

IRON HEROES REVISION SUMMARY

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Welcome to the *Iron Heroes Revisions PDF*.

This PDF compiles all the changes made between the original, 2005 *Iron Heroes* rulebook and the Revised rulebook released in 2007. The document is intended for the use of *Iron Heroes* players who possess the original rulebook in either print or PDF format and choose not to purchase the Revised book.

This document is available online at the [Iron Heroes FAQ and Errata Wiki](#).

Please post questions about *Iron Heroes* at [the Iron Heroes Forums](#).

Entries in this PDF are sorted and referenced by their page number within the 2005 release of the rulebook.

Page 10 – Basic Task Resolution

Change the sentence "The exceptions to this are attack rolls and saving throws."
To read "The only exception to this are attack rolls."

Page 19 – Trait table

Description of Lithe Acrobat. Change the description to:
"You can Tumble at your normal speed without penalty."

Page 20 – Artisan

Add to the end of the Clever Worker description:
"You can use this ability on any skill check where you are able to take 20."

Page 20 – Bewitching

Change this trait to read as follows:

"Bewitching (Mental)

You have an uncanny ability to manipulate others, perhaps due to an alluring physical trait. Your eyes may be a strange color that captivates men and women, or you simply have a talent for twisting others around your finger.

Mechanics: When dealing with NPCs whose starting attitude toward you is not hostile, you can choose to use this ability to temporarily improve their attitude toward you by a greater degree than normal.

When making your diplomacy check, treat the NPCs starting attitude as one level higher than it actually is for the purpose of determining their new attitude. That is, you

would treat an unfriendly individual's starting attitude as indifferent, or an indifferent individual's starting attitude as friendly.

If you choose this option, the NPC's new attitude lasts only for a number of minutes equal to your Charisma score. After that time, it returns to the state it held before you made your Diplomacy check. If circumstances in the interim have rendered the NPC violent or hostile, such as if you attacked him, he remains there rather than returning to his original state.

You do not have to use this trait when dealing with an NPC. You can choose to make a normal Diplomacy check instead, in which case the NPC's change in attitude is more lasting, at the cost of a higher DC to achieve the change."

Page 22 – Desert Born

Change Camel's Tenacity to the following:

"Camel's Tenacity: The desert is a deadly environment, and several times you have survived dust storms and long periods without water through sheer willpower. Each round your hit points are 0 or fewer, you can attempt a Fortitude save (DC 15 + your negative hit point total). If this save succeeds, you can take a standard action that round, and you do not fall unconscious. You continue to lose one hit point each round while your hit points are below 0. Additionally, you automatically fall unconscious at -10 hit points and may die as normal thereafter."*"*

Page 26 – Resilient Toughness

Add to the end of this trait:

"Special: If you possess the Diehard feat, you may activate Resilient Toughness while disabled as a standard action."

Page 27 – Short

Change the sentence "You suffer a -2 square (-10 foot) penalty to your base speed and a -2 penalty to Strength." To read: "You suffer your choice of either a -2 square (-10 foot) penalty to your base speed or a -2 penalty to Strength. You must make this choice immediately and cannot subsequently change it."

Page 27 – Tall

After the sentence ending "cannot be adjacent to you." add the following sentence:

"You must have line of sight and line of effect to the square you choose."

Page 29 – Poor BAB

The column in the table is incorrect. It should be the same as shown for the thief or arcanist class tables.

Page 31 – Archer Ranged BAB

Change the text to read:

Ranged Base Attack Bonus: Archers focus much of their training on bows, crossbows, slings, and thrown weapons. When using a projectile weapon or throwing a thrown weapon, use the ranged base attack bonus on the Archer Class Features and Mastery table (see page 33). When armed with any other sort of weapon, or using a thrown weapon in melee, use the normal base attack bonus. If you take levels of other classes, add the ranged base attack bonus to your other class' base attack bonus to determine your modifier when using projectile weapons and when throwing thrown weapons. Add in the archer's normal base attack bonus for all other circumstances.

Page 32 – Deadly Shot

Change entry to read:

"Deadly Shot: Your ranged attacks are particularly damaging. By spending 2 aim tokens, your next attack gains a bonus to damage equal to half your Dexterity bonus. You cannot use this ability more than once on a given attack. This is not precision-based damage: it applies in full against creatures which are immune to critical hits, and to all projectiles fired as part of single attack, such as when using Volley Shot (see page 34)."

Page 32 – Archer bonus feats

Change the 2nd sentence to read:

"You can spend this selection on any Projectile feat of your choice, provided that you meet its mastery requirements."

Page 32 – Improved Aim Pool

Taking a full round action to aim should grant 5 tokens, not 4.

Page 34 – Volley Shot

Add the following sentence at the end of the ability:

"Regardless of the number of projectiles you fire or throw, apply precision-based damage, such as sneak attacks, only once. If you score a critical hit, only the first shot deals critical damage, while all others deal regular damage."

Page 34 – Supreme Aim Pool

Taking a full round action to aim should grant 10 tokens, not 8.

Page 36 – Armiger Class Features and Mastery Table

Make the following changes:

- Change the Defense Mastery column to Power Mastery. Change the Power Mastery column to Tactics Mastery.
- Add "Bonus Feat" as an entry for levels 2, 6, 10, 14 and 18
- Move the armor ability gained at 18th level to 17th level instead.

- Delete "Improved Reinforced Defenses" from the table

Page 37 - Armiger Feats

Change this paragraph to read:

"Armigers focus on the use of their armor above other pursuits, granting them excellent mastery to the Armor feat categories. When they fight, they prefer Power weapons over other options, as their heavy armor makes light, agile weapons impractical. Armigers are also skilled in reading the tactical situation and adapting to suit it."

Page 37 – Armor Mastery

Delete the 2nd paragraph of this class ability ("From 1st ...")

Page 37 – Bonus Feats

Add Bonus Feats as a new class feature after Armor Mastery and before Armor Pool. text as follows:

Bonus Feats: At 2nd level and every 4 levels thereafter (6th, 10th, 14th and 18th) you gain a bonus feat that must come from the Armor category. You can spend this selection on any Armor feat of your choice, provided that you meet its mastery requirements. Bonus feats are in addition to the feat a character gets at every even-numbered level.

Page 37 – Armor Pool

Delete the sentence, "You may have at most a number of unspent aim tokens equal to 5 + your class level."

Page 39 – Uncanny Dodge

Change the sentence "You retain your active bonus to defense even when you are caught flat footed" to read:

"You retain your active bonus to defense when you are caught flat footed, but not in other circumstances which deny you your active defense bonus"

Page 39 - Improved Uncanny Dodge

Delete the word "custom" in the first sentence and delete the phrase "or if you

wear different armor" from the second sentence.

Page 39 - Reinforced Defenses

Change the text of this ability as follows:

"Reinforced Defenses: Part of the defensive value of your armor comes from your ability to wear it effectively. Starting at 9th level, you learn how to roll with attacks, absorb strikes in heavily plated areas, and otherwise lessen the force of combat. If an opponent strikes you with a weapon that would normally ignore your damage reduction (such as a demon's claw), you may still roll your normal damage reduction (including any armor feats or effects of challenges you have taken) and apply half of the result, rounded down, against the damage from the attack. Even though the weapon cleaves through your armor, you still twist and dodge to reduce the force of its impact.

This benefit also extends to energy attacks and spells that inflict damage in hit points."

Page 39 - Improved Reinforced Defenses

Delete this ability.

Page 39 - Supreme Reinforced Defenses

Change the text of this ability as follows:

"Supreme Reinforced Defenses: At 20th level, when facing an opponent whose weapons or attacks would normally ignore your armor's damage reduction, you gain the full benefit of your damage reduction. Otherwise, this ability functions as the reinforced defenses ability and replaces that ability's lower value."

Page 41 – Berserker DR

Add a sentence to the end of the 1st paragraph:

"Just like armor, this damage reduction provides no defense against magical weapons or monsters whose claws or fangs are imbued with arcane energy."

Page 44 – Primal Howl

Change the text to read as follows:

"Primal Howl: You unleash a ferocious animal scream that strikes terror into your enemies. All enemies within 60 feet of you must attempt Will saves (DC 10 + half your berserker level + your Strength or Charisma modifier + tokens spent). Upon a failed save, any creature with fewer Hit Dice than you becomes frightened, and those with Hit Dice equal to or greater than your own total become shaken. Shaken creatures do not become frightened because of this ability, nor do frightened ones become panicked. The effects of primal howl last a number of rounds equal to 2 + your Constitution bonus. Using the primal howl as a standard action costs a minimum of 2 fury tokens; using it as a move action costs a minimum of 6 tokens; and using it as a free action costs a minimum of 10 tokens."

Page 44 – Ultimate Battle Rage

Change the text to read as follows:

"Ultimate Battle Rage: By 20th level, you have become a walking engine of destruction. You automatically gain 1 fury token per round of combat at the beginning of your action. In addition, the ability score, movement and saving throw bonuses provided by the berserk mind, berserk speed, and berserk strength abilities increase by +4 each."

Page 44 – Uncanny Dodge

Change the text which reads "you retain your active bonus to defense when you are caught flat footed, as your inner, instinctual senses warn you of danger." To:

"you retain your active bonus to defense when you are caught flat footed, but not in other circumstances which deny you your active defense bonus."

Page 47 – Executioner's Eye

After the words "or, if he knows you are studying him, a Bluff check" add:

"or a base attack check, whichever is higher."

Page 47 – Create Distraction

Change the text of this ability to read:

"Create Distraction: Beginning at 5th level, you can make a flurry of attacks that distract your opponent, allowing you to slip into hiding. For instance, you slash at his eyes, deliver a dozen quick strikes to confuse his defenses, or stun him briefly with a blow to the head.

When you make a melee attack, you may spend 2 execution tokens to activate this ability. Resolve your attack as normal. If you hit, your opponent must make a Spot check (DC 10 + half your executioner level + your Wisdom modifier + number of additional tokens spent) or he loses track of you until the beginning of his next action. You gain this benefit in addition to damage from the successful attack. You do not need to choose to spend additional tokens until after you have made your attack roll.

Until the beginning of his next action, the foe does not threaten you. If you move at least three squares (15 feet) after your distracting attack, you can make a Hide check to evade the victim's notice, as if you were unobserved by him."

Page 48 – Execution Blow

Before the words "15 execution tokens", add the words:

"at least"

Page 48 – Execution Blow

Change the words "+ tokens spent" to:

"+ additional tokens spent"

Page 50 – Combat Speed

The reference under "Combat Speed" to the "Hunter Class Features and Mastery table" should be the "Harrier Class Features and Mastery table."

Page 51 – New Sidebar.

Add the following sidebar:

"Harriers and the Mobility Feat

The benefits from the harrier's combat mobility and superior mobility class abilities stack with those of the mobility feat.

Possession of the combat mobility class ability does not qualify the harrier to take the mobility feat's expanded masteries. They must take the base Mobility feat mastery in order to take the expanded masteries."

Page 51 – Mobile Defense

Change the 1st paragraph to read:

"Mobile Defense: Starting at 5th level, you spin, dodge, and maneuver to avoid attacks as you move. When you move as part of your turn, you gain an active bonus to defense equal to half the number of squares you moved. This bonus lasts until the start of your next action. You gain the bonus regardless of your movement mode, provided you are not denied your active bonus to defense."

Page 51 – Mobile Defense

In the third paragraph under "Mobile Defense," the last sentence should list a "+1 bonus to defense," rather than a +3 bonus.

Page 52 – Steel Dancer

Delete the words "use their Balance skill to" from the first paragraph.

Page 52 – Steel Dancer

Replace the 2nd paragraph with:

"To use this ability, you must use the Tumble skill to move through the threatened area of an opponent with an appropriately sized weapon.

If he attempts to gain an attack of opportunity against you, make your Tumble check against his Base Attack Check as normal. If you beat your opponent by 5 points or more, you must spend movement to enter his space. This does not provoke an attack of opportunity.

You then attack him without his active bonus to defense, using a standard action. You

may continue your move as normal after completing this attack."

Page 55 – Tactical Insight

Add a new paragraph to the end of this ability:

"You can also use tactical insight on yourself, if you have access to token pools other than the tactical pool. This works exactly like granting tokens to an ally."

Page 55 – Fortuitous Insight

Change the 3rd paragraph to read:

"Outside of combat, your fortuitous insight grants yourself and your allies a +2 competence bonus to all Strength-, Dexterity-, and Wisdom-based ability checks. Your allies gain these bonuses as long as: (1) they stay within 60 feet of you; (2) you can see them; and (3) they can hear you offer advice to help them with their tasks. In the chaos of combat, you cannot be so free with guidance while maintaining your wits. This use of fortuitous insight carries no token cost."

Page 56 – Wolf Pack tactics

Change the 2nd paragraph to read:

"While fighting alongside your allies, you can time an attack to take advantage of the momentary distractions they create. Once per round, if a foe you threaten suffers damage from any source other than yourself, you can make an attack of opportunity against him. This attack of opportunity is in addition to your normal attacks of opportunity for the round and does not count toward your limit on attacks of opportunity against that target. Using wolf pack tactics carries no token cost."

Page 56 – Improvised Attack

Change "You must spend 2 tokens for each target" to:

"You must spend 2 tokens for each additional target"

Page 56 – Improved Tactical Insight

Change to read:

"Improved Tactical Insight: Starting at 15th level, hunters can use their tactical insight ability to grant an ally 1 token for each tactical token spent. In addition, the hunter may grant an ally more tokens than she normally can have unspent until the end of her next action. At that time, she loses any tokens above her maximum. As with tactical insight, the hunter can use this ability on himself, if he has access to token pools other than the tactical pool.:

Page 56 – Brilliant Tactician

Change the 2nd paragraph to read:

"At the start of your action, you earn a bonus token that you can either keep or grant to a single ally within 30 feet. The token may be of any type of the recipient's choice."

Page 56 – Swarm Tactics

Change the 2nd paragraph to read:

"For each tactical token you spend as a free action, you grant yourself and all your allies a +2 bonus to attacks against a single target that you threaten. You must select this target when you use this ability, which you can do only once per round. The total bonus you grant cannot exceed your class level. If for any reason you no longer threaten the target, you and your allies no longer enjoy this bonus. The bonus lasts until the start of your next action."

Page 56 – Supreme Terrain Advantage

Change the last two abilities to read:

- "You or an ally of your choice gain an immediate attack of opportunity against an opponent of your choice who is currently taking their turn. You can use this ability at any time during an opponent's turn. This attack of opportunity counts towards the recipient's normal attack of opportunity limits.
- You immediately cancel an attack of opportunity against yourself or an ally within 30 feet. One foe of your choice loses the chance to use such an attack against the target of this ability. (His attack of opportunity

does not count as used for that round, however.)"

Page 59 – Wild Card Feats

After the paragraph ending: "allowing you to choose a different feat to fill its place. The wild card feat represents the broad, varied nature of your training."

Add the following text:

"You may choose to retain the same feat already selected for a further day, rather than allowing the wild card feat slot to become empty. When you do this, you retain all benefits of your chosen wild card feat, including any accumulated tokens associated with that feat. When you allow a wild card feat slot to become empty, you lose all of these benefits, including any unused tokens.

You must make the choice whether to allow the wild card feat slot to become empty as soon as you wake from your 8 hours' rest."

Page 61 – Honor of Thieves

Replace the text of this ability with the following:

"Honor of Thieves: Starting at 3rd level, many thieves learn the hard way that the best way to avoid being betrayed is to betray someone first. While not all thieves are honorless dogs, most learn to act before a difficult situation becomes hopeless. If you can conceal a dagger or similar weapon on your body you can make a surprise attack against an opponent to start a battle. You can use this ability only when you and your target have line of sight and combat has not been initiated.

Make a Sleight of Hand check opposed by your target's choice of either a Spot or Base Attack Check. If you win, you immediately draw your dagger and make a single attack with it. Your opponent is denied their active defense against this attack. If your opponent wins, you fail to draw your weapon at this time.

Make a second Sleight of Hand check. Regardless of whether or not your attempt succeeded, all your allies and opponents (including your target) must make their

choice of a Spot or Base Attack Check against this check. If they succeed, they are not surprised. If you forewarned your allies that you were going to use this ability, they gain a +2 circumstance bonus on their check.

You, and all characters who are not surprised, should now roll initiative. As normal during the surprise round, all other characters are limited to a single move or standard action. However, if your original Sleight of Hand check succeeded (that is, you have already drawn your weapon and attacked your opponent), then you may make your choice of either a full round action or a move action and a standard action, as if this was a normal round rather than the surprise round. If your original check failed, you may make only a single move or standard action.

As normal in combat, all characters (including yourself) are flat-footed until their first action."

Page 62 – Uncanny Dodge

Change the text which reads "you retain your active bonus to defense when you are caught flat footed." To:

"you retain your active bonus to defense when you are caught flat footed, but not in other circumstances which deny you your active defense bonus."

Page 63 – Lord of Lies

Replace the final paragraph of this ability with the following:

"If you use Lord of Lies to feint, you automatically get one attack against your opponent with their active defense denied: they automatically believe your feint long enough for you to make that attack. Feinting always affects only one attack, so even if you can feint as a free action, you don't get a full round of attacks with active defense denied by using Lord of Lies.

You only gain the benefit of Lord of Lies once per opponent per encounter, but may feint normally against them (without the benefit of Lord of Lies) as often as you like through the rest of the encounter."

Page 65 – Weapon Pool

Add the following sentence to the end of the 2nd paragraph:

"The weapon master gains 2 tokens per hit from levels 7 to 14, and 3 tokens per hit for levels 15+."

Page 65 – Weapon Style

Change the sentence "You can use one weapon style per round as a free action." To read:

"You may have only one weapon style, weapon expertise or weapon supremacy ability active at any one time. Once per round on your turn, you may change your active weapon style, expertise or supremacy as a free action."

Page 67 – Armed Feint

Change the text to read:

"Armed Feint: You can use an attack rather than a Bluff check to feint an opponent. Make a base attack check in place of one a normal attack and spend 2 weapon tokens. Your foe opposes this check as normal for a feint (refer to the Bluff skill). If you succeed, your opponent loses her active bonus to defense against you for the rest of your current action."

Page 68 – Arcanist

Paragraph just above the Arcanist's Hit Die entry. Change text to read:

"Intelligence is the arcanist's most important ability. The more intelligent he is, the better he can manipulate spell energy, making it more difficult to resist his spells. It also serves as the key ability for many of his important skill and feats."

Page 69 – Mana Limit

Change text to read as follows:

"Mana Limit: Mana is the basic building block of a magical effect. Arcanists gather and shape it to create their spell effects. The more mana you manipulate for a spell, the greater the effect—and the greater the danger of a magical mishap. Your level determines the limit to the amount of mana you can spend in one day, as shown on the

class table above. This is referred to as your mana limit. The current amount of mana you have remaining is your mana pool.

Once expended, mana is lost until you receive eight hours of rest. After this rest, you recover all expended mana. You can recover mana only once per day.

See Chapter Ten for more on mana."

Page 69 – Eldritch Dart

Delete first two sentences and replace with the sentences below:

"After a successful Concentration check (DC 15) as a free action, you create one or more bolts of force that strike a foe. You may make only one such check per round. This attack has a 50-foot range increment, and can be used up to a maximum distance of five range increments. It inflicts damage equal to 1d6 points + your Intelligence modifier for each dart that you conjure."

Page 70 – Eldritch Dart

Add a new paragraph at the end of the dart's description:

"Eldritch darts are a normal ranged attack, not a touch attack. They count as a ranged weapon for the purposes of provoking attacks of opportunity and as a projectile (not thrown) weapon for the purposes of feats."

Page 70 – Master of Heat and Flame

Change second sentence to read:

"Treat the flame as a melee touch attack with which you are proficient."

Page 70 – Greater Aspect of Power

Change the Eldritch Dart entry to read:

"*Eldritch Dart*: Your darts now inflict damage equal to 2d6 points + your Intelligence modifier."

Page 72 – Multiclassing

Add a sentence at the end of the "Base Attack Bonus" entry:

"The maximum number of iterative attacks you can have is four."

Page 72 – Multiclassing

Add an entry after "Feats":

"Feat Masteries: To calculate a multiclass character's mastery rating in each mastery type, add the full value of the mastery from the class with the highest value, and half the value of the masteries from other classes that get that mastery type, rounded down per class. For example, an Archer 4 / Man-at-Arms 3 has a projectile feat mastery of 4. He gets 3 from his Archer levels + 1 more (half his rating of 2) from his Man-at-Arms levels."

Page 79 – Base Attack Checks

Add the following text after the formula ("1d20 + ..."):

"Traits, feats, class abilities and situational modifiers that apply to attack rolls do not affect Base Attack Checks unless they specifically state that they do so, or they affect your actual Base Attack Bonus (for example, the Archer's Ranged Base Attack Bonus class ability)."

Page 80 – Appraise

Change the text of the "Find Weak Point" ability:

"Find Weak Point: You can make an Appraise check as a standard action to spot a gap in a foe's armor. Make an Appraise check opposed by your opponent's base attack check. If you succeed, your opponent suffers a -1 penalty to all armor damage reduction rolls made against you for the rest of the encounter. The target of this ability must be in your threatened area. Your allies gain this bonus if you use a standard action to describe the exact spot they must aim for to punch through your foe's armor."

Page 93 – Heal

Under long term care, change the first two dot points to read:

- "2 reserve points per level + double Constitution score in reserve points for eight hours of rest in a day;
- 4 reserve points per level + quadruple Constitution score in reserve points for each full day of total rest;"

Page 97 – Jump

Cunning Leap ability: after the words "In exchange for a +5 DC modifier", insert the words:

"per square"

Page 98 – Knowledge

Change the text for Uncover Weakness to read:

"Uncover Weakness: When using Knowledge to recall information about a creature, you can choose to accept a +5 DC modifier. In return, a successful check grants you knowledge that provides you with a +1 bonus to attacks against that creature until the end of the encounter. You can take this skill challenge up to five times on a single check. If you fail your check, you cannot retry during this encounter."

Page 106 – Spellcraft

Delete the entire first paragraph of the "Check" section of this skill.

Page 108 – Tumble

Change the "Special" section to read:

"Special: If you have 5 or more ranks in Tumble, you gain an additional +1 active bonus to defense when using Combat Expertise or the Fight Defensively or Improved Fight Defensively attack challenges (see page 206).

Those with 5 or more ranks in Tumble gain an additional +2 active bonus to defense when executing the full defense or standard defense actions."

Page 115 – Diehard

Change the last sentence of the Benefits section to read:

"If you reach -10 hit points, make a Fortitude save equal to your negative damage as normal."

Page 115 – Diehard

Add the following to the end of the feat:

"Special: You may activate Resilient Toughness while disabled as a standard action."

Page 119 – Mastery Feat Descriptions

Add the following to the end of the 3rd dot point:

"If you are wielding two weapons and only one of them meets the feat prerequisites, you may use the feat. You suffer the penalties of the feat with both weapons, but the benefits only with the weapon that meets the prerequisites. For example, if you are armed with a longsword (a non-power weapon) and a punch dagger (a power weapon) and you use the Power Attack feat, you suffer the attack penalty with both weapons, but only gain the damage bonus with the punch dagger."

Page 119 – Armor Mastery 2

Replace the words "critical threat against you" with:

"critical threat or precision-based damage (such as sneak attack) against you".

Page 119 – Armor Mastery 4

Add the following to the end of this mastery:

"These benefits stack with those granted by the armiger's armor mastery class ability."

Page 119 – Armor Mastery 6

Add the following to the end of this mastery:

"These benefits stack with those granted by the armiger's armor mastery class ability."

Page 119 – Armor Mastery 8

Replace the words "critical threat against you" with:

"critical threat or precision-based damage (such as sneak attack) against you".

Page 119 – Beast Lore

Add the following to the end the 2nd paragraph of the base mastery:

"You may spend only one token on this ability per round."

Page 119 – Dodge (Mastery feats table)

There are two entries listed as expanded mastery 9. The second of these entries should be listed as expanded mastery 10.

Page 120 – Combat Expertise (Mastery feats table)

There are two entries listed as expanded mastery 9. The second of these entries should be listed as expanded mastery 10.

Page 121 - Improved Disarm (Mastery Feats Table)

Change the prerequisite to be "Finesse or Disarm weapon"

Page 121 - Improved Trip (Mastery Feats Table - finesse category)

Change the prerequisite in the base mastery to be "Finesse, Trip or non-Power weapon". Delete the prerequisite in expanded mastery 2

Page 121 - Improved Trip (Mastery Feats Table - power category)

Change the prerequisite in the base mastery to be "Power, Trip or non-Finesse weapon". Delete the prerequisite in expanded mastery 2

Page 121 - Improved Trip 2 (Mastery Feats Table - power category)

Change: "Use power weapon for trip attacks" to:

"+4 to trip attacks with two-handed weapons"

Page 122 - Cleave mastery 10 (Mastery Feats Table)

Change: "Gain extra melee attack after dealing 15+ points of damage in one attack" to:

"Cleave token pool; tokens grant extra attacks"

Page 124 – Devious Manipulator (Mastery Feats Table)

The descriptions of expanded masteries 2 and 3 are in the wrong order. Move 2 to 3 and vice versa.

Page 126 – Cleave expanded mastery 4

Change the words "not just the one you critically hit" to:

"including but not limited to the one you critically hit"

Page 126 – Cleave expanded mastery 9

Change the words "not just the one you critically threatened" to:

"including but not limited to the one you critically threatened"

Page 126 – Cleave expanded mastery 10

Change the text to read:

"Expanded Mastery: 10. Every time you inflict at least 15 points of damage with a melee attack, you gain one cleave token. You can spend 3 such tokens in order to gain an additional melee attack. You make this additional attack at the same attack bonus as the last attack you made before spending the tokens. You may attack any creature in range (not just the one you attacked). You lose all accumulated tokens at the end of your action.

Note: if you also have Cleave Expanded Mastery 8, the tokens you earn from that feat can also be spent to generate more cleave attacks. Likewise, the tokens gained from this feat can be spent to gain additional damage."

Page 131 – Hafted Weapon Mastery

Change the benefits section of the base mastery to read as follows:

"Benefit: Select a single square adjacent to the area you normally threaten with your spear or polearm: You now threaten that square. You must have line of sight and line of effect to the square you choose. You can pick a square or change your current square to a new target once per round as a free action."

Page 131 – Hafted Weapon Mastery

Change the text of expanded mastery 4 to read as follows:

"Expanded Mastery: 4. You can extend your spear's reach by making a powerful, lunging attack at your opponent. When you use a full attack action with a spear or polearm, you gain a +1 square (5-foot) bonus to your reach. If your spear or polearm has the reach descriptor, apply this bonus after doubling your normal reach, not before.

You keep this extra reach until the end of your current turn."

Page 133 – Improved Disarm

Change this feat as follows:

"Pre-requisites: Finesse or Disarm weapon"

Page 134 – Improved Trip

Make the following changes to this feat:

"Base Mastery: 2

Pre-requisites: If you take Improved Trip as a Power feat, you can use it with trip weapons, power weapons and weapons that lack the finesse keyword. If you take it as a Finesse feat, you can use it with trip weapons, finesse weapons and weapons that lack the power keyword.

Benefit: You do not provoke an attack of opportunity when you attempt to trip an opponent. If your trip attack fails, your opponent does not have the chance to trip you in return.

Normal: Without this feat, you can only make trip attacks with an unarmed attack, in which case you provoke an attack of opportunity, or with a trip weapon.

Special: You can take this feat twice, once as a Power feat and again as a Finesse feat, in order to use it with more weapons.

Page 134 – Improved Trip 2

Make the following changes to this feat:

"Expanded Mastery: 2 (Power only). You gain a +4 bonus to your ability check to trip an opponent when you use a two-handed weapon to make the trip attempt. This stacks with the normal +4 bonus for using a two-handed weapon to make a trip attempt."

Page 137 – Point Blank Shot

Change expanded mastery 2 to read:

"Expanded Mastery: 2. As a free action once per round, you can treat your ranged weapon as a melee weapon or go back to treating it as a ranged weapon. When you use your ranged weapon as a melee one, you reduce the range of your weapon to your normal reach. However, you now threaten spaces within this area and may make attacks of opportunity or flank opponents as if using a melee weapon, and you do not provoke attacks of opportunity with your attacks. Your weapon itself remains a ranged weapon, and retains its normal descriptors. You're still able to use your ranged feats (such as rapid shot) with it. You can't use melee-specific feats."

Page 140 – Rapid Reload

Change the **Normal** entry under the base mastery to read:

"Normal: Characters without this feat spend at least a move action to reload slow-loading projectile weapons."

Page 140 – Rapid Reload

Change expanded mastery 3 to read:

"Expanded Mastery: 3. If you are surprised while have a ready-loading projectile weapon loaded and readied, you can attack with it during the surprise round. You roll your initiative as if you had not been

surprised and fire when your turn comes up. You cannot take any other action during the surprise round (not even free actions)."

Page 143 – Tactics of the Mind 3

Change expanded mastery 3 to read:

"Expanded Mastery: 3. You earn a strategy token pool as described in the sidebar on this page. Your deceptions are so cunning that your enemies fall for them regardless of their level of alertness. As you move, you can spend 1 strategy token to make the square you are about to enter non-threatened by any foe. Spending a token in this manner is a free action. The effects last until the end of your turn.

If during your turn you use this ability to move at least 10 feet through an individual foe's threatened area without provoking any attacks of opportunity from him, that foe must make a base attack check opposed by your own. Should you succeed, he loses his active bonus to defense against you. You outmaneuver your enemy, slipping beneath his defenses or making a move just as his attack pulls him off balance."

Page 143 – Strategy Token Pool sidebar

Change the text " On a result of 10 or less," to read:

"On a result of less than 10,"

Page 143 – Strategy Token Pool sidebar

Delete the text "You can build up tokens in your strategy pool in addition to accumulating other token types. "

Page 144 – Trident Mastery

Base mastery – change the sentence "You may twist the trident in place, inflicting 1d4 points of damage as a standard action." To read:

"You may twist the trident in place, inflicting 1d4 points of damage (plus your normal damage modifiers with the trident) in place of an attack."

Page 144 – Trident Mastery 3

In expanded mastery 3, after "deny him his active bonus to defense" add the following:

"until the start of your next turn or he gets free of your trident, whichever comes first"

Page 144 – Two Weapon Fighting 2

Change expanded mastery 2 to read:

"Expanded Mastery: 2. When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you enjoy a +1 shield (passive) bonus to your defense.

When you are using the fight defensively or improved fight defensively challenges, using combat expertise, or using the standard defense or full defense action, this shield bonus increases to +2."

Page 145 – Vorpals Hurricane

Change the benefit of the base mastery to read:

"Benefit: As a full-round action, you whirl your heavy weapon about you in a deadly pattern that lasts until the beginning of your next turn. If an opponent begins or ends his turn in an area you threaten or in a square adjacent to you, you gain an immediate attack against him at your highest base attack bonus. You may attack a given opponent in this manner only once per round. Resolve these attacks at the beginning or end of your foe's turn, as appropriate.

Note that if you do not threaten a foe, you can still attack him with this feat, but you do not gain the normal benefits for flanking a foe. You do gain these benefits if you threaten your enemy as normal."

Page 145 – Vorpals Hurricane 6

Change the expanded mastery 6 to read:

"Expanded Mastery: 6. You may now activate this ability as a standard action, allowing you to move before or after you use it. Remember that you resolve your attacks on your foes' turns, not during your own."

Page 146 – War Leader

Add to the end of the base mastery's benefits section:

"The benefit lasts until the start of your next turn."

Page 158 – Reach Weapons

Change the text to read:

"Reach: A reach weapon features a long haft or similar construction that allows you to strike distant opponents. For example, a pike can skewer a charging warrior before he moves close to you. Reach weapons double your normal reach, but they do not allow you to attack an opponent who stands closer to you than your normal maximum reach. For example, a character with a normal reach of one square would have a reach of two squares while using a reach weapon. However, she could not strike creatures in her own square, because they are closer than her normal maximum reach of one square. A character with a normal reach of two squares would have a reach of four squares while using a reach weapon. However, she could not strike creatures in her own square or one square away from her, because they are closer than her normal maximum reach of two squares.

Remember that in *Iron Heroes* you may suffer penalties for melee attacks against creatures who are not adjacent to you. Refer to page 179 for details."

Page 160 – Weapon Damage and Size

In the last sentence, change 3d8 to 4d6

Page 160 – Weapon Damage Size Progression

The table is wrong. Replace it with the following:

If medium damage is	Small damage should be
1d2	1
1d3	1d2
1d4	1d3
1d6	1d4
1d8	1d6
1d10	1d8

Pages 161-163 – Simple, Martial and Exotic Weapons

If medium damage is	Small damage should be
1d12	1d10
2d4	1d6
2d6	1d10

Pages 161-163 – Simple, Martial and Exotic Weapons

Add the thrown descriptor to each of the following weapons:

Dagger, Club, Shortspear, Sai, Net

Page 161 – Unarmed Strike

Add the nonlethal descriptor

Page 162 – Sap

Change "1d63" in the damage column to "1d6". Add the nonlethal descriptor

Page 162 – Scimitar

The scimitar should have the Finesse descriptor, not the Power descriptor.

Pages 163 – Bolas

Change "1d43" in the damage column to "1d4". Add the nonlethal descriptor

Page 165 – Waraxe

Add the following paragraph just after "Sword, Bastard."

"Waraxe: A waraxe is too large to use in one hand without special training; thus it is an exotic weapon. A character can use a waraxe two handed as a martial weapon."

Page 165 – Whip

Change the entry to read as follows:

"Whip: A whip deals nonlethal damage. It deals no damage to any creature which is wearing armor or that possesses a natural armor bonus of +3 or higher. Treat the whip as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, it can be used against foes anywhere within your reach.

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon."

Page 167 – Chainmail

Change the DR to 1d5 (i.e. roll 1d10 and halve the result)

Page 168 – Locked Gauntlet

Insert the following between the entries for "Full Plate" and "Scale Mail":

"Gauntlet, Locked: This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. It provides a +10 bonus on any roll made to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity.

The price given is for a single locked gauntlet. The weight given applies only if you're wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet you already have as part of the armor.

While the gauntlet is locked, you can't use the hand wearing it for employing skills.

Like a normal gauntlet, a locked gauntlet lets you deal lethal damage rather than nonlethal damage with an unarmed strike."

Page 180 – Touch Attacks

Change the sentence starting "You opponent's defense ..." to:

"Your opponent's defense against a touch attack does not include any passive bonuses, except cover (other than that provided by a tower shield) and the target's size modifier."

Page 181 – Attacks of Opportunity

Change the "Reach Weapons" entry to read:

"Reach Weapons: If you carry a reach weapon, you threaten any area that you can normally attack with the weapon's reach."

Page 181 – Additional Attacks of Opportunity

Change the text to read:

"Additional Attacks of Opportunity: Some feats and class abilities grant you bonus attacks of opportunity each round. These abilities generally do not let you make more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity from you, some of them allow you to make two separate ones (since each one represents a different opening). Each square a creature moves beyond one-quarter of its speed in your threatened area represents an additional opportunity against that opponent. All these attacks are at your full normal attack bonus."

Page 182 – Standard Defense

At the end of the sentence "You can't make attacks of opportunity while using standard defense" add the text:

"but you still threaten your normal area for the purposes of using class abilities, feats, skills and so on"

Page 183 – Full Defense

At the end of the sentence "You can't make attacks of opportunity while using the full defense action" add the text:

"but you still threaten your normal area for the purposes of using class abilities, feats, skills and so on"

Page 186 – Stabilization and Recovery

Add a new entry at the bottom of this section:

"Recovering with Reserve Points:

Unconscious but stable characters can transfer Reserve Points to Hit Points as normal, even if they are denied the benefits of natural healing. Characters who are not stabilized cannot spend Reserve Points."

Page 201 – Double Weapons

Delete the sentence "The penalties apply as if the off-hand end of the weapon were a light weapon."

Page 203 – Concentrating to maintain a spell

Change the sentence "Concentrating to maintain a spell is a standard action that doesn't provoke an attack of opportunity" to:

"Concentrating to maintain a spell is a move action"

Page 206 – Improved Bonus Damage challenge

Change the text "+3 bonus to damage" to:

"+3 bonus to melee damage."

Page 206 – Superior Bonus Damage challenge

Change the text "+6 bonus to damage" to:

"+6 bonus to melee damage."

Page 212 – Incorporeal

Change the entry to read:

"Incorporeal: Incorporeal creatures can be harmed normally by other incorporeal creatures. They gain a 50% miss chance against all other attacks, regardless of source. They are immune to critical hits and to precision-based damage such as sneak attacks. Armor provides no protection against incorporeal creatures, even if the suit would normally protect against magical damage. When incorporeal creatures make attacks, they ignore all passive defense bonuses except force and deflection bonuses. They can move through physical barriers such as walls, though they cannot see through them."

Page 212 – Panicked Condition

Delete the text "typically using the full defense action in combat"

Page 222 – Channeling Checks

Delete the words "+ your Intelligence modifier" from the sentence "Your channeling check has a Difficulty Class equal to the amount of mana spent on the spell + 5 + your Intelligence modifier"

Page 229 – Absorbing Shield

Change the mana cost to:

"**Mana:** 2 per DR bonus"

Page 230 – Elemental Shield

After the words "anyone who makes a successful melee attack against you suffers 1d6 points of damage of the appropriate

type for every 2 mana spent on the spell.", add a new sentence:

"For descriptors with no associated damage type, the damage is magical bludgeoning damage."

Page 231 – Impenetrable Wall

Change the effect entry to:

"Effect: A wall that covers 10 squares (S)"

Page 236 – Alter Mind

Add a column for Range to the table at the bottom of the page

Mastery Range

1	25 ft. + 5 ft. per 2 levels of mastery
2	25 ft. + 5 ft. per 2 levels of mastery
3	25 ft. + 5 ft. per 2 levels of mastery
4	25 ft. + 5 ft. per 2 levels of mastery
5	100 ft. + 10 ft. per level of mastery
6	100 ft. + 10 ft. per level of mastery
7	100 ft. + 10 ft. per level of mastery
8	100 ft. + 10 ft. per level of mastery
9	400 ft. + 40 ft. per level of mastery
10	400 ft. + 40 ft. per level of mastery

Page 236 – Alter Mind table

Change the "Rank" entry for Neutrality from 1 to 0

Page 237 – Eldritch Blast

Delete everything from "*Damage:* Evocation damage is handled ..." to "... the greatest expenditure." (three whole paragraphs). Replace with:

"Damage: For every point of mana you spend on an evocation spell's damage, your spell inflicts 1d6 points of damage. You can spend up to your mastery rating in mana for damage."

Page 238 – Eldritch Blast

Change the energy type entry to read.

"Energy Type: The spell gains the corresponding energy descriptor(s). If you select "Any (1 type)," you can choose any energy descriptor from page 224 which has an asterisk. The "Any (2 types)" option

allows you to pick two such forms of energy. The target enjoys resistance against the spell (such as fire resistance) only if it has resistance against both types of energy; in such a case, it uses the lesser of the two resistance values. For descriptors with no associated damage type, the damage is magical bludgeoning damage."

Page 238 – Eldritch Blast

Change the Target/Effect column of the Evocation Mastery table to read as follows (the energy type column is unchanged):

Evocation Mastery	Target/Effect
1	Melee Touch Attack
2	Ray – range 25 ft + 5ft per mastery in Evocation
3	Ray – range 100 ft + 10 ft per mastery in Evocation
4	Ray (2 targets) – range 25 ft + 5ft per mastery in Evocation
5	Ray (2 targets) – range 100 ft + 10 ft per mastery in Evocation
6	A 15 ft. Cone starting from the caster
7	A 30 ft. Cone starting from the caster
8	Spread (20 ft) – range 100 ft + 10 ft per mastery in Evocation
9	Spread (40 ft) – range 100 ft + 10 ft per mastery in Evocation
10	Unerring – range 400 ft + 40 ft per mastery in Evocation

Page 240 – Sensory Deception

After the sentence "You can add a *sensory deception* spell effect to a *phantasmal force* by casting the two spells at the same time." Add another sentence which reads:

"Doing this grants a +2 bonus to the save DC of the *phantasmal force*."

Page 246 – Alter Object

Add to the end of the Bonus entry:

"This bonus does not render the object itself magical. A weapon would not inflict magical damage while under the effects of this aspect, nor would a suit of armor offer protection against magical damage."

Starting Packages

There are a number of errors in the Starting Packages provided in the rulebook. For simplicity's sake, they are all listed here.

All Packages

Add the following text to all packages:

Traits: Choose two and apply their modifications, if any.

Update each starting package as follows:

Archer

CON should be 13.

Armiger

Int should be 12

Skills: Choose four more skills (not three more).

Berserker

Dex should be 12

Executioner

Wis should be 11, Cha should be 10

Harrier

Wis should be 13

Thief

Cha should be 13

Weapon Master

Headline should say "Starting Package," not "Sample Character."

Str should be 17, Con should be 16