved all of us a lot of trouble. I'll level with you: Rorke's a madman, a cultist. He's using you to get that box for his own purposes. I gather he fed you some line about his family being captured? Bollocks—he has no family in town. He's a corrupt watchman with too much ambition.

"Believe me, you *don't* want to open that box. It's the cortex for a Cryxian warjack, and just being near the damn thing could kill you. Ever heard of necrotite? It's soul-poison, and that box is laden with it. And I promise you, if you take it to Rorke, death from exposure to necrotite is the least of your concerns.

"You've got no reason to trust us, but The Order of the Golden Crucible knows what he's up to. I give you my word, we'll help you if you bring it to our order's workshop. Follow us."

The guards ask Colbie to use her laborjack to carry the cortex box to their main facility in Corvis, which is halfway across the city. Both guards still suffer from injuries but bear them stoically. As you leave the docks and head north toward the Order's headquarters, a half-dozen well-armed individuals step from the shadows of the nearest

alleys both in front of and behind you. Most of them wear the armor of the Corvis City Watch. Several of them level pistols in your direction. The blond man in the lead is Rorke's subordinate, Sergeant Hill. He says, "Stop! Hand over the box and no one has to get hurt."

Rorke's observers witnessed the events on the barge and moved to intercept the characters before they could reach the Order of the Golden Crucible.

The scenario ends with the characters betrayed by Lieutenant Rorke and in peril. (See "Conclusion.")

ENDING #2

("WE'VE BEEN HAD!")

Ending #2 occurs if the characters failed to save the Crucible guards, killed them, or chose to disregard their information. As they leave the barge they find Rorke's men, led by Sergeant Hill, awaiting them at the end of the pier.

READ ALOUD OR PARAPHRASE:

Sergeant Hill, the blond man you recognize as Rorke's subordinate, walks from behind the row of armed watchmen and smiles. "Thanks much—I'll just be taking that box now."

Hill places it carefully, almost reverently, upon a table and produces a strange mechanikal device that he inserts into the box's keyhole. You hear a whirring noise followed by a loud click, and he slowly lifts the lid. A vile, caustic stench and a faint green glow emanate from within the box. Hill reaches in with his gloved hands and carefully lifts a heavy and unsettling piece of mechanika. Roughly spherical and eighteen inches in diameter, the device has a caustic odor, and unwholesome green light pulses out of the precisely laid thin gaps in its black metal surface.

"Perfect! We can begin in earnest now." He looks across your faces. "Thamar bless me, you're a gullible bunch. More than a match for those Cryxians, though, and I do thank you for getting me the fruits of the necrotech's labor. They'd had him at work on that for almost a year. Pity you killed him and burned down his house. I know you were hoping for help getting your charter approved, but I'm afraid the city can't work with notorious lawbreakers. You're in for some hard labor to work off your crimes. And in case you're thinking of causing trouble, keep in mind corpses can be put to other kinds of labor . . . We'll find a use for you one way or another."

He turns to his men, who reach for their weapons. "Lock them up, lads."

The scenario ends with the characters betrayed by Lieutenant Rorke and in peril. (See "Conclusion.")

ENDING #3

"WHAT'S IN THE BOX?!"

If the characters choose to open the box they must either succeed in a Lockpicking roll against a target number of 14, an effort that takes approximately twenty minutes, or inflict 10 points of structural damage to the lock—but remind them they don't know how fragile its contents are. Once opened, the box releases a vile, caustic stench and a faint green glow phosphoresces. A frightening looking object lies within. Roughly spherical and eighteen inches in diameter, the device has a caustic odor and unwholesome green light pulses out of the precisely laid thin gaps in its black metal surface. A character with the Mechanikal Engineering skill may attempt to roll against a target number of 12. Success indicates to the character that the device is the cortex of a steamjack, but of forbidden Cryxian necrotech origin.

Before the characters can consider a further plan, they are interrupted.

READ ALOUD OR PARAPHRASE:

Sergeant Hill, Rorke's subordinate, and a group of six heavily armed members of the watch arrive. Hill looks grimly upon you before motioning to the box. He nods knowingly and says, "Well, I suppose it's for the best Rorke's family were never waiting to be saved by you lot. Never rely on mercenaries, I say." He looks across your faces. "I know you were hoping for help getting your charter approved. I'm afraid the city can't work with notorious lawbreakers. You're in for some hard labor to work off your crimes. And in case you're thinking of causing trouble, keep in mind corpses can be put to other kinds of labor . . . We'll find a use for you one way or another. Once you hand over that cortex."

He turns to his men. "Lock them up, lads."

The scenario ends with the characters betrayed by Lieutenant Rorke and in great peril. How will they survive to pay back this vile treachery?

CONCLUSION

The Game Master tells the players that ordinarily at this point the adventure would continue and they would have to decide what to do next, whether fighting or cooperating and waiting for a chance to turn the tables on their enemies. Clearly, Lieutenant Rorke is a treacherous snake and gaining a mercenary charter in Corvis is going to be more complicated than expected. The introduction ends here, but Game Masters who wish to continue could plan a follow-up session to resolve this confrontation.

Optional: So they get a taste for it, the Game Master could summarize for the players the experience they would earn for this session (play award: 1 XP, teamwork award: 1 XP). At the Game Master's option, taking out a major foe, like Rorke, could result in a milestone award for another XP, or 1–3 extra XP if it's the end of a major storyline.

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BATTLE MAP 1: WORKSHOP STEPS

CUT AWAY

CUT AWAY

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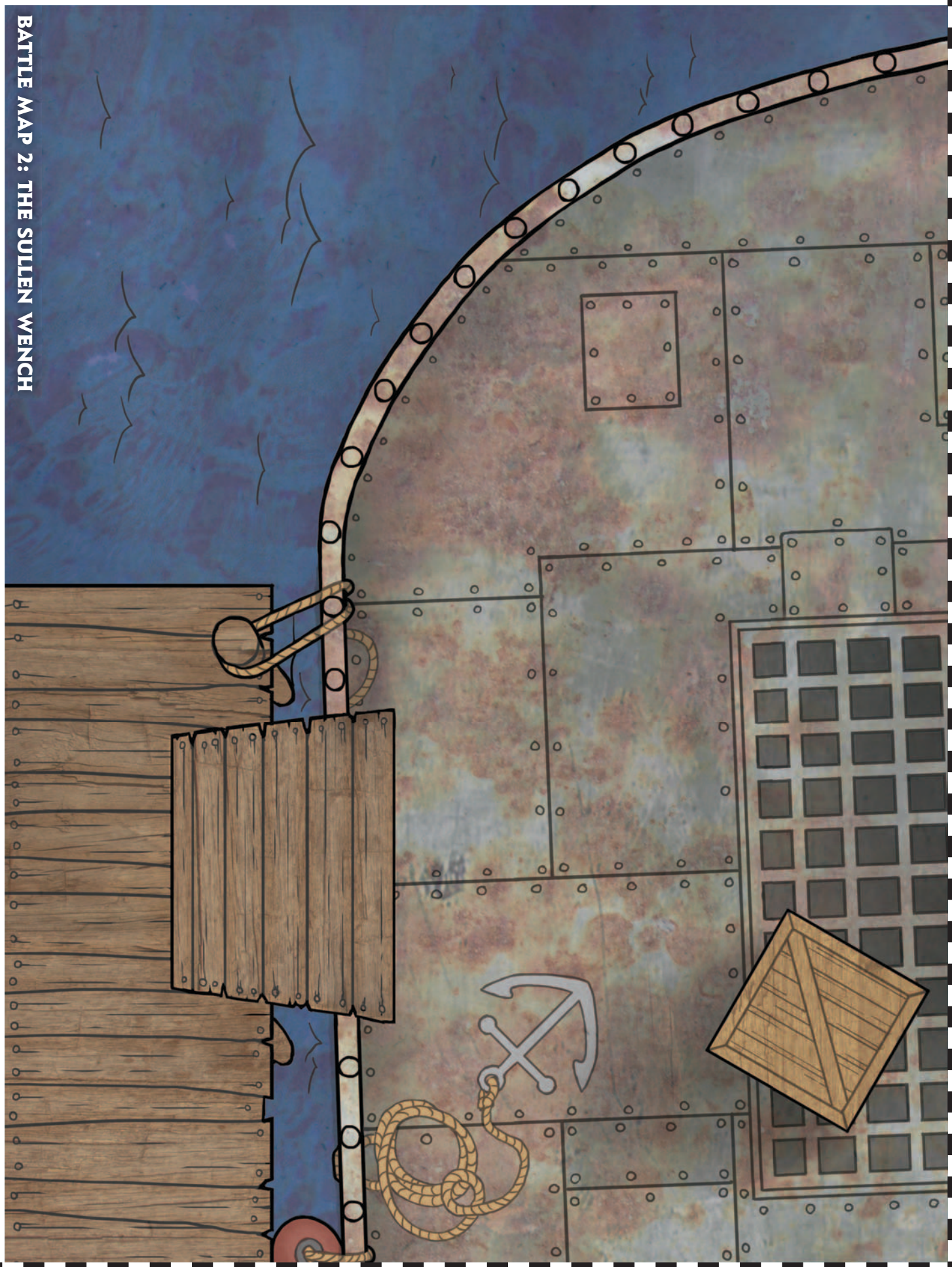
BATTLE MAP 2: THE SULLEN WENCH



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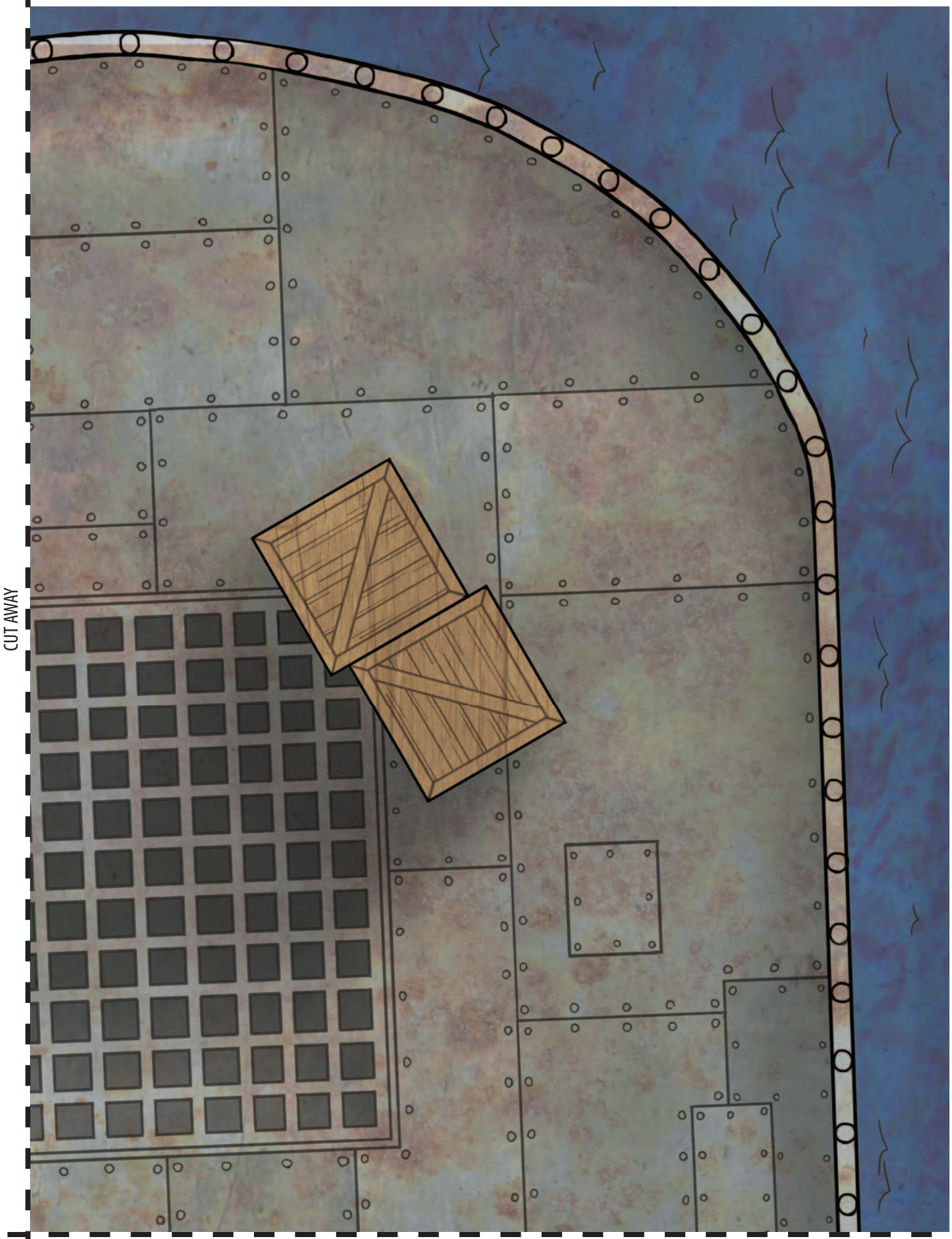
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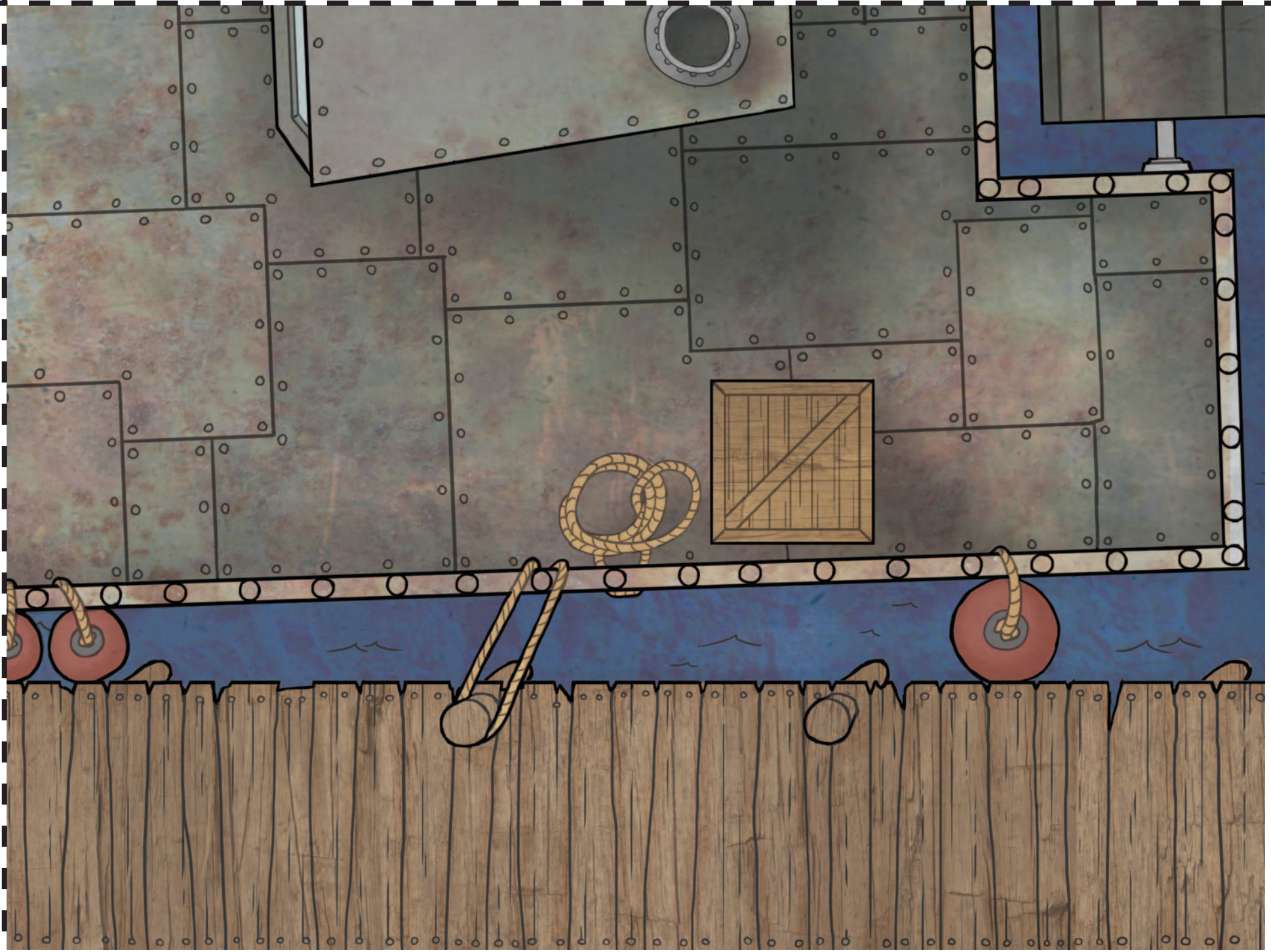

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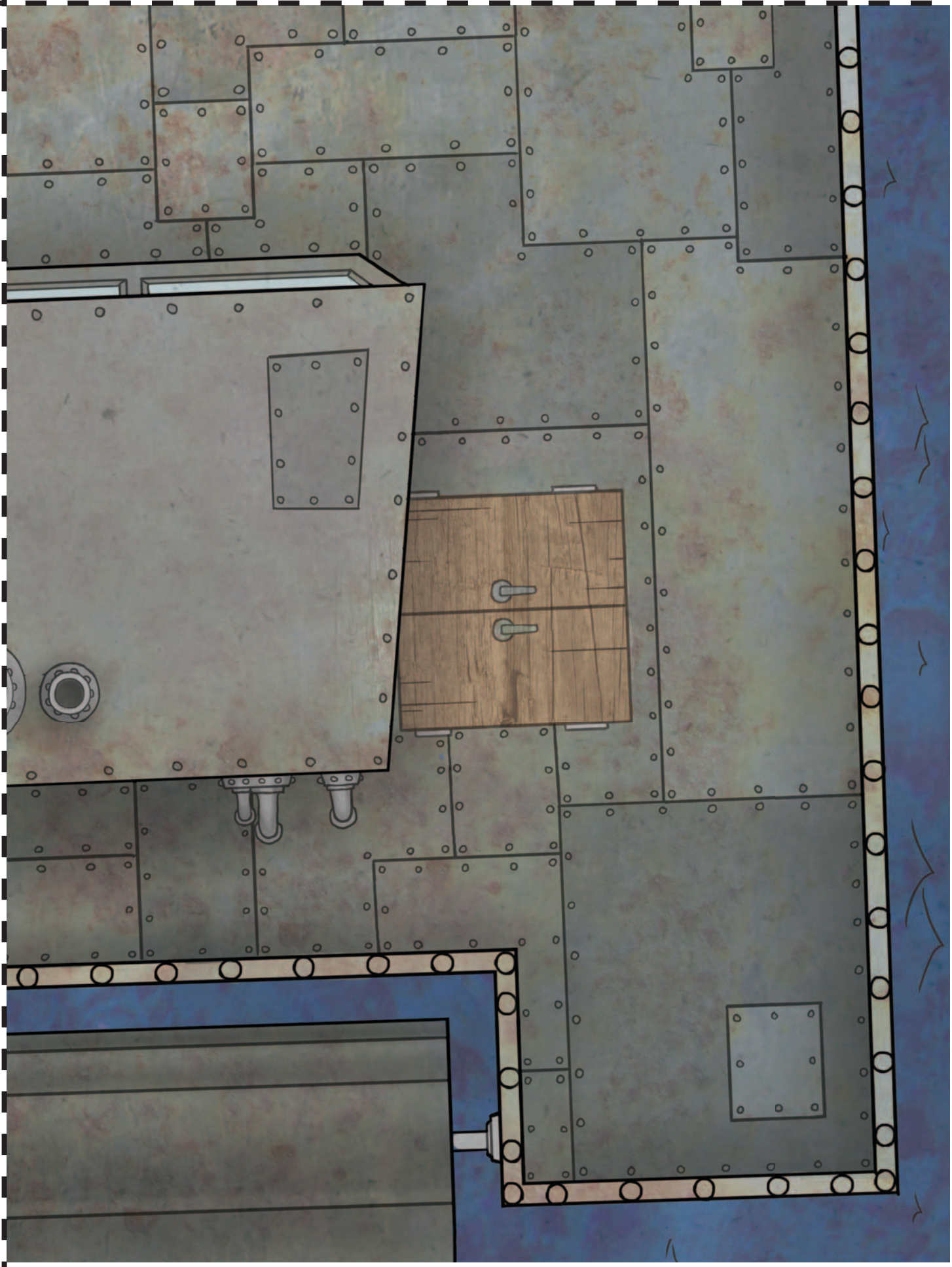
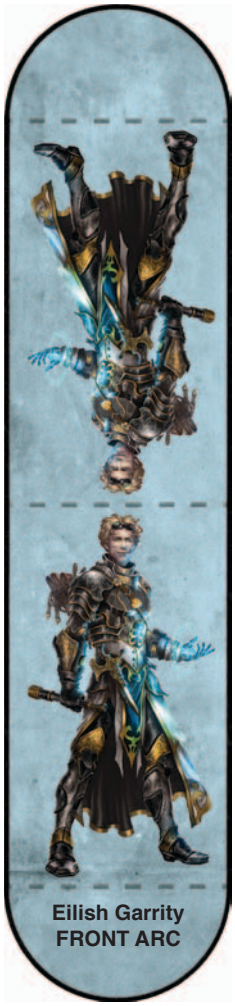
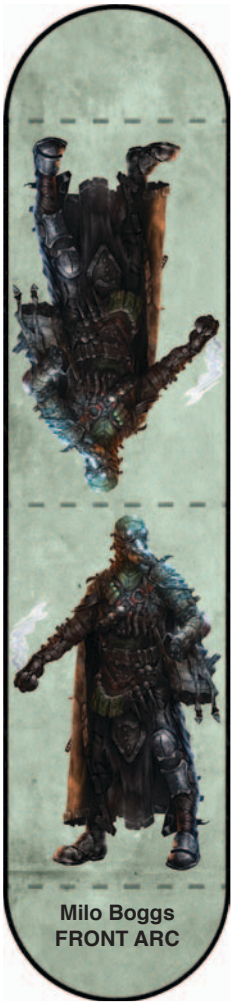


Necromancer
FRONT ARC



Eilish Garrity
FRONT ARC

Colbie Sterling
FRONT ARC



Milo Boggs
FRONT ARC

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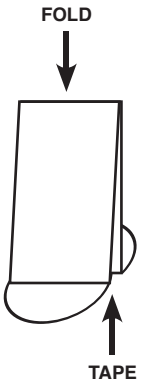

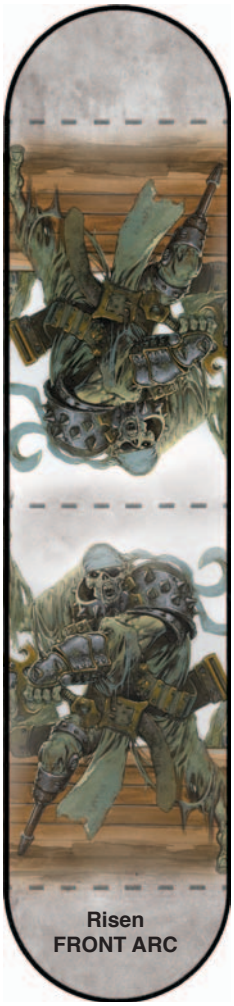

Risen
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Risen
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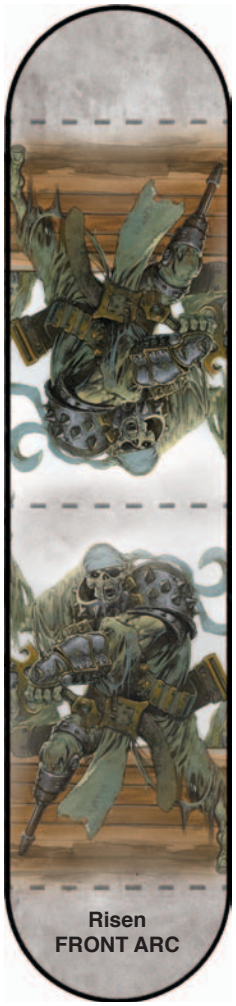

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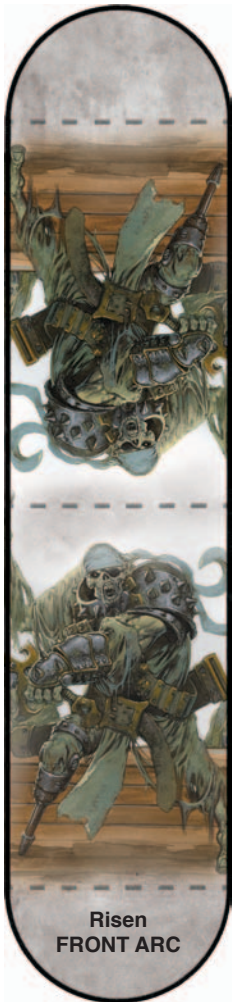

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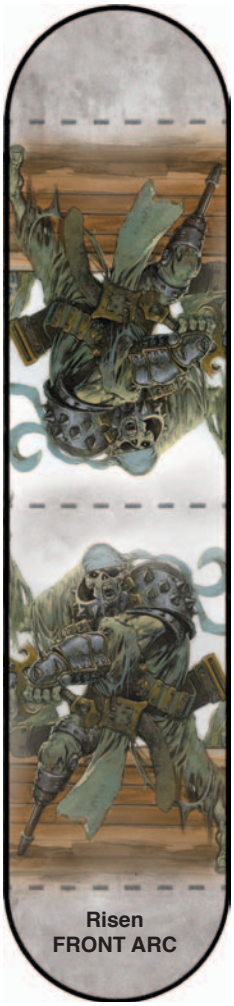

Risen
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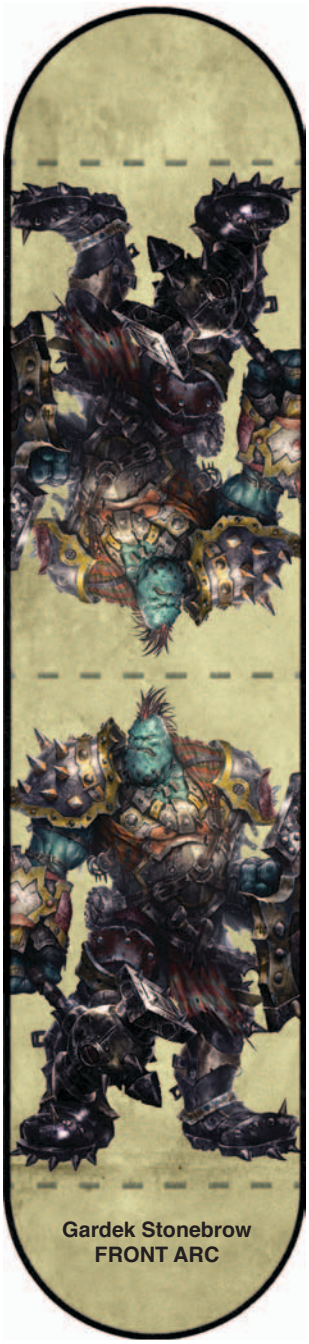
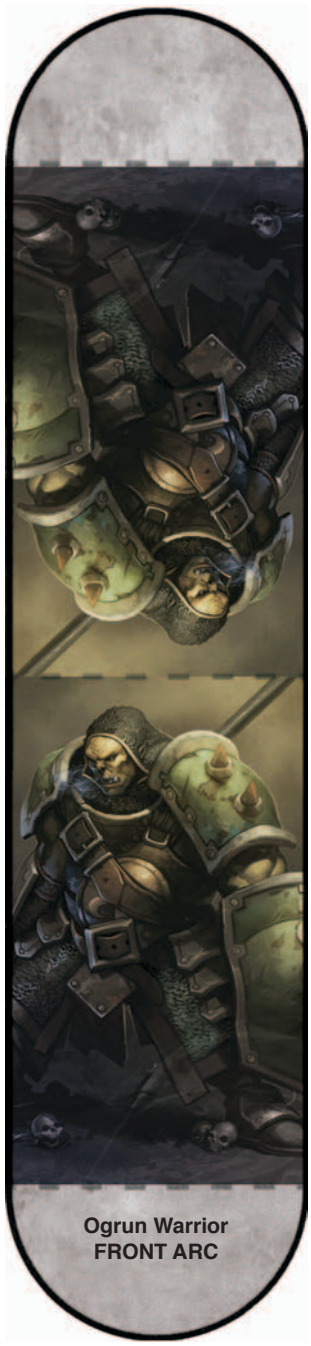
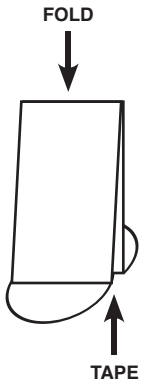


Gardek Stonebrow
FRONT ARC





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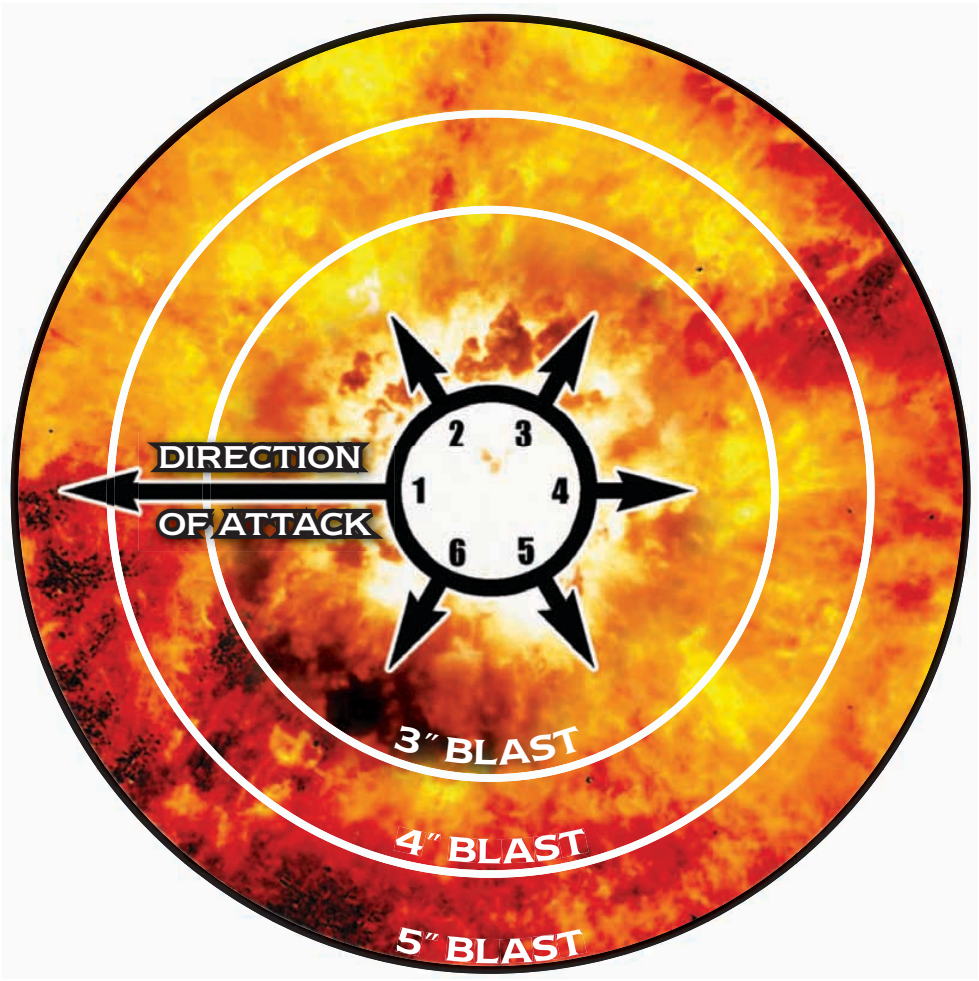
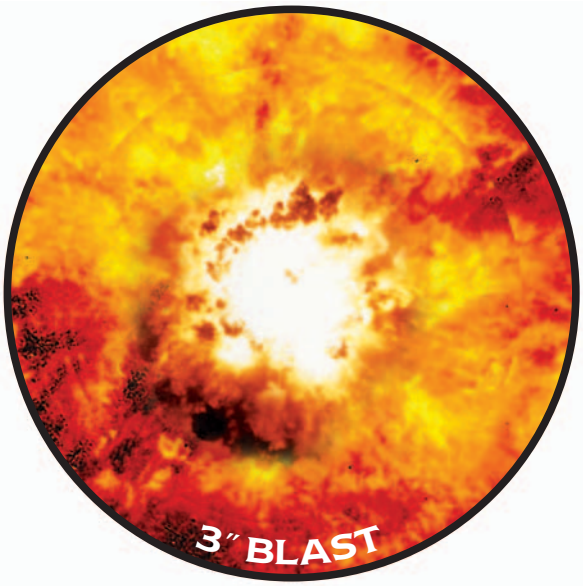


BLAST

SMOKE BOMB



CINDER BOMB

IRON KINGDOMS ROLEPLAYING GAME CHARACTER SHEET

CHARACTER NAME	SEX	DEFINING CHARACTERISTIC(S)	WEIGHT	LEVEL
Milo Boggs	M		150 lbs.	Hero

ARCHETYPE	RACE	CAREERS	FAITH	PLAYER NAME	HEIGHT	TOTAL XP EARNED
Skilled	Human	Alchemist/Thief	Morrowan		5'8"	

CHARACTER PORTRAIT

STATS

PHY 5	MAX	SPD 7	MAX
		STR 4	MAX
AGI 4	MAX	PRW 4	MAX
		POI 4	MAX
INT 4	MAX	ARC *	MAX
		PER 4	MAX

WILLPOWER (PHY + INT): 8

RANGED WEAPONS

NAME	RNG	RAT	POW	NOTES	AMMO
See Grenades*	8"	6	*	See reference sheet	Varies
Thrown Knife	6"	6	6	Virtuoso	6 Knives

MELEE WEAPONS

NAME	MAT	P+S	NOTES
Knife	5	6	
Knife	5	6	

ADDITIONAL WEAPON

NAME:

NOTES:

DEF

SPD STAT + AGL STAT + PER STAT + RACIAL MODIFIER + EQUIPMENT MODIFIERS (-1) = TOTAL DEF (14)

ARM

PHY STAT + SHIELD MODIFIER + ARMOR MODIFIERS (5) + OTHER MODIFIERS = TOTAL ARM (10)

INITIATIVE

SPD STAT + PRW STAT + PER STAT + EQUIPMENT MODIFIERS + ADDITIONAL MODIFIERS = TOTAL INITIAIVE (15)

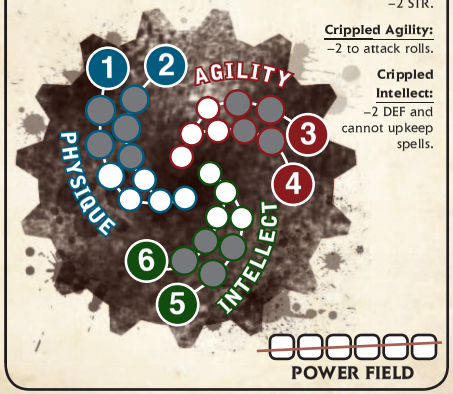
COMMAND RANGE

INT STAT + COMMAND SKILL + ABILITY MODIFIERS = TOTAL CMD RANGE (4)

SKILLS

	PARENT SET VALUE		SKILL LEVEL		TOTAL
HAND WEAPON (PRW)		+		=	
GREAT WEAPON (PRW)		+		=	
PISTOL (POI)		+		=	
RIFLE (POI)		+		=	
Thrown (PRW)	4	+	2	=	6
		+		=	
Lock Picking (AGL)	4	+	2	=	6
DETECTION (PER)	4	+		=	4
SNEAK (AGL)	4	+	1	=	5
COMMAND (SOCIAL)	*	+		=	
Alchemy (INT)	4	+	1	=	5
Medicine (INT)	4	+	2	=	6
Bribery (SOC)	*	+	1	=	
Deception (SOC)	*	+	1	=	
Escape Artist (AGL)	4	+	1	=	5
Streetwise (PER)	4	+	1	=	5
Pickpocket (AGL)	4	+	2	=	5

DAMAGE CAPACITY



Crippled Physique: –2 STR.

Crippled Agility: –2 to attack rolls.

Crippled Intellect: –2 DEF and cannot upkeep spells.

BENEFITS & ABILITIES

NAME	DESCRIPTION/NOTES	PAGE#
Archetype: Skilled	Additional attack	
Conniver	Reroll Bribery & Deception rolls	
Dodger	After being missed advance 2" without free strikes	
Grenadier	Additional quick action to pull a grenade pin	
Poison Resistance	Boosted rolls vs. Poison & Toxin	
Virtuoso (Throwing Knives)	When throwing knives, roll additional die on attack & damage rolls and discard lowest die	

FEAT POINTS

CURRENT FEAT POINTS: 3

Feat Points can be earned by:

- Critical success on a skill roll
- Destroy an enemy
- Given by the GM

Feat Points can be spent to:

- Remove a continuous effect
- Re-roll a failed roll
- Perform a relentless charge
- Perform a Run & Gun
- Perform a Two-Fister
- Perform a Heroic Dodge
- Boost a non-combat skill roll
- Make a quick action
- Shake
- Sprint
- Parry
- Walk it Off

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GEAR

NAME	BENEFIT
Alchemist's leather	
Gas mask	
Traveling alchemist kit	
Grenadier's bandolier	
Thief's tools	
Bandolier, knife	
Throwing knives x4	
Alchemical Restorative x2	

WORN ARMOR

NAME	DESCRPTION/NOTES	SPD	DEF	ARM
Alchemist's leather	+3 ARM vs. Blast & Elements	0	-1	5

CONNECTIONS

NAME	DESCRPTION/NOTES	PAGE #

MECHANIKA

HOUSING	RUNEPLATE	CAPACITOR	NOTES

RUNE PLATE	BENEFIT	CAPACITORS	CHARGES

SPELLS ~~SPELLS~~ GRENADES

~~ARCANE TRADITION~~

NAME	~~QTY~~ ~~COST~~	RNG	AOE	POW	ELEMENT ~~UP~~	OFF
Acid Bomb	1	8"	3	12	ACID	—
	Target hit suffers corrosion					
Cinder Bomb	1	8"	3	12	FIRE	
	Creates a cloud that stays in effect one round. End turn in cloud = Suffer continuous fire					
Explosive Grenade	6	8"	3	12		
Smoke Grenade	4	8"	3	—		
	Create cloud effect					

NOTES

Combat Notes:

Grenades! Grenades! Grenades!

Use your arsenal liberally in order to manipulate the battlefield. Smoke grenades can block line of sight for shooters. Throw two grenades a round thanks to your bandolier.

Also, throw your knives when grenades are a bad idea!

PERMANENT INJURIES

SPOKEN LANGUAGES

Cygnaran
Thurian (Five Cant)

RELIGIOUS BELIEFS

Morrowan (lapsed)

GOLD

12

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IRON KINGDOMS ROLEPLAYING GAME CHARACTER SHEET

CHARACTER NAME	SEX	DEFINING CHARACTERISTIC(S)	WEIGHT	LEVEL
Eilish Garrity	M		180 lbs.	Hero

ARCHETYPE	RACE	CAREERS	FAITH	PLAYER NAME	HEIGHT	TOTAL XP EARNED
Gifted	Human	Investigator/Arcanist	Morrowan		6'2"	

CHARACTER PORTRAIT

STATS

PHY 5	MAX	SPD 6	MAX
		STR 4	MAX
AGI 3	MAX	PRW 4	MAX
		POI 4	MAX
INT 4	MAX	ARC 4	MAX
		PER 5	MAX

WILLPOWER (PHY + INT): 9

RANGED WEAPONS

NAME	NOTES	AMMO	RNG	RAT	POW

MELEE WEAPONS

NAME	NOTES	MAT	P+S
Sword		5	8

ADDITIONAL WEAPON

NAME	NOTES			

DEF

SPD STAT + AGL STAT + PER STAT + RACIAL MODIFIER + EQUIPMENT MODIFIERS (-1) = TOTAL DEF (13)

ARM

PHY STAT + SHIELD MODIFIER + ARMOR MODIFIERS (7) + OTHER MODIFIERS = TOTAL ARM (12)

INITIATIVE

SPD STAT + PRW STAT + PER STAT + EQUIPMENT MODIFIERS + ADDITIONAL MODIFIERS = TOTAL INITIAIVE (15)

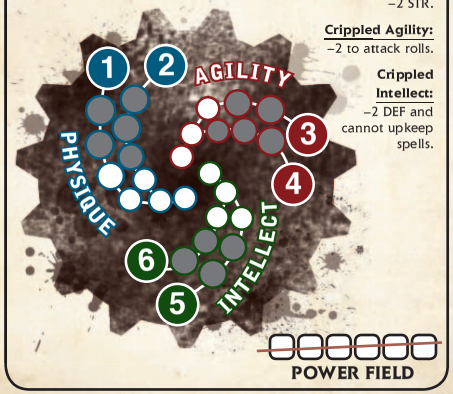
COMMAND RANGE

INT STAT + COMMAND SKILL + ABILITY MODIFIERS = TOTAL CMD RANGE (4)

SKILLS

	PARENT SET VALUE		SKILL LEVEL		TOTAL
HAND WEAPON (PRW)	4	+	1	=	5
GREAT WEAPON (PRW)	4	+		=	
PISTOL (POI)	4	+		=	
RIFLE (POI)	4	+		=	
		+		=	
		+		=	
		+		=	
DETECTION (PER)	5	+	1	=	6
SNEAK (AGL)	3	+	1	=	4
COMMAND (SOCIAL)	*	+		=	
Forensic Science	4	+	1	=	5
Interrogate	4	+	2	=	6
Law	4	+	1	=	5
Lore (Arcane)	4	+	1	=	5
Medicine	4	+	1	=	5
Research	4	+	1	=	5
		+		=	

DAMAGE CAPACITY



Crippled Physique: –2 STR.

Crippled Agility: –2 to attack rolls.

Crippled Intellect: –2 DEF and cannot upkeep spells.

BENEFITS & ABILITIES

NAME	DESCRIPTION/NOTES	PAGE#
Archetype: Gifted	Can work magic	
Fast Caster	One additional quick action for casting spell	
Great Power	Upkeep one spell for free	
Rune Reader	Identify spell being cast	
Astute	Reroll Detection rolls	
Hyper Perception	PER rolls are boosted	

FEAT POINTS

CURRENT FEAT POINTS: 3

Feat Points can be earned by:

- Critical success on a skill roll
- Destroy an enemy
- Given by the GM

Feat Points can be spent to:

- Remove a continuous effect
- Re-roll a failed roll
- Perform a relentless charge
- Perform a Run & Gun
- Perform a Two-Fister
- Perform a Heroic Dodge
- Boost a non-combat skill roll
- Make a quick action
- Shake
- Sprint
- Parry
- Walk it Off

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GEAR

NAME	BENEFIT
Tailored plate	
Cloak	
Backpack	
Charcoal, 5 pieces	
Book	
Flint striker	
Fountain pen & inkwell	
Goggles	
Map case	
Paper, 10 sheets	
Magnifying glass	
Spyglass	

WORN ARMOR

NAME	DESCRPTION/NOTES	SPD	DEF	ARM
Tailored Plate		0	-1	7

CONNECTIONS

NAME	DESCRPTION/NOTES	PAGE #

MECHANIKA

HOUSING	RUNEPLATE	CAPACITOR	NOTES

RUNE PLATE	BENEFIT	CAPACITORS	CHARGES

SPELLS

ARCANE TRADITION _____

NAME	COST	RNG	AOE	POW	UP	OFF
Arcane Bolt	2	12"		11	NO	YES
Aura of Protection	2	SELF	CTRL	—	YES	NO
+2 ARM to all friendly characters						
Light in the Darkness	1	SELF	CTRL	—	YES	NO
Area around the spellcaster glows						

NOTES

Combat Tactics:

Use AURA OF PROTECTION and upkeep for free with GREAT POWER.

Stay in range of Gardek to maintain his ARM bonus while using ARCANE BOLT up to three times per round thanks to FAST CASTER. Watch your fatigue, though!

Don't forget to boost attacks on hard-to-hit enemies and boost damage on tough ones.

PERMANENT INJURIES

SPOKEN LANGUAGES

Cygnaran
Caspian
Thurian

RELIGIOUS BELIEFS

Morrowan

GOLD

2

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IRON KINGDOMS ROLEPLAYING GAME CHARACTER SHEET

CHARACTER NAME	SEX	DEFINING CHARACTERISTIC(S)	WEIGHT	LEVEL
Gardek Stonebrow	M		310 lbs.	Hero

ARCHETYPE	RACE	CAREERS	FAITH	PLAYER NAME	HEIGHT	TOTAL XP EARNED
Mighty	Trollkin	Bounty Hunter/Man-at-Arms	Dhunian		7'0"	

CHARACTER PORTRAIT

STATS

PHY 7	MAX	SPD 5	MAX
		STR 6	MAX
AGI 4	MAX	PRW 4	MAX
		POI 2	MAX
INT 3	MAX	ARC X	MAX
		PER 3	MAX

WILLPOWER (PHY + INT): 10

RANGED WEAPONS

NAME	NOTES	RNG	RAT	POW	AMMO

MELEE WEAPONS

NAME	NOTES	MAT	P+S
War Hammer	Critical Knockout (15)	4	11
Shield		5	6

ADDITIONAL WEAPON

NAME

NOTES

DEF

SPD STAT + AGL STAT + PER STAT + RACIAL MODIFIER + EQUIPMENT MODIFIERS (-1) = TOTAL DEF (11)

ARM

PHY STAT + SHIELD MODIFIER (1) + ARMOR MODIFIERS (7) + OTHER MODIFIERS = TOTAL ARM (15)

INITIATIVE

SPD STAT + PRW STAT + PER STAT + EQUIPMENT MODIFIERS + ADDITIONAL MODIFIERS = TOTAL INITIAIVE (12)

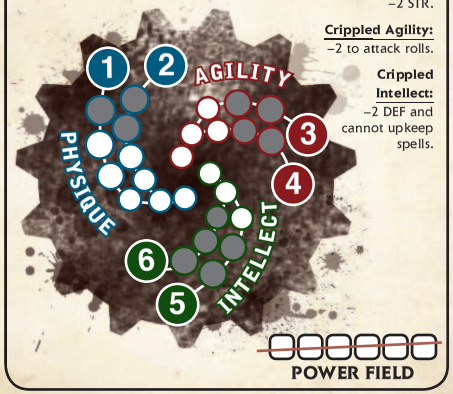
COMMAND RANGE

INT STAT + COMMAND SKILL + ABILITY MODIFIERS = TOTAL CMD RANGE

SKILLS

	PARENT SET VALUE		SKILL LEVEL		TOTAL
HAND WEAPON (PRW)	4	+	2	=	6
GREAT WEAPON (PRW)	4	+	1	=	5
PISTOL (POI)		+		=	
RIFLE (POI)	2	+	1	=	3
Shield	5	+	1	=	6
		+		=	
		+		=	
DETECTION (PER)	3	+	2	=	5
SNEAK (AGL)		+		=	
COMMAND (SOCIAL)	*	+	1	=	
Intimidation (SOC)	*	+	1	=	
Negotiation (SOC)	7	+	1	=	8
Rope Use (AGL)	4	+	1	=	5
Tracking (PER)	3	+	1	=	4
		+		=	
		+		=	
		+		=	

DAMAGE CAPACITY



Crippled Physique: –2 STR.

Crippled Agility: –2 to attack rolls.

Crippled Intellect: –2 DEF and cannot upkeep spells.

BENEFITS & ABILITIES

NAME	DESCRIPTION/NOTES	PAGE#
Archetype: Mighty	Additional die of damage on melee attacks	
Feat: Revitalize	Spend 1 feat point on your turn to gain 7 vitality points	
Feat: Tough	When disabled, on a roll of 5 or 6, gain 1 vitality point and become knocked down	
Feat: Vendetta	Spend 1 feat point, choose one target, boost attack rolls against that enemy	
Binding	+3 to target number to remove binding set by this character	
Defensive Line	When B2B with friendly gain +1 ARM	
Shield Guard	Once per turn, take hit for another if within 2".	
Take Down	Characters incapacitated by this character are bound	

FEAT POINTS

CURRENT FEAT POINTS: 3

Feat Points can be earned by:

- Critical success on a skill roll
- Destroy an enemy
- Given by the GM

Feat Points can be spent to:

- Remove a continuous effect
- Re-roll a failed roll
- Perform a relentless charge
- Perform a Run & Gun
- Perform a Two-Fister
- Perform a Heroic Dodge
- Boost a non-combat skill roll
- Make a quick action
- Shake
- Sprint
- Parry
- Walk it Off

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GEAR

NAME	BENEFIT
War hammer	
Shield	
Tailored plate	
Backpack	
Rope, hemp, 20'	
Bedroll	

WORN ARMOR

NAME	DESCRPTION/NOTES	SPD	DEF	ARM
Tailored plate		0	-1	7

CONNECTIONS

NAME	DESCRPTION/NOTES	PAGE #

MECHANIKA

HOUSING	RUNEPLATE	CAPACITOR	NOTES

RUNE PLATE	BENEFIT	CAPACITORS	CHARGES

SPELLS

ARCANE TRADITION _____

NAME	COST	RNG	AOE	POW	UP	OFF

NOTES

Combat Tactics:

Spend a feat point to use VENDETTA and charge that target. With a boosted attack roll and four dice of damage, you're likely to turn your target to jam. You're going to take some hits so use your feat points on REVITALIZE on your next turn to get back in the fight!

Fight next to allies to benefit from DEFENSIVE LINE and be able to take a shot for them with SHIELD GUARD.

PERMANENT INJURIES

SPOKEN LANGUAGES

Molgur-Trul
Cygnaran

RELIGIOUS BELIEFS

Dhunian

GOLD

10

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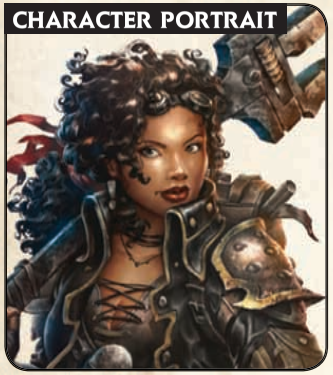
IRON KINGDOMS ROLEPLAYING GAME CHARACTER SHEET

CHARACTER NAME	SEX	DEFINING CHARACTERISTIC(S)	WEIGHT	LEVEL
Colbie Sterling	F		130 lbs.	Hero

ARCHETYPE	RACE	CAREERS	FAITH	PLAYER NAME	HEIGHT	TOTAL XP EARNED
Intellectual	Human/Midlander	Field Mechanik/Soldier	Morrowan		5'9"	

CHARACTER PORTRAIT



STATS

PHY 6	MAX	SPD 7	MAX
		STR 4	MAX
AGI 4	MAX	PRW 4	MAX
		POI 4	MAX
INT 4	MAX	ARC X	MAX
		PER 3	MAX

WILLPOWER (PHY + INT): 10

RANGED WEAPONS

NAME	RNG	RAT	POW	NOTES	AMMO
Slug Gun	4	6	14	Two-Handed	15 Shots

MELEE WEAPONS

NAME	MAT	P+S	NOTES
'Jack Wrench	3	7	Critical Knockout (13)
Dagger	5	5	

ADDITIONAL WEAPON

NAME

NOTES

DEF

SPD STAT + AGL STAT + PER STAT + RACIAL MODIFIER + EQUIPMENT MODIFIERS (-1) = TOTAL DEF (13)

ARM

PHY STAT + SHIELD MODIFIER + ARMOR MODIFIERS (5) + OTHER MODIFIERS = TOTAL ARM (11)

INITIATIVE

SPD STAT + PRW STAT + PER STAT + EQUIPMENT MODIFIERS + ADDITIONAL MODIFIERS = TOTAL INITIAIVE (14)

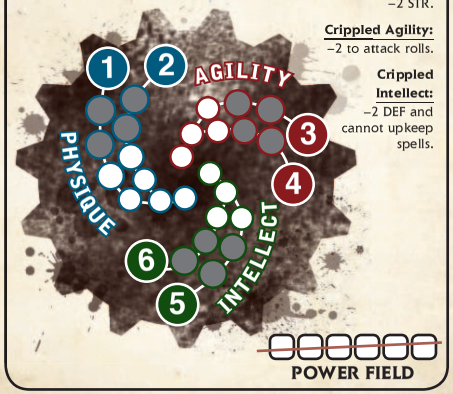
COMMAND RANGE

INT STAT + COMMAND SKILL (2) + ABILITY MODIFIERS (2) = TOTAL CMD RANGE (8)

SKILLS

	PARENT SET VALUE		SKILL LEVEL		TOTAL
HAND WEAPON (PRW)	4	+	1	=	5
GREAT WEAPON (PRW)		+		=	
PISTOL (POI)	4	+	2	=	6
RIFLE (POI)		+		=	
		+		=	
		+		=	
		+		=	
DETECTION (PER)	3	+	1	=	4
SNEAK (AGL)	4	+		=	4
COMMAND (SOCIAL)*	4	+	2	=	6
Craft: Metalwork	4	+	1	=	5
Driving	4	+	1	=	5
Mechanikal Engineer	4	+	1	=	5
Medicine	4	+	1	=	5
Survival	4	+	1	=	5
		+		=	
		+		=	

DAMAGE CAPACITY



Crippled Physique: –2 STR.

Crippled Agility: –2 to attack rolls.

Crippled Intellect: –2 DEF and cannot upkeep spells.

BENEFITS & ABILITIES

NAME	DESCRIPTION/NOTES	PAGE#
Battlefield Coordination	No penalty to fire into melee in command range	
Bodge	Can repair steamjacks in combat	
Find Cover	See reference sheet	
Hit the Deck!	See reference sheet	
Archetype: Intellectual	+1 attack & damage to self and allies in command range	
'Jack Marshal	See reference sheet	
Natural Leader	Increase command range by 2"	
(Merc Charter bonus ability)		
Sentry	See reference sheet	

FEAT POINTS

CURRENT FEAT POINTS: 3

Feat Points can be earned by:

- Critical success on a skill roll
- Destroy an enemy
- Given by the GM

Feat Points can be spent to:

- Remove a continuous effect
- Re-roll a failed roll
- Perform a relentless charge
- Perform a Run & Gun
- Perform a Two-Fister
- Perform a Heroic Dodge
- Boost a non-combat skill roll
- Make a quick action
- Shake
- Sprint
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GEAR

NAME	BENEFIT
Ammo bandolier	
Mechanik's tool kit	
Backpack	
Traveling clothes	
Canteen	
Flint striker	
Rope, hemp 20"	
Glasses, tinted	

WORN ARMOR

NAME	DESCRPTION/NOTES	SPD	DEF	ARM
Armored great coat		0	-1	5

CONNECTIONS

NAME	DESCRPTION/NOTES	PAGE #

MECHANIKA

HOUSING	RUNEPLATE	CAPACITOR	NOTES

RUNE PLATE	BENEFIT	CAPACITORS	CHARGES

SPELLS

ARCANE TRADITION _____

NAME	COST	RNG	AOE	POW	UP	OFF

NOTES

Combat Tactics:

Colbie is a mid-field fighter. Your Intellectual bonus helps everyone in the party be more capable in combat, so try to keep everyone in your command range (8").

DRIVE Doorstop to charge opponents that Stonebrow is fighting to back him up, then come in behind your 'jack and shoot other tied-up combatants using BATTLEFIELD COORDINATION to ignore the melee penalties.

PERMANENT INJURIES

SPOKEN LANGUAGES

Ordic
Cygnaran

RELIGIOUS BELIEFS

Morrowan

GOLD

10

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STEAMJACK

Doorstop
STEAMJACK NAME

Forager
CHASSIS TYPE

8'9" HEIGHT | **2.8 tons** WEIGHT

300 lbs
MAX FUEL LOAD

7hrs General / 1 hr Combat
FUEL CONSUMPTION

STATS

PHY	STR	SPD	AGI
7	7	5	4

PRW	POI	INT	PER
4	2	1	1

DAMAGE GRID

Crippled Arc Node:
Cannot be used to channel spells.

Crippled Cortex:
Lose all focus points and cannot be allocated focus. Cannot spend focus points for any reason.

Crippled Movement:
DEF 7. Cannot run or charge.

Crippled Arm or Head:
Roll one fewer die on attack and damage rolls with weapons in the crippled location. Cannot make power attacks with weapons in crippled location.

RANGED WEAPONS

LOC | NAME | NOTES | RNG 2 | RAT | POW | AMMO

LOC | NAME | NOTES | RNG 2 | RAT | POW | AMMO

MELEE WEAPONS

R LOC | **Halberd** NAME | *+2 to attack roll on charge. A weapon with Reach has a melee range of 2˝* NOTES | 4 MAT | 11 P+S

L LOC | NAME | NOTES | 4 MAT | P+S

ADDITIONAL WEAPON

NAME | NOTES

DEF

10 BASE DEF + MODIFIERS = 10 TOTAL DEF

ARM

14 BASE DEF + MODIFIERS = 14 TOTAL ARM

CATASTROPHIC DAMAGE

AREA DAMAGED	DESCRPTION/NOTES

GEAR & UPGRADES

NAME	DESCRPTION/NOTES

CORTEX

IMPRINT: None
NOTES: Ferrum-Grade
FIGHTING BONUS: None
LANGUAGE: Cygnaran

DRIVE OPTIONS

NAME	DESCRPTION/NOTES
Charge	See reference sheet
Boost attack	See reference sheet
Boost damage	See reference sheet
Run	See reference sheet

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MILO BOGGS – "THE SPECIALIST"

Male Skilled Human (Morridane) Alchemist/Thief

Description: A bit short and wiry, with a pocked and weathered face usually hidden by your gas mask. You wear alchemist's leather armor, which includes a lot of pouches, plus a heavy leather cloak (and the gas mask). Two bandoliers cross your chest, one with half a dozen alchemical grenades, the other with four throwing knives.

Background: You grew up in a swampie village north of Corvis where the standard meal is swamp oysters and frogs on sticks. You ran away from home early and made your way to the streets of Corvis, a hard life for a youth. You learned about survival in the gutters but proved intelligent and skilled enough to catch the notice of an apothecary and poisoner, who took you under his wing. He taught you alchemy, which you took to with enthusiasm, quickly finding ways to apply it to your nocturnal activities. You were fascinated by the purity of the science and its ability to reduce anything to its fundamentals, particularly in a vat of acid. It was an expensive pursuit, though, and acquiring the proper tools required purloining a few items, which got you on the wrong side of the law.

A little while ago you did a favor for Colbie Sterling and she brought you in on her fledgling mercenary group. They're a solid bunch. Having backup makes a lot of heists . . . er, jobs . . . easier. The thing is, the city watch would be very interested in learning that you were behind some of these crimes, and recent work for Watch Sergeant Rorke has left you feeling uneasy. You could jeopardize the group's standing if Rorke figures out who you are. You've maintained a low profile around him by keeping your mask on.

Attitude: Mercenary work is exciting and gives opportunities to experiment in the field. You like the organized chaos after a well-placed grenade lands amid people otherwise bent on killing you. You enjoy your reputation as being ruthless, but you go out of your way to avoid hurting your friends, who have learned to appreciate how surgical you are with your grenades and knives.

Personal goal: You're hoping to earn money and acquire the gear to set up a proper lab and crank out the grenades. You may have to pilfer a few things to get started, so keep an eye out for useful scavenge.

Relation to others:

Colbie Sterling, "The Boss"— Worthy of respect; she got you this gig, and she knows her tactics. You like targeting her 'jack Doorstop when he's in the thick of it, using some of your grenades that won't affect it.

Gardek Stonebrow, "The Muscle"— Solid fighter, always willing to take the hits so you don't have to. Best to stay on his good side.

Eilish Garrity, "The Sleuth"— Bit of a know-it-all. His magic is impressive, but it's nothing that can't be replicated with the right grenade or proper salve.

BLACK RIVER IRREGULARS

The four of you have started your own small mercenary outfit called the Black River Irregulars, having scraped together enough money to set up shop in Corvis. Your company is just getting established, taking on a variety of minor tasks—usually escort or bodyguard work but sometimes going after bounties or fighting for hire. You are a tight-knit group and rely on one another to get the jobs done. Keeping your numbers small keeps profits high. You're still waiting on the city watch to approve your charter, and you know the main person in a position to make that happen is Watch Sergeant Morton Rorke, who has let you operate without a charter so long as you help him out from time to time. He keeps saying it won't be long before your group can become legit, but you're starting to wonder.

Your standing: According to your pay grade, you're a sergeant. You're in charge of "alchemical production," which basically means making a pile of grenades. And that's just fine with you.

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IRON KINGDOMS™

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MILO BOGGS – "THE SPECIALIST"

Male Skilled Human (Morridane) Alchemist/Thief

ARCHETYPE: SKILLED

This character is extremely quick, nimble, and dexterous. He relies on his wits, skill, and luck in equal measure. A Skilled character gains an additional attack during his Activation Phase if he chooses to attack that turn.

Conniver

This character is highly skilled in the arts of deception. He can reroll failed Bribery and Deception-based social skill rolls. Each roll can be rerolled only once as a result of Conniver.

Dodger

When this character is missed by an enemy attack, he can immediately advance up to 2˝ after the attack is resolved unless was missed while advancing. He cannot be targeted by free strikes during this movement.

Grenadier

This character gains an additional quick action each turn that can be used only to pull the pin on a grenade.

Poison Resistance

This character gains boosted rolls to resist poisons and toxins.

Virtuoso (Throwing Knives)

When making a non-AOE attack with his throwing knives, this character gains an additional die on his attack and damage rolls. Discard the lowest die of each roll. (This benefit can be taken more than once, each time specifying a different military skill.

Alchemical Restorative

This is a fast-acting alchemical pharmaceutical that promotes rapid blood clotting and regeneration. A grievously injured character who drinks or is fed a dose of this substance is immediately stabilized.

Bandolier, Grenadier's

Favored by combat alchemists on the battlefields of western Immoren, each heavy leather cross-body belts can hold up to six grenades.. A character with a grenadier's bandolier can draw grenades without spending a quick action.

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EILISH GARRITY – "THE SLEUTH"

Male Gifted Human (Thurian) Arcanist/Investigator

Description: Tall and lanky fellow with dirty blond hair. You wear stylish tailored plate armor that fits perfectly, with blackened steel plates connected by mail, and you carry a simple and short sword on your belt. Easily mistaken for a knight or noble's retainer, you have surprised more than one enemy with your spells. You wear goggles but often push them up. Your well-organized pack stows books, writing implements, spyglass, magnifying glass, etc. You walk with a swagger and often wear a knowing smirk.

Background: As soon as you knew you had the Gift of Magic, you figured your future was secured. You got your start in Ceryl with a mentor who was a member of the Fraternal Order of Wizardry, but he disappeared on a trip to Ord. While snooping around to find out what happened to him you discovered you had a knack for unearthing the truth. As for your mentor—well, it wasn't pretty, as it involved being frozen solid by a Khadoran sorcerer. Afterward you sought formal training in forensics from Corvis University. Such matters appeal to your morbid curiosity.

You decided to make a living as a freelancer and hooked up with several skilled mercenaries in Corvis who could use your skills. You have become (in your own mind at least) the brains of the Black River Irregulars. They rely on you to find out what's really going on. You have a strong rapport with Watch Sergeant Rorke, and this has worked out well for the company.

Attitude: Most people are stupid and make a lot of mistakes. This is good, since it helps keep you alive. Always best to presume the worst and prepare for a horrible outcome, just in case. There are few problems that can't be solved by the application of deduction or an arcane bolt.

Personal goal: Lately you've been having some unpleasant run-ins with members of the Order of the Golden Crucible in the city. The head of the local order had some kind of grudge against your old mentor, now carried over to you. His thugs have occasionally gotten in your way, and you're eager to show those amateurs what a real arcanist is capable of doing.

Relations with others:

Colbie Sterling, "The Boss"— Sometimes a bit pushy but highly competent, particularly in battle. You prefer her yelling at her laborjack rather than you. But you work together well, mostly.

Gardek Stonebrow, "The Muscle"— Has saved your bacon a few times, and you've returned the favor. Best not to stand in his way when he gets his blood up.

Milo Boggs, "The Specialist"— Possibly deranged but an excellent throw with a grenade. Seems to find locked boxes and doors personally offensive.

BLACK RIVER IRREGULARS

The four of you have started your own small mercenary outfit called the Black River Irregulars, having scraped together enough money to set up shop in Corvis. Your company is just getting established, taking on a variety of minor tasks—usually escort or bodyguard work but sometimes going after bounties or fighting for hire. You are a tight-knit group and rely on one another to get the jobs done. Keeping your numbers small keeps profits high. You're still waiting on the city watch to approve your charter, and you know the main person in a position to make that happen is Watch Sergeant Morton Rorke, who has let you operate without a charter so long as you help him out from time to time. He keeps saying it won't be long before your group can become legit, but you're starting to wonder.

Your standing: Technically you're a lieutenant, but that doesn't mean much. The captain is in charge and no one pays attention when you give orders. You're also head of "company security," which means trying to find out who's trying to murder you before they manage it. So far, so good.

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EILISH GARRITY – "THE SLEUTH"

Male Gifted Human (Thurian) Arcanist/Investigator

ARCHETYPE: GIFTED

Those with the Gifted archetype are born with the capacity to work magic. This potential can be latent, discovered only later in life, or it can be pronounced from an early age.

Fast Caster

The character gains one extra quick action each activation that can be used only to cast a spell.

Great Power

The character can upkeep one spell each turn without gaining a fatigue point.

Rune Reader

The character can identify any spell cast in his line of sight by reading the accompanying spell runes. He can also learn the type of magic cast (the spell list it came from) and the tradition of the character casting the spell.

Astute

The character can reroll failed Detection rolls. Each failed roll can be rerolled only once as a result of Astute.

Hyper Perception

The character's keen senses miss few details, so his PER rolls are boosted.

Will Weavers & Fatigue Points

Most sorcerers and arcanists are will weavers, who rely on their own physical stamina and the force of their mental will to summon and direct arcane energy. This process can be incredibly taxing to the arcanist's body and mind but allows for the subtle weaving of intricate formulae.

Gaining Fatigue Points

A will weaver can gain fatigue pointsoin a number of wa:s.

- **Upkeep a Spell** – A will weaver gains 1 fatigue point for each spell he upkeeps during each Control Phase.
- **Cast a Spell** – When a will weaver casts a spell, he gains a number of fatigue points equal to the COST of the spell.
- **Boost a Magic Attack or Magic Damage Roll** – Each time a will weaver boosts a magic attack or magic damage roll, he gains 1 fatigue point. Boosting must be declared before rolling any dice for the roll. Remember, a single roll can be boosted only once, but a will weaver can boost as many different rolls as he can afford.
- **Increase the Range of a Spell** – A will weaver can gain 1 fatigue point to increase the RNG of a spell by thirty feet (5″). Each spell cast can have its RNG extended only once as a result of gaining fatigue. Spells with a RNG of CTRL or SP cannot be affected in this way.

Removing Fatigue Points

Will weavers remove a number of fatigue points equal to their ARC each Maintenance Phase.

Fatigue Rolls and Exhaustion

If his fatigue points exceed his ARC, a will weaver must make a fatigue roll immediately after resolving each spell he casts. To make a fatigue roll, roll 2d6. If the total is equal to or over the number of fatigue points the will weaver currently has, nothing happens. If the total is less than the number of fatigue points the character has, he becomes exhausted. When a character becomes exhausted his turn immediately ends and he cannot cast spells during the next round.

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GARDEK STONEBROW – "THE MUSCLE"

Male Mighty Trollkin (Urban) Bounty Hunter/Man-at-Arms

Description: Hulking trollkin with a thick build, bluish-green skin tone, and a line of orange-red head quills. You wear well-fitting heavy plate armor, to which you've affixed as many spikes as possible. You're strong enough to wield your massive war hammer in one hand, but you sling it across your back when not in use. You also carry a weighty shield with the Irregulars symbol on it and a pack containing a bedroll, coil of rope, etc.

Background: After growing up Corvis, you're used to being around humans, and you've always had a knack for fighting. You were always close with your brother, and the two of you were a good fighting team, taking on your first mercenary work together. During the chaos of the Longest Night festival in the city at the end of 602 AR you got separated from your brother. He got swarmed by animated thralls and was killed. Now you really hate the undead.

Since then you have worked both as a sword-for-hire and a bounty hunter, the main difference being whether you get extra pay if your target is alive after you're done. You made friends with a few smart humans needing some muscle and together formed the Black River Irregulars. Collecting bounties has been a profitable sideline for the company and is usually worth enough to buy your drinks at the local tavern, so it works out for everyone.

Attitude: Life as a Black River Irregular is good. You have friends that watch your back, and you'd take a bullet for any of them. It helps that as a trollkin you don't feel as much pain as the soft-skinned humans. They sure whine a lot after being stabbed or shot. You aren't cruel, but you are good at hurting things. It's just a job—albeit one where you excel.

Personal goal: You know of a few high-stakes bounties that were posted at City Hall and are eager to bring them in. After some bad luck gambling lately you could really use the extra coin. You're keeping your eyes peeled for any of those shady characters.

Take on group members:

Colbie Sterling, "The Boss"—A good leader. It's best to do what she says. Her 'jack is as dumb as a stump but is handy as an obstacle to stick in front of enemies.

Eilish Garrity, "The Sleuth"— Magic-slinger, quite clever, but talks too much.

Milo Boggs, "The Specialist"— Likes to throw grenades—best not to stand where they land. Definitely soft-skinned, so requires protecting.

BLACK RIVER IRREGULARS

The four of you have started your own small mercenary outfit called the Black River Irregulars, having scraped together enough money to set up shop in Corvis. Your company is just getting established, taking on a variety of minor tasks—usually escort or bodyguard work but sometimes going after bounties or fighting for hire. You are a tight-knit group and rely on one another to get the jobs done. Keeping your numbers small keeps profits high. You're still waiting on the city watch to approve your charter, and you know the main person in a position to make that happen is Watch Sergeant Morton Rorke, who has let you operate without a charter so long as you help him out from time to time. He keeps saying it won't be long before your group can become legit, but you're starting to wonder.

Your standing: Technically you're a sergeant, but that doesn't mean much since there are only four of you. You're also involved in "ancillary contract acquisition," according to Eilish. That just means you keep an eye out for bounties the group can track down for extra money.

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GARDEK STONEBROW – "THE MUSCLE"

Male Mighty Trollkin (Urban) Bounty Hunter/Man-at-Arms

ARCHETYPE: MIGHTY

This character is in peak physical condition. He is incredibly resilient and capable of feats of strength that defy imagination. Mighty characters gain an additional die on their melee damage rolls.

Feat: Revitalize

This character can spend 1 feat point during his turn to regain a number of vitality points equal to his PHY stat immediately. If he suffers damage during his turn, the damage must be resolved before he can use this feat. He cannot use Revitalize while incapacitated.

Feat: Tough

This character is extremely hardy. When he is disabled, roll a d6. On a 5 or 6, he heals 1 vitality point, is no longer disabled, and is knocked down.

Feat: Vendetta

This character can spend 1 feat point during his turn to use this benefit. When he does, he names one enemy. For the rest of the encounter, he gains boosted attack rolls against that enemy. He can use this benefit only once per encounter unless the original subject of his vendetta is destroyed, at which point he can spend a feat point to use this benefit again.

Binding

When this character ties up, manacles, or otherwise restrains another character with some form of restraints, add +3 to the skill roll difficulty for the bound character to escape.

Defensive Line

While this character is B2B with one or more friendly characters, he gains +1 ARM. While he is B2B with one or more friendly characters who also haveyDefensive Line, the bonus increases to +2.

Shield Guard

Once per turn, when a friendly character is directly hit by an attack while within 2˝ of him, this character can choose to be directly hit instead. He cannot use Shield Guard if he is incorporeal, knocked down, prone, or stationary.

Take Down

This character can use Take Down anytime he incapacitates another character with an attack while that character is in his melee range. The incapacitated character regains 1 vitality point and is no longer incapacitated but is considered to be manacled, tied up, unconscious, or otherwise out of action for the rest of the encounter. Once the combat portion of the encounter has ended, the subject who was taken down is at the mercy of the victor to be questioned—or worse.

Weapon: War Hammer (Critical Knockout)

On a critical hit with a war hammer, a living target hit has a chance to be knocked out. If the target suffers damage from the attack, he must make a Willpower roll against a target number equal to the attacking character's STR + 9. If the target succeeds, he remains conscious. If he fails, he is knocked out.

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COLBIE STERLING – "THE BOSS"

Female Human (Midlunder) Intellectual Field Mechanik/Soldier

Description: Lean, dark-skinned, black-haired woman. You wear an armored great coat and dark clothes that won't show grease stains from working as well as tinted glasses for eye protection. You keep a 'jack wrench you can hit things with but prefer to rely on your massive slug gun in battle. You also have an ammo bandolier, a dagger, and a variety of tools stowed away.

Background: Your family ran a salvage yard in Corvis and you always had a knack for fixing things. Eventually you got some formal training and became a union steamo, joining the Steam and Iron Workers Union, Chapter #18. You gravitated to the mercenary life, and it suits you. You have a reputation for staying cool in a fight and keeping your machines running even in the worst circumstances. Some scoff at the range of your favored weapon, the slug gun, but it hits like a freight train. The Black River Irregulars was your idea. You have a small, well-rounded group that can handle anything.

A couple of years ago you scored a great deal on a broken old laborjack you nicknamed Doorstop since it didn't have arms and could barely walk. You've fixed it up, but the nickname stuck. You have to tinker with it every day to keep it running, but you've become fond of it. Doorstop could use some upgrades, and that won't be cheap, so you'll take any job you can get.

Attitude: You enjoy it when a good plan comes together, and so long as everyone knows their role, that happens more often than not. The truth is, you have a good team, though they can be a handful. Keeping them on task while making sure Doorstop is doing what it's supposed to do can be a challenge.

Personal goals: You've been working hard to get the Black River Irregulars established as a mercenary charter and won't stop until that happens. It's your ticket to success and fortune—and, eventually, better 'jacks. That means staying on the good side of the city watch and making influential friends.

On a smaller scale, you've been trying for weeks to get Doorstop to charge on command, to no avail.

Relations with others:

Eilish Garrity, "The Sleuth"— Can be a pain since he always thinks he's right. But the truth is, he's right a lot. Good at ferreting out information and killing things with spells.

Gardek Stonebrow, "The Muscle"— The perfect soldier and someone who doesn't ask inconvenient questions.

Milo Boggs, "The Specialist"— A wild card. Alchemy can be useful or deadly, and so can he. A bit bloodthirsty and prone to stealing anything not nailed down, but keeps his word.

BLACK RIVER IRREGULARS

The four of you have started your own small mercenary outfit called the Black River Irregulars, having scraped together enough money to set up shop in Corvis. Your company is just getting established, taking on a variety of minor tasks—usually escort or bodyguard work but sometimes going after bounties or fighting for hire. You are a tight-knit group and rely on one another to get the jobs done. Keeping your numbers small keeps profits high. You're still waiting on the city watch to approve your charter, and you know the main person in a position to make that happen is Watch Sergeant Morton Rorke, who has let you operate without a charter so long as you help him out from time to time. He keeps saying it won't be long before your group can become legit, but you're starting to wonder.

Your standing: You're the captain of the Irregulars, so you're in charge. But it's not like you're running a military outfit here. The people you're working with don't respond well to having orders shouted at them, so you have to rely more on persuasion and showing good tactical sense.

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COLBIE STERLING – "THE BOSS"

Female Human (Midlunder) Intellectual Field Mechanik/Soldier

ARCHETYPE: INTELLECTUAL

This character possesses a tactical genius and adaptability that gives her +1 on attack and damage rolls in combat. While in her command range, a friendly character listening to her orders also gains +1 on attack and damage rolls. This bonus is non-cumulative, so a character can gain this bonus from only one Intellectual character at a time.

Additionally, an Intellectual character begins the game with one of several benefits. Characters gain additional benefits as they accumulate experience points. Sterling has Battlefield Coordination.

Battlefield Coordination

A skilled battlefield commander, this character is able to coordinate the movement and attacks of friendly forces to maximum effect. While in her command range, friendly characters do not suffer the firing into melee penalty for ranged attacks and spells and do not have a chance to hit friendly characters when they miss with ranged or magic attacks while firing into melee.

Bodge

This character can make temporary repairs to a steamjack in the midst of combat. This character makes an INT + Mechanikal Engineering roll against a target number of 14. If the roll succeeds, the steamjack regains 1 damage box in each of its crippled systems. If the roll fails, nothing happens. This has no effect on wrecked steamjacks.

'Jack Marshal

This character is skilled at instructing steamjacks to act. She must know the cortex's native language to instruct it as well as the 'jack's cortex lock codes.

Drives

In addition to simply instructing the steamjacks she controls, this character can also drive them into action. A drive is a quick, verbal command that guides a steamjack in the execution of a specific action. A 'jack marshal can spend a quick action to drive any steamjack she controls that is currently in her command range. A steamjack can be affected by any number of drives simultaneously. A steamjack can be affected by the same drive only once per turn. All drives expire at the end of the turn.

Every 'jack marshal has the following drives:

- **Boost Attack Roll** – The steamjack can boost one attack roll during its turn this round.
- **Boost Damage Roll** – The steamjack can boost one damage roll during its turn this round.
- **Charge** – The steamjack can charge without spending a focus point this turn.
- **Run** – The steamjack can run without spending a focus point this turn.

Find Cover

At the start of combat before initiative is rolled, this character can immediately advance up to twelve feet (2″) and perform a quick action to take cover or go prone.

Hit the Deck!

This character is so accustomed to catastrophic explosions that she has developed the uncanny ability to hit the ground the second before she is affected by a blast. While prone, she does not suffer damage from AOEs unless she is directly hit by the AOE. If she is caught in an AOE that would cause blast damage but was not directly hit by it, she goes prone but suffers no damage.

Natural Leader (Merc Charter)

This character increases her command range by 2″.

Sentry

Once per round when an enemy is placed in or moves into the line of sight of this character, she can immediately make one attack targeting that enemy.

Weapon: 'Jack Wrench (Critical Knockout)

On a critical hit with a 'jack wrench, a living target hit has a chance to be knocked out. If the target suffers damage from the attack, he must make a Willpower roll against a target number equal to the attacking character's STR + 9. If the target succeeds, he remains conscious. If he fails, he is knocked out.

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