IRON HEROES FAQ & ERRATA

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Welcome to the **Iron Heroes FAQ and Errata PDF**.

This PDF compiles the long list of clarifications, explanations and errata for *Iron Heroes* into a more structured form, so that they are easier to find. The information in this document is compiled from the Iron Heroes FAQ and Errata Wiki.

Please post questions about the errata at the Iron Heroes Forums.

Entries in the PDF are sorted into **major subjects**. Each such major subject begins with an Index page that provides a list of categories within the subject, and the entries within each category.

An individual entry may appear in two different subjects. For instance, the entry about **Fury Tokens** would appear under both the **Tokens** subject and also be referenced in the **Berserker** entry, which comes under the **Classes** subject.

Major Subject Headings

Many of the major subjects correspond with chapters in the *Iron Heroes* rulebook. If you are not sure under which subject a given question might be answered, check which chapter it is in, and try the subject with the same name first.

Adventuring

Specific topics covered by the Adventuring subject are listed below:

- Carrying Capacity
- Rest Deprivation

Carrying Capacity

Q: *How long can I lift and hold something above my head?*

By the rules: As long as you want to. There's no limit specified. In OGL games, if you can lift it, you can keep it lifted. If you wanted to house rule a limit, one round per point of Strength (or Constitution) seems reasonable.

I'd suggest a similar limit for a grappled opponent you have lifted and who cannot otherwise escape.

Rest Deprivation

Q: *I can't find anything on what happens to my PC if they go without rest for a day or greater.*

There are no specific rules in d20 or *Iron Heroes* for this. I'd suggest using the forced march rules, but basing the DC on the number of hours of rest less than 8 the character gets. The **Endurance** feat bonus should apply to these checks.

Campaign Options

Specific questions asked about Campaign Options are listed below:

- Glory Points

Glory Points

Q: *On page 87 of* Mastering Iron Heroes*, there are four bullet point describing the benefits gained by spending glory points. Points one, three, and four all are explained in the text, but bullet point two seems to have slipped through.*

"Bonus tokens for his various pools."

Was this accidentally left in, or was the explanation text left out?

Accidentally left in. The other abilities are all of equal use to all characters. Being able to spend glory points for tokens would advantage some character classes more than others.

Classes

This page contains headings for each of the *Iron Heroes* classes. Within each class are further links to errata and explanations regarding class abilities. There is also a separate set of links for questions that do not relate to specific classes.

General Questions Arising From the Classes Chapter

- Base Attack and Defense Table
- Epic Levels
- Multiclassing

Specific Classes

- Arcanist
- Archer
- Armiger
- Berserker
- Executioner
- Harrier
- Hunter
- Man at Arms
- Thief
- Weapon Master
- NPC Classes

Base Attack and Defense Table

Excellent Base Defense Bonus
There are no classes in the core rulebook with excellent base defense.

Epic Levels

Defense bonus at Epic Levels
Bearing in mind that I have never played epic games, I'd suggest epic defense bonus rise at a rate of +1 every 2 levels, just like epic attack bonus.

Feat Masteries at Epic Levels
You'd also need to do something with feat masteries for characters over 20th level: how fast their masteries improve, potential for feat masteries of 11 or more, that sort of thing.

Multiclassing

Base Defense Bonus
The purpose of the BDB penalty for characters who multiclass into two (or more) classes with average BDB is to stop them getting a 'boost' of their BDB compared to single class characters with average BDB. As some have noted, the current mechanic for doing this is that it unfairly punishes certain combinations of class levels (e.g. a Hunter 19/Executioner 1 will have a worse BDB than a Hunter 19/Armiger 1, even though Executioners have better BDB than armigers).

If you have a problem with this, the easiest solution is to change BDB for multiple average BDB classes to work based on total levels in those classes. So if you had a Hunter 3/Executioner 3, you'd look up 6th level (3+3) on the average BDB chart and use that BDB for those classes.

Keep in mind that if you play by the book, multiclass characters get a big advantage in skill groups (as they can take ranks in all classes' skill groups every level). If you don't house rule this advantage away, I wouldn't house rule the BDB disadvantage away either.

Skill Groups
Go to the Skills subject see information about Skill Groups.

Mixing PC Classes and NPC Classes
Per *Mastering Iron Heroes*: If a character has both PC and NPC levels he should use the PC advancement table forever (Feats every even Character level, even if he puts that level to an NPC class) BUT; it's not retroactive (he doesn't get feats for levels he already had before taking PC levels)

Arcanist

Magic
For questions relating to magic, refer to the Magic subject.

Dispel Magic
There are no rules in the IH book for dispelling.

This is a possible **house rule** to address that.

Add as a 1st level arcanist class ability:

> **Dispel Magic (Sp):** You can dispel magic by making a Mastery check against a DC of 11 + the caster level of the effect you are trying to dispel. The Mastery rating you add to this roll is your Mastery in the school of the effect to be dispelled (so if you are dispelling a charm person, you'd add your enchantment mastery).
>
> Dispelling magic is standard action. You can dispel only one spell or spell-like ability at a time. If you know that an opponent has a certain spell/method in operation on

them, you can target it directly ("I attempt to dispel the alter mind he's under"). If you know only generally what spells he has ("some kind of protective ward") you can specify a school of spell and attempt to dispel that school. The lowest level/mastery spell of that type currently running on the target is affected by your dispel. If the target is not under any magical effects from that school, your dispel attempt has no effect.

You may choose to 'empower' your dispel effect by spending mana. The amount of mana you spend cannot exceed your mastery in the school of the spell to be dispelled. Each point of mana you spend grants you a +2 bonus on the dispel check. You must make a channelling check for using this mana, as if casting a spell of this school. If you fail the check, you lose the mana you spent and automatically fail the dispel check this round.

Aspects of Power
As long as you have 1 or more mana, you can use aspects of power all day, every round.

Eldritch Darts
Eldritch Darts are a force effect, and therefore not subject to DR and as such, they deal full damage to objects (hardness still applies).

Q: *The text in the book says you create an amount of them equal to the number of attacks you have in one round. If you were to take feats in the Two Weapon Fighting feat tree, you would gain more attacks per round...and therefore more Darts?*

Not with Two Weapon Fighting, but I'd allow a character to take the rapid shot tree and gain extra darts that way.

Q: *Can an arcanist who has Weapon focus (eldritch dart) masteries apply the masteries' benefits freely to the greater aspect version of eldritch dart?*

Yes.

Master of Heat and Flame
Attacks made with this ability are touch attacks.

If you make a DC20 Spellcraft check, Master of Heat and Flame will work underwater, though it will appear as steam instead of fire.

In a grapple, you can only use Master of Heat and Flame to damage your opponent with the "attack your opponent" option. It does not cause any damage for any other action type within a grapple (just as a torch would not).

You don't get the damage from both spiked gauntlets and the Master of Heat and Flame ability at the same time, you have to choose one (you don't get to add unarmed strike damage either). So you could do 1d4+STR mod *or* 1d8+INT mod, but not both.

Q: *Should the base damage of Greater Master of Heat and Flame be 2d6, or 2d8?*

2d6, as per the rulebook. The fact that this is a touch attack counters the fact that Greater Eldritch Darts can be used at range, so both have the same damage.

Q: *According to page 70, the flame created by Master of Heat and Flame is considered a melee touch attack, but I'm not quite sure what that means. Is it a weapon?*

It's as much a weapon as a bite, a claw or a fist, so yes.

Q: *Can it be used with the following?*

* As a Weapon Masters favored weapon
* With combat challenges
* With feats such as Weapon Focus, Improved Critical, or Combat Expertise

Yes to all. Remember that it has no descriptors, which limits some of the feats it can be used with.

Q: *Can you create a second flame in your off-hand to Two-Weapon Fight?*

Yes, with another Concentration check. It's considered a one-handed weapon for calculating what two-weapon fighting penalties apply.

Q: *How much light does the flame weapon created by Master of Heat and Flame give off?*

The amount of light that Master of Heat and Flame gives off is left to the individual GM, but an amount equal to a torch seems reasonable.

Archer

Armor-Piercing Shot and armor mastery 2, 8 and 10
Armor-Piercing Shot and Armor-Piercing Strike both specifically reduce "DR from armor". They don't "ignore armor". The effects of armor mastery 2, 8 and 10 apply in full against them.

Aim Tokens
See the Tokens subject for errata and clarifications about Aim Tokens.

Using Weapons with the Thrown Descriptor in Melee
The Archer does not get his improved BAB when using a thrown weapon in melee. It's a "Ranged Base Attack Bonus".

Storm of Arrows
Q: *You can't do more than your Dex bonus in damage to an adjacent target. Do you have to allocate a seperate arrow for each point of damage? Say his Dex bonus was +4 and the target had four guys next to her, do you spend 8 tokens to get 16 extra arrows in the storm to hit all of them?*

No. Additional targets suffer damage based on the total number of extra arrows fired, not the total number divided by the number of adjacent targets. In your example, 2 tokens to fire 4 arrows would be enough.

Q: *Does DR apply against the damage?*

Yes, DR applies.

Archers and Axe Mastery 3

See Axe Mastery in the Feats section for details.

Armiger

Indomitable Wall of Iron
Q: *How exactly do you use this ability? Is it activated in response to being hit, or do use it on your turn? If so, what sort of action is it?*

Basically it works like Draining Defense. You have to designate the target as a move action and spend the tokens to set the DC. If the target fails the save, then if they attack you before the start of your next turn they suffer the penalties thereafter.

Armor Mastery Class Ability and Armor Check Penalties

Apply the benefits of the armiger's armor mastery and the armor mastery 4 feat to your total Armor Check Penalty for both armor and shield. So if you have armor mastery 4 and are carrying only a shield, you'd get the benefits of the feat. You'd also get the benefit of the feat if you were wearing chainmail, or if you had chainmail and shield -- but in this last case you would get the -2 ACP bonus only once, not once for the armor and again for the shield.

Iron-Sheathed Counterattack

You can choose to make a trip or disarm attempt when using this ability. This is an exception to the normal rule that Attacks of Opportunity must be standard attacks. If you choose to make one of these special attacks, you still provoke Attacks of

Opportunity in return as normal, depending on the feats and equipment you possess.

Berserker

Fury Tokens
See the Tokens subject for questions relating to fury tokens.

Berserk Mind
If a berserker is affected by Dominate or another charm effect, and then activates berserk mind, the effect is suppressed for the duration of the berserk mind ability. Of course, the berserker would need a reason to activate the ability: it's reasonable they would do so in a combat situation if that is their standard tactic, but in many other cases (especially out of obvious combat) the GM would need to veto any 'gamey' use of this ability.

Furious Throw
Each use of this ability uses one attack from your attack routine. The reason to get it is so that, if you have attacks left but no-one in reach for a melee attack (you're out of movement, or they are flying, for example) you can still attack by spending some tokens.

March of Ruin
Q: *How do March of Ruin and Improved Overrun combine?*

Basically, they don't. Improved Overrun doesn't allow the opponent to dodge, so the Will save imposed by March of Ruin is irrelevant (they don't "wish" to block you: they simply can't get out of the way).

I'd allow a PC to give up the benefits of Improved Overrun (including the +4 bonus) if he was in a situation where he preferred to make people get out of the way (e.g. when something very large was between him and his target).

The house rule some people are using of "They have to make the saving throw and if they fail, they are still in the way but are treated as if they are shaken for the purposes of the opposed roll." seems pretty cool. If you like the flavor of that better, use that instead.

See Overruns for more information about this ability.

Furious Strike and Critical Hits
See the Combat subject for answers to questions about Critical Hits.

Executioner

Q: *Are the save DCs correct for the Executioner abilities Hamstring and Crippling Strike?*

I'm pretty comfortable with each of these as they stand. Hamstring doesn't get sneak attack dice added to the DC, and Crippling Strike isn't a "one shot match winner" the way Execution low is.

Q: *Successful use of the Executioner's 'Create Distraction' ability (errata'd version) means your target does not threaten you. Does this mean you are considered out of reach and untargetable for melee attacks until the beginning of their next action? Or are you simply free to perform actions which would otherwise provoke an attack of opportunity, and they can still attack you if you stay within reach?*

Both are the same thing. The important part being that the effect on the target lasts until the beginning of their next action. So as soon as it is their action again, they do threaten you.

Deathstroke

All Sneak Attack possessed by an Executioner, regardless of whether it comes from feats, traits or class abilities, applies for the purposes of determining the maximum number of bonus dice she can gain from spending tokens on her Deathstroke ability.

Armor-Piercing Strike and armor mastery 2, 8 and 10
Armor-Piercing Shot and Armor-Piercing Strike both specifically reduce "DR from armor". They don't "ignore armor". The effects of armor mastery 2, 8 and 10 apply in full against them.

Harrier

Mobile Assault
Q: *Does the harrier weapon bonus apply to all melee and ranged weapons under mobile assault?*

Yes.

Rapid Assault
Q: *Do Rapid Assault and Manyshot stack?*

From Rapid Assault: "you must carry a light or a finesse weapon to use this ability".

So the answer is yes, but only for thrown light or finesse weapons (projectile weapons are neither light nor finesse) and only for as many weapons as you can throw without using a move action to draw one (so unless you have quick draw or more than two arms, the fact they stack won't help you much).

The penalties to hit stack, of course, just as the number of attacks does.

Running Assault and Superior Running Assault
You can combine the effects of other Harrier class abilities with Running Assault and Superior Running Assault, even though these are full round actions, because they are treated as being "two actions in one". This is defined in Running Assault. Since Superior Running Assault is an extension of that ability, the same base assumptions apply. Superior Running Assault wouldn't be very superior if it nerfed the advantages offered by Running Assault!

What SRA is intended to do is give you the usual benefits of Running Assault, but with the ability to use your full attack routine instead of just a single attack. Think of it as a move action + a standard action that happens to gain a bunch of bonus attacks based on your BAB.

Q: *Can you use Superior Running Assault in conjunction with Whirlwind Attack to strike every foe you move past (and consequently threaten)?*

By the rules, yes. But I would suggest that you run it in much the same way as the Weapon Master's Mobile Assault ability: each opponent threatened can be targeted only once in the round, and you must resolve all allowed attacks against each target before moving on. Even with this limitation, the ability is very powerful.

Steel Dancer
Q: *What are the advantages of Steel Dancer compared to using Tumbling Attack?*

Steel Dancer's main advantages are that:

(a) It lets you move through an opponent without Attacks of Opportunity (you'd normally need to use Tumbling Move for that, which would be a simultaneous action with the Tumbling Attack and apply a -5 penalty to both Tumble checks).

(b) It combines (most of) the effects of Tumbling Attack with the effects of Tumbling Move and Dodge Foes, all as one action (you move through

a threatened area, avoiding Attacks of Opportunity as per Dodge Foes, then enter the opponent's square, which requires Tumbling Move, then deny him his active defence, per Tumbling Attack). Normally, you can't do three things as one action.

(c) Steel Dancer allows you to move both before and after your attack, which you can't do with Tumbling Attack unless you have Mobility 3.

Harrier Movement-based Benefits and Full Actions

A harrier who moves while performing a full round or full attack action (such as when charging, performing a stunt or using Mobility Expanded Mastery 3) still gains the benefit of their movement based abilities such as Mobile Defense and Mobile Assault. The "move action and standard action" wording in the harrier class abilities is not intended to disallow that.

Note however that a Harrier who uses the Run full round action loses his Active Defense Bonus (unless he has the Run feat) and therefore gains no Defense bonus from these abilities.

Counting Squares for Harrier Movement-based Benefits

Q: *I think some mention should be made about how diagonal movement plays with the Harrier's movement abilities. I assume that diagonal movement counts as 1.5 squares for these purposes?*

Also, can a harrier charge and use his abilities - eg. mobile assault? How about running and mobile defense?

For Harrier abilities, every 2nd diagonal square counts as two squares moved, just as it counts as 2 for the purpose of counting movement used up. The reference to 'unique' squares is to stop characters from moving 5 ft left, then 5ft right, then 5ft left, then 5 ft right, then 5ft left, then 5 ft right, and claiming they moved 6 squares. It's not intended to force the Harrier to only make 90-degree turns :)

A harrier may charge while using mobile assault or defense.

Harrier Movement-based Benefits and Base Attack Checks

See Base Attack Checks in the Combat subject for details.

Harriers and Mounts

Movement on a mount counts for getting Harrier movement bonuses. Consider your move action to be directing the mount.

A harrier can get good bonuses from a mount's high movement capabilities, but remember that mounts are very fragile and easily lost in combat (unless a lot of feats get sunk into the Beastmaster feat chain, but then that's an opportunity cost to the character that a non-mounted harrier won't suffer).

Hunter

Assess Opponent

The reason the text for this ability says you can assess a foe multiple times is in case you have already spent tokens to get some level of bonus less than your maximum, then decide you want to spend more tokens, thus 'reassessing' the situation, and increasing you bonus?

Man at Arms

Wild Card Feats

Q: *With a wild card feat, do I need Base Mastery to take an Expanded Mastery?*

Yes. You must meet all pre-requisites for the wild card feat, which includes base mastery for any expanded mastery feat. Note that if you have multiple wild card feats, you can take the base mastery with the first wild card, and expanded masteries with the others.

Thief

Hide in Plain Sight

You still need to reach cover or concealment in order to use Hide in Plain Sight ("you hide as normal"): this ability's only effect is to make it a free action for you to create a diversion, which means it is easier for you to reach the cover or concealment you need.

Weapon Master

Weapon Tokens

Refer to the Tokens subject for questions relating to Weapon Tokens.

Versus War Leader Villain Class
See the Monsters subject.

Weapon Styles
The line "You can use one weapon style per round as a free action." in the Weapon Master class means that once per round, as a free action, you can choose one weapon style, weapon expertise or weapon supremacy. Thereafter, you can trigger the effects of that style, expertise or supremacy as often as you have the tokens to do so, until such time as you choose to change the ability you are using.

You can start a round using one ability, choose another ability part way through the round, and then use that ability. So you might be using style A, then after your first attack for the round, decide that expertise B would be more useful. You could then change the ability you are using as a free action and gain the benefits of B whenever you spend tokens from that point on, until you change the ability you're using.

Q: *How do you feel about simply deleting that line, so that you can use as many and as varied weapon styles as you wish, as long as you have the tokens for it?*

I feel that would be a house rule. :)

I wouldn't be surprised if quite a few people play it that way, though.

Mobile Attack
Q: *Just to make sure, Mobile Attack is usable on a full-attack?*

Yes

Q: *Assuming the answer to the above is yes, how does this effect my threatened enemies? That is, I start the round threatening two people. I full-attack one, and use Mobile Attack to take a 5-foot step. This step puts me out of range of the second guy, but brings two more guys into range. I can now attack those two guys with my remaining attacks if I so choose, correct?*

Yes

Q: *How does this interact with Whirlwind Attack?*

Resolve your WWA against every target your threaten, ending with the target of your weapon pool. If you hit him and spend tokens to move 5 ft, you can then attack any new targets you now threaten. You can't attack any target you already attacked (since WWA only gives you one attack on each target).

e.g you threaten A and B, with your weapon pool targeted on A. You hit B, then A. This gives you the tokens to take a 5 ft step, which you do. Now,

you threaten A, C and D. You can't attack A again (since you already did) so you change your token pool target to C. You hit D, then hit C. You gain enough tokens to take another 5 ft step. You do so, and now threaten A, C and E. You can't change your token target again, so you simply make one attack on E (you already attacked A and C).

If you have WWA Mastery 10, then you get a full attack on each threatened opponent. You must resolve every full attack completely before moving on to the next target. If you take a 5 ft step that stops you from threatening the person you are currently attacking, you lose the remaining attacks against that target. You must choose to spend the 2 tokens immediately after hitting the target (you can't hit four times, then move up to 20 ft after all the attacks are resolved).

e.g. you threaten A and B, with your weapon pool targeted on A. You full attack B, then A. Each time you hit A, you get enough tokens that you can take a 5 ft step if you wish. You hit A with your first attack, and take a 5 ft step. Now, you threaten A, C and D. You complete your full attack on A (and could take more steps if you wanted to: lets assume you don't) then you change your token pool target to C. You hit D with a full attack, then attack C. Each time you hit him, you gain enough tokens to take another 5 ft step, if you wish. You do so with the first attack, and now threaten A, C and E. You hit C again and take another 5 ft step. Now you threaten A, E and F. You lose your remaining attacks on C (since you don't threaten him any more) but get full attacks on E and F (as you haven't attacked them yet). Your token target remains C.

Favored Defense

Strictly by the rules, a Weapon Master gets the benefits of Favored Defense only if:

* they're wielding their favored weapon as a two-handed weapon; or

* they're using two of their favored weapon, one in each hand; or

* they're using their favored weapon in one hand and nothing in the other

This means that a Weapon Master using a shield doesn't get the benefit of Favored Defense (unless shield bash is their favored weapon and they're bashing with it). Nor does one who wields a non-Favored weapon in their off hand (e.g. wielding a battleaxe and a dagger when their favored weapon is the battleaxe).

If you want to house rule differently, I suggest allowing the TWF column to apply to both the

'weapon and shield' and 'two different weapons' cases above.

NPC Classes

Using the 'NPC Classes As Background' Optional Rule

If you use this rule, PCs get an extra number of skill points equal to one half the usual amount for a 1st level character of that class. So half of (2+Int mod)*4 for a commoner. These can be spent only on skill groups of the NPC class, or on the specific skills listed on page 26.

These skill points are additional to those the character would normally get at 1st level for their PC class. They do not require you to give up a trait, or skill points in your PC class: they are an optional bonus that some GMs may choose to give. (Obviously, choosing to have been an expert or aristocrat is usually going to be far more appealing than a commoner or warrior)

Basically, the intent of the option is to allow a character to have a background like "blacksmith's apprentice" but not have to spend skill points from their PC class to get ranks in Craft (metal tools).

HPs and Level

The NPC classes get bonus HP for Con based on their Hit Dice, not their level.

Mixing PC Classes and NPC Classes

See Multiclassing for details.

Combat

Here are a list of specific topics covered in the Combat subject:

- Active Defense Bonus
- Attack Challenges
- Attacks of Opportunity
- Base Attack Checks
- Charges
- Conditions
- Critical Hits
- Damage Reduction
- Defense Challenges
- Double Weapons
- Drawing Weapons and Shields
- Earning Tokens
- Feints
- Grapples
- Mounted Combat
- Overruns
- Reach
- Readying Actions
- Reserve Points
- Saving Throws
- Sneak Attacks
- Stunts
- Uncanny Dodge

Active Defense Bonus

Uncanny Dodge

Refer to Uncanny Dodge for details of how this class ability interacts with abilities, skill challenges or situations that cause you to lose your Active Defense Bonus.

While Jumping

See Jump in the Skills subject.

Attack Challenges

Q: For attack challenges, should there be a "no Hail Mary" rule on challenges where you already need a natural 20, to stop people "loading up" on penalties that don't mean anything?

I could certainly see this being added as a house rule by many GMs, but it brings some other issues: what about defense challenges when the opponent can only miss on a '1'? Should they be allowed? For now, I'm inclined to leave this to individual GM fiat. If the situation comes up a lot, there is probably something amiss with the game: IH characters are generally pretty darn good at hitting stuff!

Q: When do the benefits of attack challenges take effect?

Attack challenge benefits take effect at the start of your action, when you declare them. They last until the start of your next action (see page 205). Ditto the penalties.

Attack Challenges and Ranged Attacks

Most attack challenges can be used with missile weapons (you shoot someone in the leg to hamper movement, or fire at their feet to make them move in a certain direction, or loose one last wild arrow, and so on).

The exception is the bonus damage challenge and the challenges based upon it. This challenge specifically states that it increases "melee damage". Characters with Point Blank Shot 2 can use these challenges when using a ranged weapon as a melee weapon.

House-ruling this series of challenges to be usable with ranged weapons would probably not cause any major issues.

Attacks of Opportunity

Does (insert action) provoke an Attack of Opportunity?

The rules on which actions provoke Attacks of Opportunity are:

* If it is a standard action or full-round action; and
* It is not an attack action; and
* It does not specifically have a note that it does not provoke (such as Aid Another, or using Concentration to defensively cast a spell)

Then an action provokes attacks of opportunity. If it fails any of these tests (e.g. it is a move or free action, or an attack action, or you are aiding another) then it does not provoke.

Making Multiple Attacks of Opportunity Against a Single Target

Q: *If an enemy takes a single action that provokes two or more attacks of opportunity from the same target for multiple reasons could the target take all of those attacks or is he limited to one per action?*

If you have the ability to make multiple Attacks of Opportunity against the same opponent within the same round (i.e. you have Combat Reflexes 7) then you get one Attack of Opportunity per provoking opportunity.

Deliberately Provoking Attacks of Opportunity

Q: *Can someone purposefully not mind their defense to 'goad' Attacks of Opportunity out of their enemies while moving before they have used their safe squares? This question is more to get the feel that a lot of members have about this, but an official answer would be cool too.*

I suspect this is something that GMs will have strong opinions about. I'd want to do some playtesting before making an official ruling, but my initial reaction is that if a player asked about it in my game, I'd rule that they could, but that they could only do so by slowing their maximum movement down.

My thinking here is that if your speed is 40 ft, and you move that full speed, you're just too fast for people to react too, in the first 10 feet. The limit isn't you: it's them. Their reaction time. But if you only moved a total of 30 ft in the round, I can see you doing it "slowly" so that they could start attacking with your second square of movement. And if you moved only 15 ft., then you could be attacked for every square you moved.

This would only apply if you wanted it to happen, of course. I'm not suggesting that a character who chooses to move less than their full speed should attract additional Attacks of Opportunity in all cases. I'd assume that normally they were covering that distance as fast as they could.

When have you 'used' an Attack of Opportunity?

You have only made an Attack of Opportunity when you make the attack roll to try and damage your opponent. You do not 'use up' one of your Attacks of Opportunity for simply making a Base Attack Check (for instance, against an opponent using the Tumble skill).

Attacks of Opportunity for Movement

Q: *When calculating whether movement has provoked an Attack of Opportunity, should we count the actual squares the character passes through, or the number of squares of movement used?*

Count the number of squares of movement used up. For example, a human with 30' speed provokes when he moves into a difficult terrain square which is threatened by an opponent (as he spent 2 squares of movement moving into it).

Attacks of Opportunity and Reach Weapons

See Reach Weapons in the Equipment subject for details.

Attacks of Opportunity and Two Weapon Fighting

You can choose to use your off hand weapon for an attack of opportunity if you wish. An example of when you might choose to do this if you had a slashing weapon in your off hand and a bludgeoning weapon in your primary hand and the attack of opportunity was against a zombie.

In your turn after making the off hand attack of opportunity, you suffer full TWF penalties, even if you only attack with your primary hand weapon.

Base Attack Checks

Base Attack Checks and Favored BAB
Q: *For classes who have a favored attack bonus and a base attack bonus, which ones do they use when making base attack checks? The text seems to imply they use their base attack check but it would seem to make more sense for the weapon master to use his favored weapon (as long as he is armed with it) in such cases.*

If a character is armed with their favored weapon, I allow them to use the favored attack bonus, if they have one.

Base Attack Checks and Blindness
By the rules as written, being blind does not affect Base Attack Checks. If I were to house rule differently (and I'd certainly consider it), I'd apply a -4 penalty (the same as for most Strength and Dexterity based skill checks). I wouldn't use a miss chance.

Base Attack Checks and Disarms or Sunders
Using Base Attack Checks instead of opposed attack rolls for Disarm attacks sounds like a worthwhile house rule to me. I'd consider doing the same for Sunder attacks.

Charges

Partial Charges
Q: *Looking through the combat chapter, I can't find any references to a partial charge action; there appears to be no way to close with your opponent and make a melee attack in a surprise round.*

Page 196, first paragraph. It doesn't have a separate heading, but it's there.

Can You Ready a Partial Charge?
See the Ready section of this subject for details.

Combining Overruns with Charges
See the Overruns section of this subject for details.

Conditions

Deafened
Being deafened is distracting, which is why it causes the Arcanist to suffer a spell failure chance.

Since this is the only % based spell failure in the game, I would definitely consider house ruling it to some kind of Concentration check instead.

Critical Hits

How do Critical Hits work?
Critical hits in *Iron Heroes* work like D20 critical hits: fixed numerical bonuses get multiplied (including weapon focus damage, stunt or challenge damage, Strength bonuses, and Power Attack) while dice-based bonuses (mainly Sneak Attack in *Iron Heroes*) do not.

Q: *Does this mean Furious Strike damage multiplies on a critical hit?*

Yes. Furious Strike grants a +1 to damage per token. Like strength bonuses to damage, or weapon focus bonuses, this extra, static, damage bonus is multiplied on a critical hit.

So with a longsword, one token of Furious Strike become +2 damage on a critical hit, with a battle axe it becomes +3 and with a pick is becomes +4.

Q: *There are several feats and abilities that can be triggered when you score a critical hit. There are even some the can be triggered when you make a threat of a critical. Can they be used on creatures that are immune to critical hits?*

Except for magic items (which can basically do whatever the GM wants in *Iron Heroes*), no.

Damage Reduction

Sneak Attack and Armor Damage Reduction
See the Sneak Attacks section of this subject for details.

Minimum Damage After DR
DR in *Iron Heroes* (whatever the source) can reduce damage to 0 but not below 0. Whenever damage reduction from any source completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison or injury type disease. Any ability or effect that specifically relies on 'dealing damage' is also negated. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

Using d20 Monsters with DR in an *Iron Heroes* Game

Q: *How does d20 DR convert to* Iron Heroes *DR?*

The monster's DR is the same in *Iron Heroes* as it was in d20. It still has DR 15/lawful, DR 5/cold iron, DR 5/slashing, or whatever other DR its d20 stat block might show. *Iron Heroes* PCs have to hit these creatures extra hard: it's quite literally that simple.

GMs also need to use their judgment about what their group can handle. *Mastering Iron Heroes* and the *Bestiary* both have advice about this.

Q: *What happens if a monster that already has DR wears armor that grants DR?*

They get both sets of DR. Monsters with natural DR and armor are very hard to hurt in IH. They are a lot easier to hit than in D20 though (since they have no Defense bonus for their armor) which makes Attack Challenges and Power Attacking them much easier.

Q: *How does DR from armor stack with other DRs?*
Example: *werewolf in fullplate. 5/silver and 1d8/magic. If they stack completely, do they combine in a simple, strong way (1d8+5/silver and magic), in a simple, weak way (1d8+5/silver or magic), or in a complex way (1d8 against silver non-magic weapons, 5 against magic non-silver weapons, 1d8+5 against non-silver non-magic weapons)?*

The 'complex' way (1d8 against silver non-magic weapons, 5 against magic non-silver weapons, 1d8+5 against non-silver non-magic weapons).

Q: *In general, is a monster with DR 15 too tough for Iron Heroes rules? Should monsters with DR that is a multiple of 5 be "toned down" for Iron Heroes rules, and if so, how much?*

DR 15 certainly doesn't make you immune to damage from an *Iron Heroes* party. A 3rd level Executioner with the City Rat trait can easily do 1d12+3+3d6 damage per attack when flanking (average 21), while a power attacking mighty build 3rd level Berserker probably does 3d6+12 (average 22.5).

Not that I am saying you should throw DR 15 encounters at a 3rd level party, but I wanted to illustrate how even they could dish out the pain!

In one of my playtest games, I used a Babau. They have DR 10/magic and a corrosive slime on their bodies that dissolves any weapon that touches them. The (7th level) PCs killed it, and its CR 9 and CR 6 companions, without losing any of their number.

What's an appropriate DR to use in your game will vary according to how combat effective your PCs builds are, what level they are, whether they have magic at their disposal (via an arcanist), and the general tone and style of play you enjoy ... but the DR rules themselves are utterly unchanged between d20 and *Iron Heroes*.

Defense Challenges

Q: *When do the benefits of defense challenges take effect?*

Defense challenge benefits take effect at the start of your next action. The penalties take effect immediately you declare the challenge (which you can do at any time in your turn, unlike an attack challenge). This is on page 205.

Double Weapons

Refer to Double Weapons in the Equipment subject for details.

Drawing Weapons and Shields

Q: *On p. 194, for both "Draw or Sheathe a Weapon" and "Ready or Loose a Shield", the text uses the phrase "If you use a standard action to move..." you can do either of those two actions as a free action combined with a regular move.*

What the heck does the "use a standard action to move" prefacing the Iron Heroes *rules mean?*

That combining these actions with a regular move counts as a standard action? Ergo, a PC can't draw a weapon and attack in the same round? That can't be right.

Actually, that's exactly what it means.

I generally house rule the standard D20 rules back in for this, myself.

Earning Tokens

Refer to the Tokens subject for details.

Feints

To feint against an opponent, you must be 'in melee combat': that is, the character against whom you perform the feint must be in a square against which you can make a melee attack without moving from your current square.

Full Defense Action

While you cannot make Attacks of Opportunity while using the Full Defense action, you still threaten your normal area for the purposes of using class abilities, feats, skills and so on.

GMs may wish to disallow the use of some specific abilities while using this action, on a case by case basis. Remember also that you use a Full Round Action in making a Full Defense action, so anything else you try to do must be a Free Action.

Grapples

Q: *When you're grappled you don't lose your active defense against the one grappling you. What about when you're pinned? Since your opponent has greater control over you...*

You keep your active defense against the character pinning you, because they are distracted by the need to keep you pinned. Similarly, they don't get the +4 to hit you (per page 198). They do get other advantages, also described on page 198.

Q: *When you grab an armed opponent into a grapple, what happens to his weapons? Are they automatically dropped? If not, how hard is it to keep hold of them? Do they impose a penalty on his grappling check? If so, is it the same for all*

weapons (imagine trying to grapple while keeping hold of a greataxe)?

A grappled character keeps hold of his weapons unless he chooses to drop them. He doesn't need to make a check to keep them, nor does he suffer a grapple check penalty for the weapons he is holding, regardless of what they are. Note however that he can't use any weapon but an unarmed strike or light weapon to make attacks while he is grappled, so he may well choose to drop larger weapons.

Q: *Assuming the opponent never escapes, how long can you lift and hold a grappled opponent?*

Refer to Carrying Capacity in the Adventuring subject.

Q: *If you pin an opponent and no 3rd party is in the grapple, isn't Release better than Escape from Grapple?*

Yes. In point of fact, you would only need to use Escape if there was a 3rd party in the grapple.

Constriction Damage
See Constrict in the Monsters subject for details.

Mounted Combat

Mount Actions
For ease of play, mounts and their riders act simultaneously.

I'd play it that if a mount takes no action while its rider is acting (even if the rider isn't on the mount at the time), the mount loses that action.

If I run 20 ft to my mount and leap on, I've used a move action and so has my mount, even though it just stood there. It *could* have done something then, though, if it was trained to do so and had previously received an order. For example, if I call my horse in round 1, and then move toward it in round 2, then while I am taking a move action, it can too (hopefully letting us meet sooner).

These actions don't necessarily need to be resolved together, if it's easier from a play perspective not to. For instance, if I am 20 ft from my mount, and I use a move action to order it to come to me, then I take a swing at an enemy near me, it is perfectly OK to resolve my attack and then physically move the horse on the mapsheet.

Overruns

Overrun and Charges
You can use an overrun attack in place of a normal attack while charging. *Iron Heroes* permits this per page 199 of the rulebook.

Q: *Can you overrun the target of the charge, or only opponents between you and the target?*

Only the target of the charge. You can't overrun more than one person per round (unless you have March of Ruin) and you can't charge through a square with a creature in it in any case. Note that step 2 of Overrun says you can keep moving after an overrun in a charge. It means just that: you can keep moving (only). You can't make any further attacks, which an overrun is.

This means that March of Ruin is limited to the distance you can move with a single move, not that of a charge.

Q: *What square do you end up in? The target's square (with him prone in the square), or in the square beyond the target's in line with your charge vector?*

That's up to the charger. If you knock a target prone and have movement left, you can keep moving up to your movement (see step 2 in overrun). If you have no movement left, or want to stop in your opponent's square, you can.

Q: *If you end up in the square beyond your target, and have an ability such as Improved Overrun 5 that permits an attack of opportunity on an overrun target, does this count as self-flanking for having been in opposite squares of a target in the same turn?*

Per the text, the AoO is immediate on knocking the target prone (ie, before you continue your move), so no, you don't count as self-flanking because you are still in their square when you take the AoO.

Reach

Q: Iron Heroes *seems to apply a -4 'attacking into melee' penalty for melee attacks that are made against opponents to whom you are not adjacent. Is this correct? It seems to make flanking with reach weapons completely useless.*

Yes. According to p.179:

"If you attack an opponent who is not adjacent to you with a melee attack, such as with a reach weapon or because you have a long natural reach, you suffer a –4 penalty to your attack if anyone else also threatens that target. In this case, you and your allies (or whoever else may threaten the target) get in each other's way. This

penalty does not apply if you are adjacent to your target.

While I can see why this rule raises eyebrows, I am confident Mike meant it as written. "I run into the midst of the ogres, so they trip over each other while trying to get at me."

Flanking is still worthwhile with reach weapons since it gives you +2 to hit (and you might suffer the -4 even when not flanking) and may allow someone to sneak attack the target.

You could certainly house rule it out, however, or add a Hafted Weapon Mastery feat that negated this penalty (say at Expanded Mastery 5).

Readying Actions

Using Readied Actions to Negate Opponent's Actions
If you take a readied action in response to an enemy's action, and your readied action renders him unable to complete his action (e.g. he was going to attack you and you move away, or you knock him unconscious, or some other reason) he loses the rest of any action he's already begun, per the last sentence of the 2nd paragraph of "Readying an action". Any further actions he had remaining (including the one you jumped in ahead of) can still be used, assuming he's able to do anything, either to finish his planned action or to do something else.

e.g. a charge is a full round action. If you ready an action to move when a person charges you, they move up to you, you move, and they lose the rest of their action.

A move and an attack are two actions. If an opponent moves 10 ft. to reach you, and you have readied to move when he swings at you, you then move ... but because he hasn't actually begun his swing (your movement happened before he started the swing, even though he declared it), he still has a standard action available to him. His remaining movement from his earlier move action is lost.

Can you Ready multiple actions in one turn?
You can ready only one action in a turn.

The rules state "The ready action lets you prepare to take *an* action later" and "You can ready a standard action, a move action, or a free action."

Both are a pretty clear implication that you can ready only one action, and all the examples and text that follows supports that implication. The fact that you can't ready a full-round action is another (if you could ready two actions that

added to a full-round, why not one full-round action?).

Can you Ready a Partial Charge?

By the letter of the rules you could only ready a partial charge in a surprise round, or in other circumstances where you only have a standard action available.

That said, if you did nothing else but ready on your turn (i.e. you did not take a move action as well), I'd let you take a partial charge as your readied action. Effectively you're giving up a full round of actions to just get a standard action only.

Readying Actions and Shot on the Run

See Shot on the Run for details.

Queries About Specific Situations

Q: *You can move 5ft as part of a readied action. If I ready an attack against a charging opponent, but take a five foot step diagonally forward first, I get my attack in, but does the charge attempt fail? The opponent is now in a square from which he could not normally move to when charging. Also, is the attack made against his reduced defense, or not, because he hasn't actually made his charge attack yet?*

I would allow him to still attack you (after your attack) because you're in his threatened area and he completed a valid charge. I'd apply this even if the charged character moved somewhere that would not have been chargeable to begin with. Make your attack against his reduced defense for charging.

Q: *What about readying a sunder attempt against a charge? Without improved sunder, does the charging guy get an AoO, despite being in the middle of a charge? What happens if his weapon snaps before he makes the charge attack? He just stands there looking like a goof, but if he had Quick Draw, could he pull another weapon and still make the charge attack?*

Yes, he gets an Attack of Opportunity if you don't have Improved Sunder. If you break his weapon with your Sunder, then unless he has quick draw he can only use an unarmed attack (which may net you an Attack of Opportuniry). With Quick Draw, I'd let him produce another weapon and make his attack.

Q: *What happens if on my turn I fire a missile weapon, then ready a move action to move three squares sideways when the charger reaches my threatened area. Does that mean the charge fails because the charger isn't next to me at all when the charge is executed?*

He still moves, but does not get the charge attack. He may get an Attack of Opportunity if you move through his threatened area.

Q: *Say I have decided to allow partial charges to be readied in my game. In this situation, does my countercharge get resolved against my opponent's reduced AC? After I've made my attack, I assume the other guy gets his charge attack against my reduced AC. It would be weird if the guy who goes first had a harder time hitting.*

If you allow this, use his reduced AC. He then attacks your reduced AC.

Q: *Since the change was made in IH to be able to ready actions as a Free Action, you can now take a full round action (say a full attack) and then ready an action to move 5ft (or whatever). Is this intended?*

You can't ready a 5 ft step, because a 5 ft step is not a kind of action: it's a special thing you can do while doing other actions, as long as one of those other actions wasn't moving.

By the rules as written, you could of course ready a free action such as "Speak", then - as long as you hadn't moved during your action - you could take a 5 ft. step as part of your readied action.

It's a very game-y tactic though, and one I would probably house rule away if someone started using it in my games (probably by saying that while Readying itself was still a free action, the action you readied would counted as a Move Action, or its actual action type, whichever was greater.)

Reserve Points

Using Reserve Points While Unconscious

A character who is unconscious can only use reserve points *if they are stable*.

How Fast Are Reserve Points Recovered?

The references to you recovering your CON *score* + level, rather than CON *modifier* + level, are correct. Reserve points come back quickly. Reserve points come back quickly. When multiplying this value (such as when a full day doing nothing but resting), add CON + level before multiplying.

Does a badly wounded character heal both hit points and reserve points at once when they rest?

Yes, provided both are still above zero. Characters on zero or negative hit points do not regain Reserve Points.

Saving Throws

No Automatic Failures

A roll of a natural 1 on a Saving Throw is *not* an automatic failure in *Iron Heroes*. This rule applies to all NPCs as well as PCs.

Sneak Attacks

Sneak Attack and Armor Damage Reduction
Q: *Do I have to penetrate Armor DR with my base damage in order to roll sneak attack damage?*

No. You roll your total damage, including sneak attack, and then apply the Armor DR, the same as you would for any other type of Damage Reduction.

Sneak Attack and Objects
Objects do not take sneak attack damage.

Stunts

Attack Stunt
Attack Stunts work like this:

1. Announce you're using a full attack stunt (including any penalties you're taking on the check)

2. Make the stunt check

3. If you're using Climb, Jump or Tumble, you may move up to half your move either before or after you attack (not both). As long as your stunt succeeded, the target of the stunt does not get any Attacks of Opportunity on you.

4. Make one attack roll, with either a bonus to attack or to damage, depending on what you chose in step 1.

Using the Fast Stunt Challenge
Fast stunt works the same way, except:

- You get a full attack routine (or other full attack action) instead of one attack; and
- The benefits of the stunt (if successful) apply to every attack you make against the stunt's target during the rest of your turn (but not against other targets, or on attack rolls you do not make as part of your turn)

- You can't move as part of the stunt itself (since it is a free action), which means that any skill which involves movement (including jump, climb or tumble) can't be used for a fast stunt.
- You suffer a -5 penalty to the stunt check
- You suffer a -2 penalty to all your attack rolls if you fail

The rules indicate that you can make a fast stunt "while still gaining a full attack action", but I'd also allow it if someone wanted to use a fast stunt and then only make one attack and move their full speed (instead of the at-best half speed an attack stunt normally allows).

Q: *What is the down side to attempting an Attack Stunt?*

An Attack Stunt requires a full attack action to inflict one attack which might gain a bonus to attack or damage. This means that if you normally have iterative attacks, you don't get them, which is obviously a big loss of firepower. You can always try for a Fast Stunt to get your full attack routine, but if you do, there is a penalty for failing the check (-2 to your attack rolls).

If you don't yet have iterative attacks, you still suffer reduced movement (half your base speed at best, possibly no movement at all, depending on the skill used for the stunt), which limits your tactical options.

Disrupting Attack
When using a base attack check to make a disrupting attack stunt, you inflict only the base weapon damage. No other bonuses for damage (Strength, sneak attack etc) apply.

Q: *Can you use Disrupting Attack to disrupt class abilities?*

This stunt can be used to prevent a character from using an extraordinary or supernatural ability. Most class abilities in *Iron Heroes* are extraordinary abilities, so they would be affected by this stunt.

For instance, you could use a disrupting attack stunt to stop an Archer from using Killing Shot for 1 round.

For ease of play, I'd recommend that currently active multi-round abilities (such as berserk strength) are merely suppressed for the round (your attack cuts across his arm, momentarily weakening his strikes) rather than being completely negated and needing to be restarted next round.

Stunts and Harrier Movement-based Bonuses
See the Harrier in the Class subject for details.

Setting Stunt DCs
Q: *What kind of difficulty should I be setting for stunts with a first level party? Should most of them be directly opposed checks, or fixed DCs?*

I strongly recommend making all attack and defense stunts use opposed checks, because then the DC is never an issue. If you don't feel an opposed check is appropriate, I'd make the DC to inflict the minimum level effect somewhere in the 15-20 range, and modify the DC upward for larger effects based on the individual stunt descriptions. But Stunts are freeform for a reason: do whatever works in your game. There is no 'right' or 'wrong', really.

Negative Consequences for Failed Stunts
Q: *Is it fair to impose failure penalties for the stunt check, if it makes sense in context? So, if the harrier jumps off a roof and tries to decapicatate a guard, but blows their Jump check, should they, say, still get to make the attack but fall prone?*

If your players are OK with it, it is. Personally, I wouldn't do it: it might discourage some players from using stunts if there is a negative effect associated with failure (the "I'm better off just making a normal attack" syndrome)

Inflict Penalty
The Inflict Penalty stunt is a standard action.

Uncanny Dodge

Uncanny Dodge and Losing Your Active Defense Bonus
Uncanny Dodge only prevents you from becoming flat-footed. Flat-footed is a specific condition, defined on page 211 of the rulebook. There are very few abilities, challenges or stunts in the game that make the target 'flat-footed' (most make you 'lose your active Defense bonus', which is also a consequence of being flat-footed, but is not the *same* as being flat-footed).

Commentary on the Above
The way I approach Uncanny Dodge is that it works when you aren't consciously aware of a specific danger.

So in the surprise round, or before you act in the first round, you get the advantage. If at any time later during that encounter (basically until you drop out of initiative) your enemy uses his abilities to deny you your Active Defense bonus (whether it be a feint, a vertical strike, create distraction etc) then UD is no help. Your conscious mind is in control, and it just got tricked.

So, if an invisible/hidden monster attacks you completely from surprise, you'd get UD: it's a surprise attack, and 'something' tips you off, making you dodge at the last moment. After that though, you're actively looking for the target, trying to seek them out. Your mind got other priorities, and that instinctive edge is lost (on the other hand, you can make attacks. Seems worth losing the effects of UD for!)

Equipment

Below are questions on items of equipment within *Iron Heroes*, sorted by either the specific item to which they apply, or by a concept or category of items with which they are associated.

General Equipment Concepts

- Crafting Items
- Magic Weapons
- Reach Weapons
- Thrown Weapons
- Unarmed Weapons
- Weapon Descriptors
- Weapon Sizes

Queries About Specific Items

- Bastard Sword
- Chainmail
- Dagger
- Double Weapons
- Polearms
- Shields

Crafting Items

Refer to the Craft skill in the Skills subject for details.

Magic Weapons

Q: *Since magic weapons bypass armor DR, do they also ignore the critical hit negating properties of Armor Mastery 2, 8, and 10?*

Yes, they ignore armor mastery 2, 8 and 10, just as they ignore all other masteries. I'm basing this on the fact that armor "provides *no defense* against magical weapons." (emphasis mine; p165 about chainmail)

Note that an armiger's reinforced defenses class abilities allow his armor to be used against magical attacks, so I would give him the effects of that class ability here. If he has reinforced defenses, he should have a 50% chance of the best feat he has kicking in. If he has supreme reinforced defenses, the best feat will always kick in.

I can see a case for making the ruling going the other way, so if that's what you prefer in your game, I say go for it. I'd also consider changing it if you were planning to use a lot of sneak attacking creatures with DR (demon executioners, for instance), since an

overabundance of a threat you can't counter at all is not fun for the PCs.

Reach Weapons

Q: *Is it intentional that only the glaive is a reach polearm?*

See Polearms in this subject for details.

Thrown Weapons

Archers And Weapons with the Thrown Descriptor
Refer to the Archer in the Classes subject for details.

Unarmed Combat and Thrown Weapons
Q: *The sai has a range increment of 10 feet. Do you still gain the benefits of unarmed combat feats (increased damage dice, nerve strike, extra attacks if you have quick draw, etc.) when using the sai as a thrown weapon?*

No, because it's a thrown weapon in those circumstances.

Unarmed Weapons

Unarmed Weapons and Mighty Build
Refer to Mighty Build in the Traits subject for details.

Weapon Descriptors

Weapon Descriptors and Feats
If you use a feat that requires a specific kind of weapon descriptor (power or finesse) and one of your weapons does not have that feat, you suffer the penalties of the feat on that weapon, but not the benefit.

Example: A character with Two Weapon Fighting as a power feat and Power Attack uses a punch dagger and a longsword. If she Power Attacks for 3 points, both weapons suffer a -3 to hit, but only the punch dagger gets bonus damage.

Similarly, if you use a feat that prohibits a specific kind of weapon descriptor (power or finesse) and one of your weapons does have that descriptor, you suffer the penalties of the feat on that weapon, but not the benefit.

Example: Consider a character with Two Weapon Fighting and Combat Expertise. As long as one of the two weapons is not a power weapon, you can gain the defense benefits of Combat Expertise, but both weapons suffer the penalty to hit. You can't use the feat with the power weapon, but you can with the other weapon, and only one weapon is required to get the defense bonus, not both.

Weapon Descriptors and Weapon Sizes
Regardless of what size creature it is made for, a weapon retains the same descriptors. So a tiny greatsword is still a power weapon, and a huge rapier is still a finesse weapon.

Weapon Sizes

Weapon Sizes and Weapon Descriptors
See Weapon Descriptors in this subject for details.

Bastard Sword

Can I use Combat Expertise with a Bastard Sword?

Refer to Weapon Descriptors in this subject for details.

Bastard Swords and Two Weapon Fighting
If you have Exotic Weapon Proficiency with the bastard sword, you can use it with Two Weapon Fighting, regardless of whether you got Two Weapon Fighting as a Power feat or a Finesse feat (the bastard sword qualifies either way as it has both descriptors).

Chainmail

The Maximum Dexterity Bonus for Chainmail is +5, as listed in the equipment table.

Dagger

Q: *Daggers have the slashing or piercing descriptor. What does this mean?*

It means you can do either slashing damage or piercing damage with a dagger, but not both at the same time. Altering the type of damage you do is a free action. Many GMs handwave the need to 'choose' a damage type and assume the

character always uses the best option for the situation.

Double Weapons

Double Weapons and Power Attack
Refer to Power Attack in the Feats subject for details.

Double Weapons and Two Weapon Fighting
Q: *If you are proficient with a double weapon and use the two-weapon fighting feat, what, exactly, are your total penalties on the attack bonuses?*

Page 158: This page lists the reduction of the penalties for a proficient wielder as -4 for each hand, or the superior penalty reduction of TWF if they have that feat. TWF reduces penalties by -2 for primary and -6 for secondary. -4 is better than -2, so we use that. -6 is better than -4, so we use that. Therefore, the character reduces the penalties by 4 on the primary hand and 6 on the secondary hand. The penalties are normally -6 and -10, so they become -2 and -4. This is not quite as good as someone with a light weapon in their off hand (who would be -2/-2) but the extra damage of the double weapon is a big compensation: double weapons get a big damage boost in *Iron Heroes*. 1.5 times Strength bonus with each hand, instead of 1 times Strength bonus with the primary hand and 0.5 times Strength bonus with the secondary hand (the fact that off-hand damage bonus is normally lower is mentioned here, and also on page 14).

Polearms

Q: *Is it intentional that only the glaive is a reach polearm?*

This was a deliberate design decision: the glaive, guisarme, halberd and ranseur are balanced each other by having different descriptors: e.g. the glaive is reach, the guisarme is trip, the the halberd is set and trip, and the ranseur is disarm. (The damage of each weapon is nearly the same, so there's no real difference there).

Shields

Q: *It is possible to stack the passive bonuses of a shield in each hand?*

Only if you have Improved Shield Bash 5. You could fight with a shield in each hand using Two Weapon Fighting, but you would not get to stack

the bonuses for the 'weapon hand' shield (and would lose the off hand bonuses if you attacked with your off hand and did not have Improved Shield Bash 1).

Q: *If you have the Shield Mastery feats that grant you active defense while using a shield, is it possible to stack the active defense of a shield in each hand?*

See the Shield Mastery link for details.

Shields and Armor Check Penalties

You suffer the armor check penalty for all shields you are currently using, regardless of whether you are using them for defense or for attack.

The only way you don't suffer ACP for a shield is if you are not using it (e.g. if you've slung it over your back so you can use a two-handed weapon). In that case, the shield is treated just like any other piece of equipment for encumbrance purposes.

Tower Shields

Q: *Should we use the d20 FAQ rules for Tower Shields in* Iron Heroes*?*

I would use the d20 FAQ rules, as they certainly appear to be an improvement on the SRD.

Remember that in *Iron Heroes* you can take a fast completion challenge (or two) to still use your move action for useful tasks.

As a non-attack standard action, the assume total cover action does attract an attack of opportunity, but not from people against whom you gain cover or total cover due to the action (since cover negates Attacks of Opportunity). If you have a guy to the left of you, one to the right of you, and one to the right/front diagonal, and you use the action against the guy to the right, the guy to the left is the only one who gets an Attack of Opportunity.

Q: *Does a tower shield being used as total cover count as an obstacle that blocks movement for the purposes of a diagonal move?*

Yes.

Q: *Also: while using a tower shield as cover, do you still gain its passive defense bonus against other attacks?*

No.

Feats

Below are a list of general questions on how feats work in Iron Heroes, as well as questions relating to specific skills.

General Feats-Related Queries

- Choosing Feats
- Feat Masteries and Multiclassing
- Feat Save DCs
- Obsolete Feats

Questions About Specific Feats

- Armor Mastery
- Armor Proficiency
- Axe Mastery
- Beast Lore
- Combat Expertise
- Combat Reflexes
- Devious Manipulator
- Foe Hammer
- Hafted Weapon Mastery
- Improved Bull Rush
- Improved Critical
- Improved Feint
- Improved Natural Attack
- Improved Overrun
- Improved Shield Bash
- Improved Unarmed Strike
- Manyshot
- Mobility
- Mounted Combat
- Precise Shot
- Power Attack
- Rapid Reload
- Rapid Shot
- Razor Fiend
- Shield Mastery
- Shot on the Run
- Skill Focus
- Stunning Strike
- Sudden Strike
- Swarm Tactics
- Tactics of the Mind
- Trident Mastery
- Two Weapon Fighting
- Unarmed Combat
- Venom Mastery
- Vorpal Hurricane
- War Leader
- Weapon Finesse
- Weapon Focus
- Whirlwind Attack

Choosing Feats

You cannot take a specific feat more than once, unless the feat specifically says you can. Note however that some feat chains have two (or more) feats that share the same mastery rating: these are still two (or more) different feats.

For example: Improved Trip has a base mastery (which is set at mastery 2) and two expanded mastery 2 feats (one finesse, one power). You can take all three of these feats if you wish, as they are all different feats.

Multiclassing

Refer to Multiclassing in the Classes subject for details.

Feat Save DCs

Q: How do I calculate the save DC of feats like Power Attack 2 for monsters that don't have class levels?

When using monsters (villain classes or otherwise) who have expanded mastery feats, and those feats have saving throws associated with them, use the creature's Hit Dice as its level for the purposes of determining the save DC.

Obsolete Feats

Q: Can some feats be "Swapped out" for feats that make them obsolete (perhaps with a caveat that the new feat "Swapped in" must be one that you could have qualified for at the time you took the feat being "Swapped out" (or else, equivalent mastery or less in that feat mastery category)? I was thinking, for instance of the armor feats that progressively make you 25%, then 50% then 100% immune to crits. Thus one could play the guy "getting better" without falling behind the guy that takes other feats (which don't become obsolete) and who then gains the 100% immunity feat, and ends up "ahead" of the guy who took all three feats.

Feats cannot be "swapped out" at a later date. Feats that become obsolete were a deliberate design choice by Mike Mearls: they force you to choose between gaining an ability now, and losing out later, or doing without in the short term in order to be more powerful over the long term.

I am sure many GMs will house rule differently, though!

Armor Mastery

Armor Mastery 2 and 8
Q: *Do you get still the benefits of these feats when not wearing armor?*

I'd allow Armor Mastery 2 and 8 to apply when not wearing armor, on the basis that you are rolling with the blow, or something similar. This means armigers still get something out of the armor feats even when they are not in armor (which admittedly would be rare).

Armor Mastery 4 and Armigers
Apply the benefits of the armiger's armor mastery and the armor mastery 4 feat to your total Armor Check Penalty for both armor and shield. So if you have armor mastery 4 and are carrying only a shield, you'd get the benefits of the feat. You'd also get the benefit of the feat if you were wearing chainmail, or if you had chainmail and shield -- but in this last case you would get the -2 ACP bonus only once, not once for the armor and again for the shield.

Armor Mastery 6 and Armigers
Armor Mastery 6 does stack with Armiger class abilities, but armor cannot be reduced below an effective category of 'light', so it is more use for armiger dabblers than pure armigers, since the latter eventually treat all armor as light armor anyway.

Armor Mastery and Magic Weapons
See Magic Weapons in the Equipment subject for details.

Armor Proficiency

Change the following sections of the Light Armor, Medium Armor and Heavy Armor proficiency to read as follows:

> **Light Armor Proficiency**
>
> **Benefit**: You gain proficiency with light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Strength and Dexterity based skill checks, except Ride.
>
> **Normal**: A character wearing armor with which she is not proficient applies its armor check penalty to attack rolls, defense, and to all Strength and Dexterity based skill checks, including Ride.

Axe Mastery

Axe Mastery 3 and Archers

Axe Mastery 3 allows a character to treat any axe or pick as possessing the thrown descriptor. As archers have proficiency with all martial weapons that possess the thrown or projectile descriptor, this feat allows them to use battleaxes, greataxes, heavy picks and the like as if they were proficient with them, even when using them to make melee attacks. They would still use their reduced melee Base Attack Bonus when doing so, however.

Beast Lore

Targets for Beast Lore

You can use Beast Lore on any creature which is not of the Humanoid type.

If a non-Humanoid took this ability, I would consider changing it to "any creature not of your type", but keep in mind that this basically gives any highly intelligent monster the ability to give itself and all its allies a +1 bonus to attack and damage vs all the player characters, more or less all the time.

House-ruling the ability to work on any type of creature is an option, but the feat's effectiveness may be radically increased if the campaign uses a lot of humanoid opponents.

Combat Expertise

Combat Expertise and Weapon Descriptors
Q: *If I am fighting with two weapons, one of which has the power descriptor, can I use Combat Expertise?*

See Weapon Descriptors in the Equipment subject for details.

Can I use Combat Expertise with a Bastard Sword?

Combat Expertise cannot be used with a bastard sword. They have the power descriptor, and the feat states it can't be used with power weapons.

Combat Expertise 9 and 10
CE9 affects how you *spend* Parry Tokens (you can spend them on anyone), but not how you earn them (only your nominated target gives you them).

CE10 affects how you *earn* Parry Tokens (you get them from anyone, not just your token pool target), but not how you spend them (you can still spend them only on the nominated target of the pool).

Combat Expertise and Two Weapon Fighting 2
See Two Weapon Fighting in this subject for details.

Combat Expertise and Tumble
Refer to Tumble in the Skills subject for details.

Combat Reflexes

Attacks of Opportunity and Combat Reflexes
You cannot make multiple attacks of opportunity against a single target in a single round unless you have Combat Reflexes Expanded Mastery 7.

See the Combat subject for a more detailed discussion of Attacks of Opportunity in *Iron Heroes*.

Combat Reflexes 3
If you have this feat, then if an opponent exits a square you threaten, you may make an Attack of Opportunity. This applies even if they are tumbling, or using a feat or class ability that normally prevents Attacks of Opportunity.

Remember that unless you have Combat Reflexes 7, you still cannot make multiple Attacks

of Opportunity against a single target in a single round.

If you have Combat Reflexes 3 and you successfully Bull Rush someone, then when they leave a square you threaten, you can make an Attack of Opportunity against them. The normal limits for number of attacks of opportunity still apply.

If you feel that Combat Reflexes is too powerful, I suggest the following house rule:

If an opponent enters a square you threaten and you would not normally gain an Attack of Opportunity against them for this movement (for example, because they are using the Tumble skill, or Mobility Expanded Mastery 3), you may make a Base Attack Check opposed by their Base Attack Check. If you win, you make an Attack of Opportunity.

Combat Reflexes 5

If you have Combat Reflexes 5 and an opponent enters a square you threaten, they are considered to have moved 10 ft through your threatened area, as that square is difficult terrain for them (unless they are using a skill or other ability that allows them to treat it as normal terrain). So if their speed was 30 ft, they would provoke an Attack of Opportunity from you for entering any square you threaten.

Combat Reflexes 8

If you have this feat and you make multiple successful Attacks of Opportunity against a single target during a single round (e.g. through having Combat Reflexes 7) then you reduce his speed by 10 ft. per successful Attack of Opportunity. The penalty still only lasts until the beginning of the target's next turn.

Devious Manipulator

Bluff and Devious Manipulator

See Bluff in the Skills subject for details of how Bluff interacts with this feat.

Foe Hammer

Q: Any likely changes to the Foe Hammer feat tree? People have said that it is a little weak, as written.

I agree with those people. One possible way to improve the feat chain is below, but this is **not errata**: it's just a house rule for now.

Change the 2nd paragraph of the base mastery to read:

You sacrifice quantity of attacks for quality. Make a full-attack action. You make one less attack than normal, though you always get at least one attack. The attack you lose is the one with the lowest attack bonus. If at least one of your remaining attacks hits and inflict damage, your foe must succeed at a Fortitude save (DC 10 + half damage of attack that did the most damage) or suffer a –2 injury penalty to attacks until the end of his next turn. This ability does not affect creatures immune to pain.

Change the 2nd paragraph of expanded mastery 2 to read:

You land a crushing blow to your foe's legs or knees, immobilizing him for a brief moment. Make a full-attack action. You make one less attack than normal, though you always get at least one attack. The attack you lose is the one with the lowest attack bonus. If at least one of your remaining attacks hits and inflict damage, your opponent must succeed at a Fortitude save (DC 10 + half damage of attack that did the most damage) or move at half speed on his next action. This ability does not affect creatures immune to critical hits. You cannot combine this ability with the base mastery.

Delete the following sentence from expanded mastery 4:

You cannot combine this ability with the others granted by this feat.

Change expanded mastery 8 to read:

When you use the base mastery or expanded mastery 2 of this feat, calculate the DC of the target's saving throw as normal, then add 2 for each additional attack that hit and did damage during your attack.

Hafted Weapon Mastery

Hafted Weapon Mastery 1 and the Tall Trait

Both HMW1 and the Tall trait allow you to threaten one extra square which is adjacent to you normal threatened area. As an example, if you have both these abilities, and a normal reach of 5 ft, you can threaten two squares that are 10 ft away from you. You can't threaten one square that is 10 ft away and one that is 15 ft away.

Hafted Weapon Mastery 2
The primary head does full damage when using the hafted weapon as a double weapon.

Just because a weapon is a double weapon doesn't mean you have to attack with both ends.

Q: *Can you combine Hafted Weapon Mastery 2 and 4 to get two-weapon fighting with reach?*

Yes.

Q: *Can you combine Hafted Weapon Mastery 4 & Whirlwind Attack?*

Yes.

Improved Bull Rush

Improved Bull Rush 3
Q: I need some clarification on this. If as a charge attack I bullrush with improved Bull Rush level 3 after I knock the guy down do I then get an attack with a +4 to hit due to him being prone or is the bullrush itself considered the attack in the charge?

The bull rush is the attack. Essentially, Mastery 3 lets you combine the effects of the bull rush and trip special attacks as one action.

Improved Critical

Improved Critical (Projectile) 10 and Precise Shot 8
They have similar effects because Improved Critical is a multi-mastery feat. You can get it as Power or Finesse as well, and that's the real reason for Improved Critical 10 to exist. Projectile fighters are better off with Precise Shot 8.

Improved Feint

Improved Feint vs. Faster than the Eye
See Sleight of Hand in the Skills subject for details on the respective advantages and disadvantages of these two abilities.

Improved Natural Attack

Unarmed Combat and the Improved Natural Attack Feat
Refer to Unarmed Combat in this subject for details.

Improved Overrun

Q: *How do March of Ruin and Improved Overrun combine?*

See the Berserker in the Classes subject for details.

Improved Shield Bash

Improved Shield Bash 5
The only benefit granted by Improved Shield Bash 5 is that it allows you to gain defense bonus from two shields at once.

You can attack with both shields, but this isn't a 'benefit': anyone with a weapon in both hands (and shields are weapons, since you can shield bash with them) can attack with both. Even if you don't have ISB5, you can attack with two shields if that's what you're carrying: you just won't get a defense bonus from both of them (you'll get one or none, depending on whether you have ISB's base mastery or not).

When attacking with two shields, you suffer the full penalties for attacking with two weapons: unlike Hafted Weapon Mastery 2, ISB2 does not reduce these penalties (if it did, it would say so).

Improved Shield Bash 9
In effect this is a weaker version of TWF4: the only real reason for taking this instead is if you don't have TWF1.

Improved Shield Bash & Two Weapon Fighting
As noted above, you can attack with two shields without Improved Shield Bash. It's the defense of the shields you will miss out on.

However, Improved Shield Bash has no effect on the attack penalties you would suffer for dual wielding shields. You would take the normal attack penalties for fighting with two weapons (which would depend on whether you had Two Weapon Fighting, and whether the off-hand shield was a light weapon or not).

Improved Unarmed Strike

Improved Unarmed Strike and Reach Weapons
See Unarmed Combat in this subject for details.

Manyshot

Manyshot and Archer Class Abilities
See the Archer in the Classes subject for details.

Manyshot and Harrier Class Abilities
See the Harrier in the Classes subject for details.

Mobility

Mobility 6
Mobility 6 has a couple of effects:
1. You don't have to move in a straight line when charging
2. You can make your attack at any point in your movement

Essentially, it's like Mobility 3 with double the movement allowance, at the cost of provoking Attacks of Opportunity.

You get +2 to attack and -2 to Defense as normal for charging.

Mobility 9
Q: *When you use Expanded Mastery 9 to make a tumble check when you provoke Attacks of Opportunity due to movement, does the result of your check set your Defense for the attack?*

Not exactly. Your Defense doesn't change, but if your check beats your opponent's attack roll, then even if he hit your Defense, he misses.

For example, say you have Defense 27, Tumble +22, and Mobility 9. You provoke an Attack of Opportunity and your opponent hits Defense 28. He's hit you, but you can still use this ability to make him miss and to lose his ability to make further Attacks of Opportunity. If your check is 29 or better, he misses you (despite hitting your Defense) and cannot make Attacks of Opportunity for one round. If your check is 28 or lower, he hits you and can keep making Attacks of Opportunity.

Conversely, if your opponent had hit Defense 26, he would have missed you, but you could still have tried to make use of Mobility 9. If your check was 27 or better, he would miss you (which he had done anyway since he rolled less than your Defense) and he cannot make Attacks of Opportunity for one round. If your check was 26 or lower, he could keep making Attacks of Opportunity, though he would still not hit you (since your Defense of 27 beat his attack roll).

Q: *Is this ability to make a tumble check usable every time that you provoke an Attack of Opportunity for movement?*

Yes.

Mounted Combat

Q: *What difference does it make if I take Mounted Combat as a Finesse feat, as opposed to a Power feat?*

None, basically. The only difference it makes is that you can only take expanded masteries of the feat that have the same feat type (power or finesse) you got base mastery with. Since none of the expanded masteries for Mounted Combat have a specified feat type, this is a non-issue for this feat.

Q: *Does it matter what type of weapon I am carrying?*

No. You can use the feat at any time you're riding, regardless of what descriptors your weapon may have.

Precise Shot

Improved Critical (Projectile) 10 and Precise Shot 8
Refer to Improved Critical in this subject for an explanation on the similar effects of these two feats.

Power Attack

Power Attack and Double Weapons
Q: *Do double weapons get +2 damage per -1 attack with Power Attack?*

First, don't forget that power attack can only be used with weapons that have the Power descriptor (unless you are an Executioner). The only Power double weapon is the double axe.

By the rules the double axe gets +2 damage per -1 attack on both ends of the weapon. That seems at first glance like it will be very powerful, but I'm not willing to simply disregard what's in the rules without seeing it in play, especially in comparison to the bonus sneak attack damage you can get with both ends of a double sword.

Also note that the gain over Two Weapon Fighting with two one-handed or light weapons is less than it would be in D20, because in *Iron Heroes* you can make both of those weapons

power weapons and get one-handed Power Attack from both.

Rapid Reload

Rapid Reload Base Mastery
Reloading a heavy crossbow really does become a free action when you take this feat.

Rapid Shot

Q: *How do Rapid Shot and Two Weapon Fighting interact when dual-wielding thrown weapons?*

In this circumstance, Rapid Shot adds to your primary hand attacks only. So if you have RS1 and TWF1, and BAB+6, you could combine the two in a full attack to get 3 attacks with your primary hand (two from BAB, one from RS) and one with your secondary hand (TWF), provided at least one of your primary hand attacks was to throw the dagger (or whatever thrown weapon you had). Note that unless you have Quick Draw, you can only make one such thrown attack in your action and that any attacks you make after it would be unarmed strikes (there's nothing to stop you throwing the weapon as your last primary hand attack though). With Quick Draw, you can mix melee and thrown attacks in any combination for as long as you have weapons to throw.

Razor Fiend

Strength Bonuses
When using Razor Fiend, the half-strength-bonus for damage applies to every attack you make while using it.

Razor Fiend and Two Weapon Fighting
The extra attacks (and attack penalties) from Razor Fiend and Two Weapon Fighting stack. Note that razor fiend only adds to total attacks, not attacks per hand.

So if you have 4 attacks normally on a full attack with a single weapon, enough Two Weapon Fighting feats to get 3 off-hand attacks, and all three 'extra attack' razor fiend feats, then you'd get 10 attacks on a full attack action (4+3+3), all at a -8 penalty (-6 from razor fiend, -2 from TWF).

Shield Mastery

Q: *If you have the Shield Mastery feats that grant you active defense while using a shield, is it possible to stack the active defense of a shield in each hand?*

Only if you have Improved Shield Bash 5. You could fight with a shield in each hand using Two Weapon Fighting, but you would not get to stack the bonuses for the 'weapon hand' shield (and would lose the off hand bonuses if you attacked with your off hand and did not have Improved Shield Bash 1).

Q: *Do the Defense bonuses from Shield Mastery count for purposes of figuring out if an opponent hits your shield or not?*

Yes. All defense bonuses from Shield Mastery count for purposes of figuring out if they hit your shield or not.

So if you have a heavy shield, Shield Mastery 1, 3, 5 and 6, and take a starndard action to protect yourself with the shield, the difference between your full defense and your shieldless defence is 3+1+1+1+4 = 10.

Shield Mastery 6

The advantage of Shield Mastery 6 over the standard defense action is that you can still make Attacks of Opportunity. Standard defense does not allow you to do this.

Shot on the Run

Q: *Can you ready an action to use Shot on the Run 10 if declared circumstance occurs?*

Yes, as long as you moved half your movement or less this turn (including if you did not move at all).

Skill Focus

Skill Focus and Skills with Specializations
A skill with different Specializations (such as Knowledge or Perform) is still only one skill. Thus, if you take Skill Focus in one of these skills, you get the +3 with all Specializations areas you possess now, or gain in the future.

Skill Focus and Craft/Profession
Craft and Profession are broken into separate skills, not specializations (you have to pay 1 skill

point per rank in each type of Craft or Profession, rather than getting your full number of ranks for 1 skill point).

This means that if you take Skill Focus in Craft, you have to specify which type of Craft it is, and gain no bonus on other forms of Craft. The same applies for Profession.

Stunning Strike

You can choose whether to spend tokens to activate Stunning Strike after rolling damage for your attack (and possibly gaining a token).

You must make the choice before resolving any further attacks or actions (which is what the text means when it says "immediately spend").

Sudden Strike

Sudden Strike 6

The bonuses from Sudden Strike 6 apply with the weapon you drew, just like all the other bonuses from the feat. If you throw that weapon away (or at someone) and draw another, the bonuses from the first weapon do not carry over to the second weapon.

Swarm Tactics

Calculating Bonuses
The way that bonuses form Swarm Tactics are calculated is that each creature gets only the bonuses allowed by the Masteries it has, but when calculating the value of the bonus it gets, it counts all its allies who have *any* Swarm Tactics masteries.

Example: Assume a PC is surrounded by 7 kobolds and a kobold hero. The hero has completed the Swarm Tactics tree while the other kobolds only have the base mastery. The battle looks like this:

K	K	K
K	P	K
K	H	K

where K is kobold, P is the PC and H is the kobold hero.

Base Mastery: All the kobolds (including the hero) have 7 allies who threaten the same target,

and all 7 have the base mastery, so they all get +7 bonus to attack.

Expanded Mastery 2: The hero can move when his allies fall, if he wishes. The kobolds can't, as they don't have this mastery.

Expanded Mastery 3: The hero (only) gets +2 passive bonus to defence (he is adjacent to 4 allies who have the base mastery). The kobolds don't get any bonus - they don't have expanded mastery 3. Having the base mastery is enough for them to count for the purposes of how much bonus to give the hero, but doesn't give them the bonus.

Expanded Mastery 4: The hero can grant +1d6 sneak attack damage to any of his allies via aid another.

Tactics of the Mind

Strategy Tokens
Refer to Strategy Tokens in the Tokens subject for details.

Tactics of the Mind 2
Q: *If you use Tactics of the Mind 2, do you need to designate a single, specific target on your initiative or can you delay and choose from multiple targets if they all have the same initiative (as is often the case when fighting groups of monsters)?*

You don't have to specify a target – you can jump in at any time by spending the token.

Q: *How much information does the feat provide to the user? If the target is going to initiate a move action, does the user know the exact path the target will take and then decide whether or not to wait until it completes that action?*

The opponent "announces" his action, so you get to see what he was going to do before you decide whether or not to wait. You're predicting his move 'in game', which is best modeled out of game by telling you what that move is .

Q: *If a target is going to take a full-round action, does that target have to complete that action, regardless of what the feat user may do? For example, if the feat user sees an armiger about to charge an ally of his and he decides to move in front of the armiger to block his path – can the armiger now attack the feat user? What if the feat user interferes with the target's planned move or standard action? Eg. Destroys the bridge the target was going to cross, but could possibly jump over?*

If you pre-empt his action (you must go before or after he has resolved his action, not during) then

he can revert that action to something else, as he has not begun it.

e.g. An enemy decides to charge your ally. You move in the way to block the charge. He can choose to charge you instead, or try to tumble past, or some other action.

Tactics of the Mind 8
A number of questions came up about this feat and when to multiply the damage bonus.

In essence:

- If you are replacing your Strength score (as in Weapon Finesse and Weapon Bond), you use the appropriate multiplier as if it were Str. x.5, x1, or x1.5, depending on the situation.
- If you are using Tactics of the Mind, you are actually *adding* your Int to damage, not replacing your Str with Int, so it's not affected at all. You get your full Int no matter how you are using the weapon.

What this means:

Tactics of the Mind 8 and Two-handed Weapons
The damage bonus from Tactics of the Mind 8 is *not* multiplied by 1.5 when using a two-handed weapon ... it's independent of a weapon's power, as shown by the fact that you get the bonus on non-mighty bows.

Tactics of the Mind 8 and Two Weapon Fighting
On the other hand, this means you get full benefits of Tactics of the Mind 8 with off-hand attacks: the INT-based damage bonus is not multiplied by 0.5.

Tactics of the Mind 7 and 8 and Weapon Bond
If you use Tactics of the Mind with a weapon you have Weapon Bond (Intelligence) with, you add double your Intelligence bonus to attack rolls (Tactics of the Mind 7) or damage (Tactics of the Mind 8), because Weapon Bond allows you to "consider the chosen ability score's bonus your Strength bonus for these purposes."

Tactics of the Mind and Power Attack
Q: *If you have tactics of mind 1 "you may use Intelligence instead of your key ability for attacks rolls with ranged and melee weapons". Do you can use intelligence instead of strength with the power attack expanded mastery 2,3,5, 6, and 10 for calculate the DC saving throw of these feats?*

No, because you use Int instead of your key ability "for attack rolls" specifically, not for anything else.

The same applies for Weapon Finesse and Power Attack (e.g with a Bastard Sword or with a light power weapon).

Trident Mastery

Trident Mastery 1
If your foe twists free of your trident, they suffer 1d4 points of damage, without your damage modifiers, because it is not an action *you* are taking.

If you twist your trident as an attack, the target suffers 1d4 points of damage *plus* your normal damage modifiers, because this is an action *you* are taking.

In both cases, Damage Resistance applies against the damage.

Q: *Does holding someone in your trident count as an attack? Say a character fights with a trident and an off-hand weapon (a shortsword, or a shield to shield-bash with). If on the previous turn they caught an opponent with the trident, on the next turn if they attack with the off-hand weapon, do they suffer penalties for two-weapon fighting?*

Yes, you would suffer the penalties for Two Weapon Fighting if you did this.

Trident Mastery 2
When fighting with trident and net, you completely ignore the usual penalties for fighting with two weapons if you have this feat.

Two Weapon Fighting

Two Weapon Fighting 8

You can rend once per full attack. To rend an opponent, both attacks must be delivered as part of the same action. So unless you can make a full attack as an attack of opportunity (Combat Reflexes 9), you can't rend on an attack of opportunity.

Two Weapon Fighting 9
Q: *Two Weapon fighting mastery may need looking into (e.g. TWF9 where you get all your extra secondary attacks but not primary ones? Bug or feature?)*

Feature: it's designed to reward those who have invested other feats in the TWF feat chain. Basing it on off-hand attacks rewards those with TWF 4 and 7, whereas basing it on primary

attacks would mean anyone with TWF 1 would get the full bonus.

Note that TWF9 gives you no benefits when making an Attack of Opportunity: you make one single attack for the Attack of Opportunity.

Two Weapon Fighting and (other game mechanics)

Two Weapon Fighting generates a lot of questions about how it interacts with other feats, skills, and particular types of equipment. Below are a list of other areas in this document with the answers to all such questions.

In the Combat subject:

- Attacks of Opportunity

In the Equipment subject:

- Bastard Sword
- Double Weapons
- Weapon Descriptors

In this subject:

- Improved Shield Bash
- Rapid Shot
- Razor Fiend
- Trident Mastery
- Unarmed Combat Mastery

Unarmed Combat Mastery

UNARMED COMBAT [FINESSE, POWER]

You have trained to fight with punches, kicks, elbows, and the like, so you can engage an armed opponent on equal terms.

Base Mastery: 1

Benefit: You are considered armed even when you do not have a weapon in hand. You do not provoke attacks of opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you unless they also have this feat.

You gain a +2 bonus to your unarmed damage rolls. Your unarmed strikes can deal lethal or nonlethal damage, at your option. Additionally, your unarmed strike becomes either a Power weapon (if you took this feat as a Power feat) or a Finesse weapon (if you took this feat as a Finesse feat). When you wield a weapon with the unarmed descriptor, it gains the same benefits as your unarmed strike.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Special: Note that the benefits for expanded masteries 2, 5, and 8 are identical. They are listed as separate mastery abilities because you can't take the same ability more than once. However, their effects stack with each other, with the base mastery of this feat, and with damage bonuses from Weapon Focus (unarmed strike).

Expanded Mastery: 2. You learn more advanced unarmed combat techniques that allow you to inflict more damage with your unarmed strikes. You gain a +2 bonus on your unarmed strike damage rolls.

You also gain this damage bonus when fighting with weapons that have the unarmed descriptor.

Expanded Mastery: 3. You learn advanced unarmed holds and grapples and are an expert wrestler. You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Expanded Mastery: 4. Your training in unarmed combat techniques gives you excellent poise and coordination, and gives you an advantage when opponents try to knock you off balance. You gain a +4 bonus to all Strength or Dexterity checks made to resist any bull rush, overrun, or trip attack against you.

Expanded Mastery: 5. You learn more advanced unarmed combat techniques that allow you to inflict more damage with your unarmed strikes. You gain a +2 bonus on your unarmed strike damage rolls.

You also gain this damage bonus when fighting with weapons that have the unarmed descriptor.

Expanded Mastery: 6. You can make extremely rapid unarmed strikes. When you use the full attack action with unarmed strikes, you may choose to make one extra attack at your highest attack bonus. However, if you choose to make this extra attack, then each attack you make that round (the extra one and the normal ones) suffers a –2 penalty to the attack roll. The extra attack and penalties stack with those from Two-Weapon Fighting.

Expanded Mastery: 7. Your training in unarmed combat gives you a significant edge when fighting an opponent who does not understand unarmed fighting techniques. If you are fighting an opponent who has no natural weapons and whose unarmed strikes provoke attacks of opportunity, you gain a +1 bonus to Defense and to all attack and damage rolls for your own

unarmed strikes. You gain this bonus regardless of whether or not your opponent is fighting unarmed or with a weapon.

Expanded Mastery: 8. You learn more advanced unarmed combat techniques that allow you to inflict more damage with your unarmed strikes. You gain a +2 bonus on your unarmed strike damage rolls.

You also gain this damage bonus when fighting with weapons that have the unarmed descriptor.

Expanded Mastery: 9. You have learned to make a debilitating nerve strike with your unarmed attacks. Whenever you make an unarmed attack, you can choose to attempt such a strike. If you are making more than one attack in a round, you can choose whether or not to make a nerve strike with each attack. When you attempt a nerve strike, you suffer a –4 penalty to your attack roll, but if the attack inflicts damage, your target must make a Fortitude save (DC 10 + half the damage dealt after DR) or become nauseated until the end of its next turn. If you make multiple nerve strikes on a single creature in a given round, it must make a separate saving throw against each nerve strike.

A creature immune to sneak attacks or critical hits is not vulnerable to nerve strikes. You cannot use a nerve strike while striking a creature with concealment or while hitting the limbs of a creature whose vitals are beyond reach.

Expanded Mastery: 10. You can make blindingly fast unarmed strikes. When you use the full attack action with unarmed strikes, you may decide to make two extra attacks at your highest attack bonus. However, if you choose to make these extra attacks, then each attack you make that round (the two extra ones and the normal ones) suffers a –6 penalty to the attack roll.

You cannot use this ability and Unarmed Combat's expanded mastery 6 ability to gain three extra unarmed strikes per round. You either gain one extra attack (and a –2 penalty) or two extra attacks (and a –6 penalty).

Two Weapon Fighting And Unarmed Combat Mastery
Q: *Do the Two Weapon Fighting feats that grant extra attacks stack with the Unarmed Combat feats that grant extra attacks?*

Yes, extra attacks stack.

Q: *I would assume that if so, all the penalties stack?*

Yes, penalties stack.

Q: *Does the "off hand" have less of a strength bonus on some of these extra attacks (either the*

bonus attacks granted by Two Weapon Fighting, or all bonus attacks, period)?

The Two Weapon Fighting off-hand strikes have the lower Strength bonus. Extra attacks from Unarmed Combat get the full Strength bonus.

Unarmed Combat and the Improved Natural Attack Feat
The Improved natural attack feat cannot be used with unarmed strikes, as unarmed strikes are not natural attacks, and vice versa. Refer IH core book, page 180.

Mighty Build and Unarmed Attacks
See Mighty Build in the Traits subject for details on how this trait interacts with Unarmed Attacks.

Unarmed Combat and Weapons with the Unarmed Descriptor
Refer to Unarmed Weapons in the Equipment subject for details of how these interact.

Unarmed Combat and Thrown Weapons
Refer to Thrown Weapons in the Equipment subject for details of how these interact.

Venom Mastery

Once applied to a weapon, the poisons created by Venom Mastery last for one successful attack, or for one hour, whichever comes first.

Vorpal Hurricane

Explanatory Notes on Vorpal Hurricane
Where Vorpal Hurricane talks about the start and end of your opponents' "actions", it means the start and end of their *turns*.

Example: You're fighting three opponents. You start a Vorpal Hurricane with your greatsword while one of them (A) is next to you, and the other two (B & C) are two squares away.

A goes first. As soon as his turn comes up, you get an attack on him, as he is adjacent to you. You resolve this attack before he resolves any of this own actions.

B goes next. He takes a 5 ft step to flank you with A, and makes a full attack. At the end of his turn, he's still adjacent to you, so you get an attack on

him. This attack is resolved after all of his actions have been resolved.

C goes next. He's got Mobility 3, so he steps forward, hits you once, and backs off 10 ft. Since he neither started or ended his action next to you or in square you threatened, you don't get an attack on him.

Finally, don't forget that Vorpal Hurricane works on any square adjacent to you, as well as on any square you threaten. Just in case there is ever a square next to you that you don't threaten for some reason, or a square you threaten that isn't adjacent to you (such as with the Tall trait).

War Leader

Strategy Tokens
Refer to Strategy Tokens in the Tokens subject for details.

War Leader 4
The feat user can't use this ability when surprised, since he needs to take an action to get tokens in the first place. Generally of course, this feat should be taken by high Spot and Listen characters, who are unlikely to be surprised.

Remember that spending tokens is a free action, so you can aid as many allies as you get tokens ... hopefully by this level you would generally get 2 tokens per check.

Finally, remember that being flatfooted in *Iron Heroes* is very dangerous: not only are you susceptible to sneak attack, but your defense generally drops to the 10-13 range, making you a prime target for bulk Power Attack from enemy characters, or at the very least attack challenges for extra damage. So being able to avoid that situation is very useful.

Weapon Finesse

Weapon Finesse 4 and Two-handed Weapons
The damage bonus from Weapon Finesse 4 is multiplied by 1.5x when you use a two-handed finesse weapon, just as a Strength-based damage bonus would be.

Weapon Finesse 8
The reference to precision damage in Weapon Finesse 8 is simply to make it clear why getting the extra attack is better than getting to confirm the crit. If the target has some way of negating precision damage (undead, Armor Mastery 10, etc) then you don't suddenly gain the ability to

Sneak Attack them. You do however get an extra attack on them, with a chance to do damage, which is better than getting nothing out of a normal Critical Hit.

Weapon Finesse and Power Attack
Q: *If you have weapon finesse "you may use Dexterity instead of Strength for attacks rolls with melee weapons". Do you can use Dexterity instead of strength with the power attack expanded mastery 2,3,5, 6, and 10 for calculate the DC saving throw of these feats?*

No, because you use Dex instead of Str "for attack rolls" specifically, not for anything else.

The same applies for Tactics of the Mind and Power Attack.

Weapon Focus

Q: *If you have feats such as weapon focus: unarmed strike, do you also gain the benefits when using a weapon with the unarmed descriptor?*

Yes

Q: *Weapon Focus comes in Finesse, Power, and Projectile versions. But some weapons, such as longswords, don't have any of these descriptors. Does that mean you cannot take Weapon Focus with a longsword? It would seem odd if you couldn't.*

Weapon Focus doesn't have a pre-requisite about using it with a certain weapon type, so you can select any weapon when you take the feat, regardless of the type of feat you got it as. You could even use Projectile Mastery to get weapon focus in a melee weapon, should you really want to.

Q: *Can you choose Weapon Focus in Improvised Weapons?*

No.

Whirlwind Attack

Whirlwind Attack and Hafted Weapon Mastery
See Hafted Weapon Mastery in this subject for details.

Whirlwind Attack and Harrier Class Abilities
See the Harrier in the Classes subject for details.

Whirlwind Attack and Weapon Master Class Abilities
See the Weapon Master in the Classes subject for details.

Magic

The clarifications and errata for Arcanist magic are separated by topic below:

General Spellcasting Topics

- Descriptors
- Disasters
- Spell Components

Questions Relating to Specific Schools

- Abjuration
- Evocation
- Enchantment
- Illusion
- Necromancy
- Transmutation

Descriptors

Q: *Is force damage subject to DR?*
Yes. It is magical damage so it penetrates DR/magic.

Disasters

Q: *I assume, if an arcanist suffers a disaster, that they cannot dismiss the problem even if the non-disaster version of the spell has the dismissible (d) under the duration descriptor?*

You assume correctly.

Spell Components

Do Arcanist Spells Have Components?
Arcanist spell casting is basically an act of will and arcane knowledge, so he doesn't need any components. Arcanists can cast spells while gagged, tied up, or in armor, all without any spell failure chance.

Deafened Condition and Arcanists

Refer to Conditions in the Combat subject for details.

Abjuration

Temporal Shell and Arcane Membrane
Arcane Membrane physically restrains characters (or energies) and therefore can't be used while

under a temporal shell. You are physically interacting with them by casting it, albeit indirectly.

Enchantment

Alter Mind
Q: *If the caster is human and the target is orc, are they of the same creature type?*

Yes. They're both humanoids.

The enchantment table includes humanoids in entry 3 in case you use a non-humanoid arcanist.

Enchantment Mastery Example

The example does not include choosing a range in the calculation of mana and mastery costs. This is an error; the range should have been included.

Illusion

Phantasmal Force
Q: *Do Phantasmal Forces with say 20% of Reality do that 20% of damage if the victim saves and 100% damage if the victim fails the save, or b) no damage if the victim saves, and the 20% of damage if the victim fails the save?*

A victim who saves takes 20% damage from a 20% real phantasmal force. A victim who fails believes they have taken 100% damage, but only 20% of it is real. The extra 80% disappears as soon as the duration of the effect expires, and the injured character can immediately act based on their condition appropriate to their real hit point total.

A victim who believes they have been knocked unconscious or killed falls prone and loses their active bonus to defense, but is not helpless.

Q: *Also on Phantasmal Forces, does the % of reality translate into anything other than damage? (Can a bridge with % reality hold up a person, etc.?)*

The description of the spell method clearly implies that a phantasmal force wall would block movement ... but that could be because the creature believes itself to be blocked. The question with a bridge isn't about fooling a creature, it's "can you fool gravity?" or "how real is 20% real?"

My suggestion on this one would be: multiply the number of squares of the phantasmal force by the % reality and round down. That's the number of squares that can be safely occupied at any one time.

So, a huge (9 square) bridge that was 20% real could support 1 square's worth of burden (9 x 20% = 1.8, rounding down to 1). A single medium or small sized character could cross that bridge. If two such characters were on it at once, it would give way.

I expect a lot of folks will house rule differently on this one, but that's what I would do.

Veil of Trickery
Q: *Veil of Trickery can, with Blurred Image, offer a Concealment Miss Chance of up to 95%. Since being totally blind is only a 50% miss chance couldn't a character simply decide to close his eyes and blind fight thus reducing his miss chance to 50%?*

Sure, as long as the character wasn't mindless. But keep in mind that there are major penalties for being blinded (which someone with his eyes closed is considered to be) and that smart opponents will ready actions to thwart you ("I ready for him to close his eyes, then 5ft step so he's attacking the wrong square and power attack full while he has no active defense. Did I mention I have +5d6 sneak attack?").

How do I ...
Q: *create an illusion of fog - this seems like a sensory deprivation with a large area, correct?*

This is a phantasmal force effect for the visual aspects of the fog, and a sensory deception effect for the cold, clammy 'feel' of the fog and the way it deadens sound. I'd allow a character to try and create a visual-only fog, but give creatures witnessing it a bonus to notice it was fake due to the lack of other sensory effects.

Q: *create an illusion that one opponent (or more) sees humans as something else, for example, fellow orcs - I have no idea how to adjudicate this other than to say it is a colossal sized phantasmal forces*

Even a colossal area is only 25 squares - that means if the target creature is at the centre of the effect, anyone more than 2 squares away would look normal. So I don't think phantasmal force will work.

I'd use the mechanics of veil of trickery (alter features) for this, but instead of it changing the features of the target creature, it changes their perceptions (ie everyone they see gets a Disguise bonus to look like an Orc). I'd probably allow it to be cast at range by spending extra

mana (0 points = touch, 1 point = 25 ft + 5 ft/2 mastery, 3 points = 100 ft + 10 ft/mastery, 6 points = 400 ft + 40 ft/mastery). In this case, range means 'caster's distance from the target at time of casting', not 'how far from the target people still look like orcs to them'. The target gets a Will save against the effect, of course (just like normal veil fo trickery, but no longer harmless)

Using the veil of trickery approach makes this very expensive and time-consuming to do to lots of people, but I think that's appropriate.

Necromancy

Mana Cost of Animating Undead
The printed mana cost of 4 per HD of undead is correct.

This means the Necromancer's ability to create powerful (ie high HD) undead is very limited for his level. A couple of thoughts on this:

- Mearls apparently intended to top undead HD out at 8 all along: see the "HD by size" entry in the table on page 242. The link between size and HD (and other stats) is now gone, but the limit remains intact.
- Yes, 6-8 HD at levels 17-20 is, in terms of combat ability, useless. But that 6-8 HD creature can have many other uses. For instance, a Necromancer with a large flying zombie minion has permanent flight capabilities for himself: a very powerful tactical ability in the *Iron Heroes* context. And he could have several such beasts to allow his whole group to fly if need be.
- Limiting the max HD of each undead increases the number of undead servitors a necromancer will have (since he can't just have 1 or 2 high HD ones), and explains why even high-level necromancers have standard skeleton minions (which is a genre convention).
- Undead minions are permanent until destroyed. Giving them a higher max HD means that each use of Necromancy becomes like a permanent mid-level conjuration, which is pretty darn strong.

Monsters

Clarifications and errata relating to Monsters are listed below.

Monster Abilities

- Calculating CR
- Monster Feats
- Monster Types and Abilities
- Monsters and Reserve Points
- Monsters and Traits

Specific Creatures

- Colossus of Thard
- Demon Knight
- Dimensional Prowler
- First
- Gossamer Wyrm
- Selvrin
- Shellback
- War Leader

Calculating CR

As with other OGL games, judging the CR of unusual creatures with class levels (whether in a PC, NPC or Villain class) is as much art as science.

I'd use the basic outline provided by the SRD.

Associated Class Levels
Class levels that increase a monster's existing strengths are known as associated class levels. Each associated class level a monster has increases its CR by 1.

Associated classes for a creature that relies on its fighting ability:
Any IH PC class except Thief or Arcanist
Champion
Demon Knight
Demonic Brute
Warleader

Associated classes for a creature that relies on stealth to surprise its foes, or on skill use to give itself an advantage:
Archer
Demonic Minion
Executioner
Hunter
Thief

Associated classes for creatures that rely mainly on magical ability:
Arcanist
Dreaded Sorcer

Nonassociated Class Levels

If you add a class level that doesn't directly play to a creature's strength the class level is considered nonassociated, and things get a little more complicated. Adding a nonassociated class level to a monster increases its CR by 1/2 per level until one of its nonassociated class levels equals its original Hit Dice. At that point, each additional level of the same class or a similar one is considered associated and increases the monster's CR by 1.

Levels in NPC classes are always treated as nonassociated, and levels in Commoner count as half a nonassociated level (i.e. they only add 1/4 CR each).

Monster Feats

Refer to the Feats subject for details.

Monster Types and Abilities

Constrict

When a creature with the Improved Grab and Constrict special abilities successfully initiates a grapple, it deals its constriction damage as part of that action. It doesn't need to make a separate check.

So the steps are:

1. make normal attack
2. inflict normal damage
3. make free grapple check
4. inflict constrict damage

In subsequent rounds, the creature continues making grapple checks, inflicting constriction damage + normal attack damage with each successful check.

Most of this is covered in Improved Grab's description.

Incorporeal Creatures

The description of Incorporeal in the Core Rulebook is correct. The one in *Mastering Iron Heroes* is incorrect.

For those who feel this makes Incorporeal creatures too weak, I'd suggest a house rule giving them DR 5/(something appropriate) or even DR 5/- as well as the 50% miss chance.

Invisible Creatures

Q: *According to the Listen skill in Iron Heroes, you can take a -5 penalty to pinpoint a creature. According to Mastering Iron Heroes, the DC is increased by +20. Which is it?*

The -5 penalty in the core book is correct. The +20 DC mentioned in *Mastering Iron Heroes* should only apply to Spot checks, not Listen checks.

Remember that a pinpointed creature still benefits from the miss chance for total concealment.

Monsters and Reserve Points

Refer to Heal in the Skills subject for details.

Traits and Monsters

Refer to Traits and Non-Human Characters in the Traits subject.

Colossus of Thard

Face and Reach
The face/reach entry of the Colossus of Thard in the stat block is correct at 50 ft./20 ft. The text describing it as 30 feet by 30 feet is incorrect.

Demon Knight

Armor of Hell
The Demon Knight's "Armor of Hell" provides normal armor DR, based on its type, in addition to making it more difficult to penetrate the demon's DR. The armor has a Max Dex bonus, armor check penalty, and speed reduction as normal for its armor type (so if a Demon Knight wears full plate and gets 1d8 extra DR, he also has a lower Defense due to his reduced Max Dex).

The Armor of Hell ability affects all of the Demon Knight's DR (natural and armor-based). This ability functions only for Demon Knights - another creature wearing the Demon Knight's armor gets only the normal DR for that armor type.

Dimensional Prowler

The Dimensional Prowler is a large creature and should have a space reach of 10 feet/10 feet, not the 5 feet/5 feet listed in the stat block.

First

Q: What is the ECL/CR of the First?

I'd provisionally put them at the following points:

Level adjustment for the First is +5 (though there shouldn't be any PC First, generally speaking).

CR for the First is class level + 1 for characters of levels 1-5, class level + 2 from level 6 upward.

I haven't ever used the First as combat opponents, so these are only 'best estimates'. Use them with discretion.

Also, you may need to give a higher LA or CR for Firsts with Arcanist levels, as they get a huge spellcasting bonus.

Gossamer Wyrm

Breath Weapon
The wyrm can produce a searing blast of energy that inflicts 16d6 points of damage (Reflex save, DC 22 for half damage applies).

Selvrin

Q: *Why do Selvrin have Weapon Finesse 2? They don't carry shields.*

While weapon finesse 2 does mean that if they pick up a small shield they don't suffer any penalties to attack rolls, that does seem a rather marginal feat selection. Not wrong, necessarily, but odd. You could swap it out for weapon focus 1 (iron spike), if you wanted a more effective choice.

Shellback

Since the Shellback has the Improved Trample feat, the Reflex DC for half damage on their Trample attack should be raised from 30 to 35.

War Leader

And Weapon Masters
Q: *If a weapon master attacks a War Leader, and the War Leader uses the "flunky as a human shield" option to get the flunky hit instead of himself, does the Weapon Master still get a token vs. the War Leader?*

No.

Grunt Cover

The war leader's Grunt Cover ability grants the war leader total cover against all ranged attacks (subject to certain conditions). Per IH page 184:

'You can't make an attack against a target that has total cover.'

So you can't make ranged attack rolls that target the war leader at all.

Skills

Below are a list of the general questions on how skills work in *Iron Heroes*, as well as a list of questions relating to specific skills.

General Skills-Related Queries

- Skill Challenges
- Skill Groups
- Skill Specializations
- Skill Use and Action Types

Specific Skills

- Appraise
- Bluff
- Craft
- Handle Animal
- Heal
- Hide
- Intimidate
- Jump
- Knowledge
- Listen
- Move Silently
- Perform
- Ride
- Sleight of Hand
- Speak Language
- Spellcraft
- Tumble

Skill Challenges

Fast Completion Skill Challenge
Q: Can skill challenges reduce the time of an action to a free action? There were worries that this might lead to "always on" abuse for some skill challenges.

If the skill check could normally be made as a move action, yes. See page 77. GMs should remember and enforce their right to limit the number of free actions allowed in a round.

I know this design was intentional because I argued against it during playtesting. My personal house rule on this is that you can use a skill challenge to reduce a skill check to a swift action, not a free action.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action.

Note also that skills where a character moves as part of the action (e.g. tumble, jump, balance, climb) generally cannot be performed as a free action (though they can sometimes be a reaction, e.g. being hit while climbing).

Simultaneous Action Skill Challenge
Simultaneous action challenges are for just that: simultaneous actions. If you're trying to accomplish 2 different things in the same action (free, move, standard, full round), the 2nd thing has to be done with this challenge. This is one of the reasons the fast completion challenge is so powerful, and why I recommend allowing actions to be reduced only to a swift action, not a free action.

Note that the Iron Heroes book specifically notes that this challenge only applies to two things you couldn't normally do together. What constitutes "could(n't) normally do together" is left to the GM, so it's a bit of a judgment call.

If two different skills are being checked, I'd generally expect that to be a case where this challenge applied (exceptions would be rare).

If the same skill is being checked for two different purposes (eg break fall and tumbling mobility on the tumble check) then it depends exactly what those purposes are. If one or both purposes have an effect on another character (denying them Active Defense or an Attack of Opportunity for instance) or on the performing character's attacks (such as leaping strike), then I'd definitely require the challenge.

Note that the simplest form of application is to say "two skills or one skill for two purposes, it's always a simultaneous action challenge". There's fewer arguments this way (though slightly less cinematic action).

Skill Groups

Skill Groups and Multiclassing
If you obtain a skill group from a class, it is considered one of your groups for the rest of your levels - regardless of what classes to take thereafter.

A common house rule is to allow skill groups to be used only for the class in which you are currently advancing, as some people consider

the standard rule too open to abuse. I commonly use this house rule myself.

Skill Groups and Speak Language
Every time you spend a skill point on the Academia skill group, you gain another language.

Stacking skill ranks from different skill groups
The third paragraph under the "Skill Groups" heading on page 78 of the rulebook covers this: ranks gained from different groups stack, but only up to your level-based max ranks (level+3 for most classes, level+5 for a Thief).

So a 1st level thief with 4 ranks each in the Social and Theatrics groups would have 6 ranks in Bluff. Any other 1st level character would have 4 ranks.

Skill Specializations

Ranks and Skilll Points
Spending skill points to gain extra areas of specialized skills such as Knowledge or Perform is unrelated to spending skill points on ranks.

For example, a 1st level character with Academia could spend 4 skill points on the skill group, gaining 4 ranks in one type of knowledge. He could then spend additional skill points to buy other areas of knowledge (as many as he wanted, at a cost of 1 point per area).

Note that a new area costs 1 skill point, not 'one rank in the skill', so you can't get new areas as part of a skill group, you have to buy them separately. (the first area comes free as part of getting 1 rank, so you don't need to spend a skill point on it).

When you gain a rank in one of these skills, it applies to all specializations you possess in that skill (including if you got the rank via a skill group). When you purchase a new specialization, it starts with the same number of ranks as your existing specializations.

Skill Specializations and Skill Focus
See Skill Focus in the Feats subject for details.

Skill Use and Action Types

Skill Uses That Don't Take An Action
Q: *There are a number of skill uses in IH that don't take an action in themselves, but have to be done as part of a move. I was unable to find any specific rules about what happens if you try to do*

more than one of these as part of the same move, it it's even possible, or whether there are additional penalties for it. As an example, say you are 15 feet away from your target and prone on a rooftop. Is it possible to use Jump to kip up as a free action, then charge by making a 10 foot standing jump while softening the fall? As I read it, a 10 foot standing jump performed as the movement part of a charge would allow both Leaping Attack and Vertical Strike to kick in. Is there anything to prevent you linking 3 different Jump checks (soften fall, leaping attack, and vertical strike) to the same 10-foot jump? If it is possible, would it require 3 independent checks, or 1 check with penalties for the extra stuff? Similarly, how would using Jump as part of a stunt interact with the above uses? I don't think it could be combined with a charge since both the attack stunt and charge are full-round, but could it combine with other uses?

Each different effect is a different action, even though they use the same skill. You could do two at once with a simultaneous action challenge, but that would be the only way, and you could still only do two as part of one action, not three or more.

Fast Completion Skill Challenges
See Skill Challenges in this subject for details.

Appraise

Find Weak Point
Q: *Does using "Find Weak Point" provoke an Attack of Opportunity?*

Yes. It's a standard action that isn't an attack.

If you want to avoid the Attack of Opportunity, use the Fast Completion challenge. That's (partly) what it is for.

Bluff

Bluff and the Devious Manipulator Feat
Q: *What kind of action is using Bluff with the Devious Manipulator feat?*

The Devious Manipulator feat doesn't change the type of action required to Bluff. It would depend on what kind of bluff you were attempting. See page 82 of the rulebook for the typical actions required by the Bluff skill.

Playing Dead
Q: *Can a character fake his own incapacitation or death, in order to throw off opponents, or to allow*

a berserker ally to gain the fury bonus from a fallen friend?

I'd certainly allow the attempt (both to fool an enemy and to fool the berserker), with circumstance modifiers based on the conditions (if you still have 50 hp, I'm putting a big negative on there) and how often you've done it (since the berserker will catch on eventually).

Craft

Alchemical and Masterwork items
Any character with craft (alchemical/tools and trinkets) can create the items on page 201.

I'd put both the alchemical items and masterwork component at DC 25 ("elegant or rare"). An argument could also be made for DC 20 for masterwork (to match standard D20) but that seems too low based on the category descriptions in *Iron Heroes*.

Handle Animal

Animal 'Tricks'
You need a handle animal check to get a trained animal to perform any trick it knows (including getting a mount to attack; changing targets requires a new check). Once issued an instruction, the animal continues to follow the order until told to stop, or it is unable to comply.

If you are fighting from a mount, you may also need to use the Ride skill.

Heal

Heal and Non-Player Characters
By the book, NPCs (and most monsters) do not benefit from Reserve Points and therefore don't benefit from many applications of the Heal skill (though don't forget the option of using the 'Temporary Treatment' challenge for NPCs; their lack of a reserve pool makes this challenge always a net win for them). This discrepancy in healing is deliberate; it's an extension of the PCs tactical advantage in having reserve points at all.

By 'tactical advantage', I mean that a group of *Iron Heroes* can meet a monster and then retreat when both sides have lost 75% of their hit points. The PCs can then simply wait an hour, get as much as 60 hp back each from their reserve pools, and then go stomp a mud hole in the still-injured monster.

Of course, there is nothing to stop you from giving Reserve Points to your major villains, if you wish.

Hide

And Scent
Q: How do the Hide and Move Silently challenges vs Scent work?

By taking these skill challenges, you become undetectable by scent. Thus, creatures with that ability no longer automatically sense you when they come within a certain distance. They can however still find you via other senses (so they still get Search, Spot and Listen checks against you, as applicable to their situation). Due to the steps you have to take to negate their scent, you suffer a penalty on your check (the skill challenge). This could represent the fact that you had less time to find a hiding spot, or that you had to crush up some herbs to mask your scent (thereby giving a hint you were nearby) and so on.

Hiding in Combat
You can hide in combat to get sneak attack / deny active defense on an opponent.

However, hiding in combat is not that easy. You first have to distract your opponent (bluff check, which I would generally oppose with a BAB check in combat). Then you have to move at least 10 feet. There also needs to be cover or concealment in which you can hide. And of course your Hide check needs to beat the target's Spot check. (see Hide skill in IH on all this)

If you succeed in all this, then on your next turn you could move out of hiding and get sneak attack / deny their active defense. If you only have to make a 5 ft step to reach them, you can even full attack with these bonuses (cases where this is possible aren't likely to be all that common though).

Generally speaking (i.e. assuming no funky class abilities or feats on the part of the target) if all you are looking for is sneak attack, simply flanking the target is a much easier option to get it.

Intimidate

Browbeat
Q: Can Browbeat be used in combat or is it out of combat only?

It's only a standard action, and use in combat is not specifically disallowed, so by the rules the

answer is "yes". Keep in mind that the affected character gets to make another save/check to resist every round, and that the effects cease as soon as they make a successful check (you would have to take another action to intimidate them again to restore the effects).

I'll be interested to hear people's experience with this in play. It looks very powerful to me if used in combination with certain class abilities.

Demoralize Opponent
Q: *Does using "Demoralize Opponent" provoke an Attack of Opportunity?*

Yes. It's a standard action that isn't an attack.

If you want to avoid the Attack of Opportunity, use the Fast Completion challenge. That's (partly) what it is for.

Jump

Leaping Strike
Q: *Is Leaping Strike considered part of the attack standard action?*

No. It is part of a separate move action during your turn, prior to your attack action.

Vertical Strike
The requirements for Vertical Strike to succeed are:

1. your Jump check must exceed your opponent's base attack check

2. your Jump check must be 20 or more

3. you must actually move at least 10 ft. as part of the jump (I'd allow this to be done as either a running jump or a standing jump, provided you had enough movement)

Q: *Is Vertical Strike considered part of the attack standard action?*

No. It is part of a separate move action during your turn, prior to your attack action.

Active Defense Bonus While Jumping
A character retains his Active defense bonus if he gets attacked while airborne from jumping.

Knowledge

Uncover Weakness
Q: *Can you tell others what you learn with this ability to give them the bonus as well?*

No. The knowledge is too technical and detailed to be communicated during an encounter. Get Beast Lore if you want to do that.

Listen

Listen Checks to Pinpoint Invisible Creatures

Refer to Invisibility in the Monsters section.

Battle Sense

You can't use Battle Sense when it is not your turn, but you could ready an action at the end of your turn to use it as a free action if someone flanks you.

Remember that using the readied action will shift your initiative, so you may ultimately get fewer actions in combat if you use this strategy.

Move Silently

And Scent
Q: *How do the Hide and Move Silently challenges vs Scent work?*

By taking these skill challenges, you become undetectable by scent. Thus, creatures with that ability no longer automatically sense you when they come within a certain distance. They can however still find you via other senses (so they still get Search, Spot and Listen checks against you, as applicable to their situation). Due to the steps you have to take to negate their scent, you suffer a penalty on your check (the skill challenge). This could represent the fact that you had less time to find a hiding spot, or that you had to crush up some herbs to mask your scent (thereby giving a hint you were nearby) and so on.

Perform

Inspire Courage, Risky Performance
Q: *The skill challenge seems too good compared to the base DC progression.*

Remember that the result of your perform check must still be 20 after penalties. So essentially you

are raising the minimum skill requirement to 25 or 30 to get any bonus at all, in exchange for increasing the benefit. It's potent, but it's mainly of use for truly expert performers ... which is of course the point

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Action type required for Inspire Courage
Using the Perform skill to Inspire Courage is a standard action to start, and a free action to continue once started, but the performing character can't do anything that requires speech while performing.

Ride

Mounts in Combat
If your mount is not combat-trained, you must make the 'Control Mount in Combat' check each round as a move action.

If you have a war-trained mount and want to it to attack your enemies, you must make a 'fight with warhorse' Ride check.

If you want to fight while mounted and both your hands are occupied (eg to benefit from a shield or use a 2-handed weapon) you also need to make a 'guide with knees' check if you need the mount to move. This is a free action.

You don't need the 'guide with knees' check if the mount remains in the same place for its whole action (even if it attacks).

Riding an unwilling mount
Assuming a "normal" mount (not a huge or intelligent monster, but something like a horse or camel) I'd run it this way:

- Actually getting on the mount's back is either a Handle Animal check opposed by the creature's Will save, OR a check on a movement skill (such as climb, jump or tumble) opposed by the creature's Base Attack check
- Once you're on the mount's back, you need a Ride check to get it to do what you want, opposed by its Base Attack check. This check is a standard action on your part and for the mount. This means you can't fight, and can only make a slow pace as you force the mount to do what you want (since you both only have a move action left). If you lose the check, you go nowhere. Lose it by 5 or more, and you're bucked off.
- Once you win 3 contested Ride checks in a row, the animal will grudgingly go where you wish until you dismount or 1

hour elapses, whichever comes first (so you don't have to make the "stay on" checks anymore). Then you need to repeat the Ride check process again (after you get back in the saddle, if you dismounted)
- An unwilling mount adds +10 DC to any other Ride check you need to make (even after it grudgingly does as you wish)

For large monsters and intelligent creatures, other skills might be appropriate, and they are likely to use grapple checks to get rid of you.

Sleight of Hand

Faster than the Eye
Q: *Faster than the eye essentially negates Improved Feint:*
Doing it as a free action reduces the skill by -5, meaning you have X+Stat mod+3+2 (synergy) -5 = X+stat mod, where X is the level, against a base attack check of X+Stat mod.
*Differences: Faster than the Eye gives it with **all** your attacks till the end of your actions, feint with only one attack.*
Feint can be opposed different ways (this has both good and bad qualities)

Additional factors you may not have considered: Feint can be used with any finesse weapon (not just light weapons). Feint goes off a skill that is more generally useful (bluff). Feint does not suffer from armor check penalties. You can carry a shield while feinting. And Feint has some expanded masteries (Imp Feint 5 is nice).

Oh, and there is a penalty for failing with Faster than the Eye, which Feint does not have.

Q: *The chief problem is the ability to quicken it*

Note that strictly-by-the-book this can also be done with Improved Feint (since Feinting has become a move action by taking this feat, you can now quicken it to a free action by taking the Fast Completion challenge).

Q: *Is there something I'm missing about Faster than the Eye that would prevent it from being quickened, besides DM ruling?*

No.

Q: *Is the 10 penalty from failing or being witnessed intentionally there to balance it out?*

I expect it's there because it's also in the d20 version of this skill :)

Personally, I'd house rule Faster than the Eye to only confer the loss of active defense bonus for

one attack (the same as Feint), rather than for the rest of your action.

Speak Language

Speak Language and the Academia Skill Group
See Skill Groups in this subject for details.

Tumble

Tumbling Attack and Full Attacks
The only way to get a full attack routine while making a Tumbling Attack is to move only 5ft as part of the Tumbling Attack while taking a fast completion challenge to make the Tumbling Attack itself a free action instead of a move action. In addition, you can only do this if you have the ability to Tumble at your full speed (since if you can only Tumble at half-speed, moving 5 ft requires 10 ft of movement, which is a move action).

Tumbling Attack and Steel Dancer
See the Harrier in the Classes subject for details.

Tumble and Attacks of Opportunity
See Attacks of Opportunity in the Combat section for details.

Tokens

Tokens are a new mechanic introduced in *Iron Heroes*, but which certain classes can activate their class abilities. A listing of all Token-related questions and answers are below.

General Token Mechanics

- Earning Tokens
- Using Tokens

Questions on Specific Token Pools

- Aim Tokens
- Armor Tokens
- Cleave Tokens
- Deception Tokens
- Execution Tokens
- Fury Tokens
- Lore Tokens
- Parry Tokens
- Strategy Tokens
- Weapon Tokens

Earning Tokens

This page addresses only questions that apply across all token pools. For questions relating to earning tokens for a specific pool, refer to the page on the appropriate token type.

When Can You Earn Tokens?
Q: *Suppose a PC is in a situation where he/she can see an enemy, who can't see the PC. Neither are moving. Is the PC allowed to collect tokens? All types? Up until your level-based maximum, before you start combat? None?*

Generally speaking, I'd allow it. It's the IH equivalent of buff spells before combat. There might be specific circumstances that I ruled disallowed it, but I'd deal with that on a case by case basis.

Taking Actions to Earn Tokens in Multiple Pools
You can take only one action per round to do nothing but build up tokens. Not one action per pool per round. This is to stop multipool characters from taking a free action to boost pool A, then a free action to boost pool B, then a free action to boost pool C, and so on.

If you house rule to allow people to boost multiple pools in a round (as I am considering for my own games), then I suggest using a rule like "You may

take only one action per token pool per round to do nothing but build up tokens. You cannot use the same action type (free, move, standard or full round) to boost tokens in more than one pool."

Using Tokens

This page addresses only questions that apply across all token pools. For questions relating to using tokens to activate a specific ability, refer to the page on the appropriate token type.

Multiple Token Uses on One Action
As long as the action types are compatible, and the ability being used doesn't require a specific action type in itself, you can combine multiple token uses in one action. For instance assess opponent is a standard action in and of itself, so you can't spend other tokens as part of that action. You could combine expert strike with hindering cut since both are simply part of an attack.

Token Pools with 'Targets'
Whenever a token pool has a 'target' (such as an Archer's aim pool, or a Weapon Master's weapon pool) then you can only spend the tokens for that pool against the target of the pool.

Exception: if an ability associated with a target-specific token pool explicitly states that it can be used against other creatures than the target, then that ability (and that ability only) can be used against other creatures than the pool's target. I can't think off hand of any abilities that meet the exception criteria, but I figure it is still worth saying in case there is one :)

Aim Tokens

Aim Pool
You can choose a target for your aim pool and gain tokens against them while actually shooting at other targets. Think of this as the situation where the archer is drawing a bead on the enemy leader when 3 mooks suddenly rush him. The archer drops all three mooks instinctively, without ever losing his focus on the leader.

If you choose a target and they remain still for their action, you gain 1 token, even if you do not take any actions yourself to aim at them (per the text, you gain this token at the start of your action, before you have even had a chance to aim).

You have to be able to see your opponent to have them as the target of your aim pool. If you lose sight of your aim pool target for the entirety of your action (i.e. you cannot see him at the start of your action, and do not get into a position where you can see him by the end of your action) then you lose your accumulated tokens (note that this makes "building tokens on that guy and firing at those guys" a little more risky, since "that guy" might move out of sight).

Who can you spend Aim Tokens against?
See Using Tokens in this subject for details.

Deception Tokens

See Devious Manipulator in the Feats subject for details.

Execution Tokens

Refer to the Executioner in the Classes subject for details.

Fury Tokens

Fallen Friend
Q: *Can I 'play dead' to grant my berserker ally the fury tokens for Fallen Friend?*

See Bluff in the Skills subject for details.

Lore Tokens

See Beast Lore in the Feats subject for details.

Parry Tokens

Parry Tokens and Combat Expertise 9 and 10
Refer to Combat Expertise in the Feats subject for details.

Strategy Tokens

Tactics of the Mind and War Leader Feats
You must have both Tactics of the Mind 2 and War Leader in order to get the +5 bonus to generate strategy tokens. The order in which you get them doesn't matter: the second feat you get

always confers the bonus, while the first feat does not.

Weapon Tokens

Who can you spend Weapon Tokens against?
See Using Tokens in this subject for details.

Traits

Below is a list of each trait for which errata, explanations or clarifications have been made.

General Questions about Traits

- Traits and Non-Player Characters
- Traits and Non-Human Characters

Questions about Specific Traits

- Master of Lore
- Mighty Build
- Nomad
- Prodigy
- Resilient Toughness
- Short
- Tall
- Weapon Bond

Traits and Non-Player Characters

Q: *Do NPCs get to start with 2 traits like PCs?*

Yes. If you had a dwarf NPC, would you deny him his dwarf racial traits? Similarly, human NPCs get 2 traits. Of course, you could always swap these traits for 1 feat and +1 skill point per level, or handwave them away for combat purposes (since most NPCs will have traits like "artisan").

You may also wish to refer to Traits and Non-Human Characters within this section.

Traits and Non-Human Characters

Q: *Do villain classes get to start with 2 traits like PCs?*

If the base creature of the villain class is a human, yes. Otherwise, no.

Q: *Do monsters found in the Iron Heroes Bestiary get to start with 2 traits like PCs?*

Not unless explicitly stated so in their description (I don't remember any that do).

Master of Lore

Master of Lore lets you act as if you have a number of ranks in Knowledge (whatever) equal to your Int bonus. So if you have Int 18, you'd make checks at +8 (+4 for Int 18, +4 for your 'virtual' ranks). Essentially, you're counting your Int bonus twice, rather than your Int bonus + ranks (unless the latter is greater, of course).

Mighty Build

How exactly does Mighty Build work with weapons not of your size category?
A character with mighty build wields weapons of one size category larger exactly as if they were weapons of his own size category. So a medium-sized character with this trait could wield a large longsword in one hand, would treat a large light mace as a light weapon, and would be able to wield a large greatsword in two hands.

Mighty build has no effect on the handedness of weapons of any size category except the category one larger than your own (which it allows you to use as if you were one size larger than you are). So a medium-sized greataxe would still be a two-handed weapon for a medium-sized character. A small greataxe would be a one-handed weapon, and a huge greataxe would be too big to wield. Only the large greataxe would be an unusual case, since the character could wield it in two hands.

Mighty Build and Unarmed Combat
Mighty Build does not increase your damage when you make an unarmed attack (though it *does* increase your damage when you use a weapon that has the unarmed descriptor and is sized for creatures one size category larger than you). This trait allows you to use weapons for creatures a size larger than you, it does not make you larger yourself.

Mighty Build and Shields
Mighty Build also does not increase your damage when you make a shield bash. This is specifically disallowed in the last paragraph of the trait. You gain the same defense bonus from shields as anyone else.

Nomad

If you have the Nomad (Cavalry Warrior) trait and you ride a horse for a full week, it is treated as a warhorse in all respects while you are riding it (in other words, if you are riding a light horse, its statistics change to be those of a light warhorse, and a heavy horse becomes a heavy warhorse: it gets better extra hit dice, better attack bonuses, etc).

It loses this benefit as soon as you stop riding it or are incapacitated. It regains the benefit again as soon as you are active and riding it once more (if you've been separated from a specific mount for a considerable period of time - days or weeks - the GM may rule that you need to "break it in again" and spend another week getting to know it).

Prodigy

You can combine the mastery bonus from Prodigy with that of other traits that grant increased mastery, such as Patrician or Reaver (unless house ruled otherwise, of course).

Tall

Tall Trait and Hafted Weapon Mastery
See Hafted Weapon Mastery in the Feats subject for details.

Weapon Bond

Weapon Bond and Strength-replacement Feats
Q: *If I take Weapon Bond as a trait and use Int or Dex as my substitute ability score, what benefits do I get from Tactics of the Mind or Weapon Finesse base masteries, respectively?*

The 'only' benefit the base masteries of these feats provide a character with Weapon Bond for the same ability score is that they allow the character to access the expanded masteries of the feat. This is an opportunity cost of taking Weapon Bond as a trait.

Weapon Bond and Tactics of the Mind 7 and 8
Refer to Tactics of the Mind in the Feats subject for details.

Ranged weapons and weapon bond
Weapon Bond only allows you to use another ability instead of Strength, so you would still use your Dexterity for ranged attack rolls. If you had a composite bow, you would get bonus damage based on your replacement attribute, but you would still need to have a high enough Strength to wield it or suffer the attack penalties.

Essentially weapon bond is a suboptimal trait for ranged weapons. Of those, it works best with slings and thrown weapons (which get Strength bonus to damage automatically), marginally with Composite bows (since you can get damage bonuses, at a penalty to hit) and not at all with other bows and crossbows.

When do the benefits of weapon bond apply?
You gain the advantages of Weapon Bond only for attack rolls. You don't get it for Base Attack Checks (as they are not attack rolls), nor for Strength checks, even if those checks are made as parts of special attacks (such as the Strength check to trip an opponent).