



damage an incorporeal character but roll one fewer die on damage rolls. No other weapons can damage the incorporeal character. Incorporeal characters are immune to continuous effects and cannot be moved by a slam.

STEALTH

A character with stealth is extremely difficult to spot and target. Non-spray ranged and magic attacks declared against a character with stealth when the point of origin for the attack is more than thirty feet (5") away automatically miss. A character with stealth is not an intervening model when determining line of sight from a character greater than thirty feet (5") away.

UNDEAD

The line between life and death in the Iron Kingdoms can sometimes be blurred. There are numerous spells and artifacts that can return the dead to a semblance of life. An undead character is not considered living and automatically passes any Willpower rolls that do not specifically reference undead characters.

FEAT POINTS

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

Generally only player characters gain feat points.

A character can have up to three feat points at any time and starts each session with three points.

GAINING FEAT POINTS

A character gains a feat point when one of the following conditions occurs.

- Incapacitates or destroys an enemy with an attack: A character gains 1 feat point for each enemy character he incapacitates or destroys an enemy with an attack. In the case of a particularly powerful enemy, the Game Master can award more than 1 feat point to a character or award 1 feat point to each character who helped defeat the enemy. Likewise, a Game Master can choose to award no feat points if the enemy destroyed was particularly weak or helpless.
- Critical success on a skill or attack roll: A character who rolls a critical hit on a skill or attack roll in which he rolled two or more dice gains a feat point.
- Game Master award: The Game Master can award feat points to characters for achieving milestones in play or as a reward for particularly inventive or heroic actions, and/or excellent role playing.

A character can never have more than three feat points. If he already has three feat points and gains another, the additional feat point is lost.

FEATS

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

AWARDING FEAT POINTS

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

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

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

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

- **Boost Non-Attack Skill Roll** – A character can spend a feat point to boost a non-attack skill roll. A character can use this feat only to boost a skill roll if he has at least one level of the skill used for the roll.
- **Heroic Dodge** – A character can spend a feat point to suffer only half the damage from an attack, rounded up. The feat point is spent after the damage roll has been made.
- **Make a Quick Action** – A character can spend a feat point during his Activation Phase to make an additional quick action.
- **Parry** – A character can spend a feat point during his turn to keep from being targeted by free strikes that turn.
- **Relentless Charge** – A character can spend a feat point during a turn in which he charges. While charging that turn the character can move over rough terrain without penalty.
- **Reroll Failed Attack, Skill, or Willpower Roll** – A character can spend a feat point to reroll a failed attack, skill, or Willpower roll. A character can continue to reroll the same failed roll as long as he has feat points to spend.
- **Run and Gun** – When a character makes a full advance during his turn, he can spend a feat point to move up to 2x his SPD in inches instead of his SPD as normal.
- **Shake Continuous Effect** – A character can spend a feat point at the start of his turn to shake a continuous effect. When the character shakes the continuous effect, it immediately expires.
- **Shake Knockdown** – A character can spend a feat point to shake knockdown at the start of his turn. When the character shakes knockdown he immediately stands up.
- **Shake Stationary** – If a character is stationary, he can spend a feat point at the start of his turn to cause the stationary status to expire.
- **Sprint** – A character can spend a feat point during a turn in which he incapacitated or destroyed one or more enemy characters with a melee attack. At the end of the character's turn, he can make a full advance.
- **Two-Fister** – A character with a weapon in each hand can spend a feat point during his turn to attack once with the weapon in each of his hands without an attack roll penalty as if he had the Two-Weapon Fighting ability (p. 168) and the Ambidextrous Skilled archetype ability (p. 117).
- **Walk it Off** – A character can spend a feat point during his turn to immediately regain d3+1 vitality points. If a character suffers damage during his turn, the damage must be resolved before a character can use this feat. An incapacitated character cannot use Walk it Off.

TERRAIN

There are times when physical obstacles make getting from one place to another in the middle of a battle more difficult, and different sorts of terrain can have varying impact on battle. Terrain can put pressure on the players to reach an entrenched enemy firing on them or give them the chance to hunker down and weather an attack that might otherwise be overwhelming. Making use of a variety of terrain can make even a simple skirmish more tactically interesting.

TERRAIN TYPES

A countless variety of terrain is found in western Immoren, from simple terrain such as hilly grasslands and cobblestone city streets to more challenging terrain such as jagged rockslides and snowy cliffs. In the game, terrain breaks down into three categories: open, rough, and difficult.

OPEN TERRAIN

Open terrain is any ground that does not present challenge or hassle to traverse. Characters move at their full movement rate when travelling through open terrain and can perform actions normally. Examples include grassy plains, barren fields, flat rooftops, dirt roads, gently sloped hillsides, city streets, elevated walkways, sparse forests with little ground cover, and paved surfaces.

ROUGH TERRAIN

Rough terrain is any ground that presents enough of a challenge to slow characters down. As long as any part of his base is in rough terrain, a character moves at half rate through rough terrain. Though a character's movement is slowed in rough terrain, he can still perform actions normally. Rough terrain can take many forms, and it is up to the Game Master to determine when terrain is rough. Some examples include thick brush, jagged rockslides, murky bogs, rain-slicked muddy hills, shallow water, and deep snow.

DIFFICULT TERRAIN

Difficult terrain is so demanding that a character can do nothing else while traversing it. Characters do not use their normal movement to travel through difficult terrain. Instead they must use their skills, equipment, and teamwork. Examples of difficult terrain include cliff faces, oceans, vertical walls, and lava. The Game Master determines when terrain is difficult and what skills can be used to pass it as well as which actions the characters can still perform while engaged in crossing it.

EXAMPLE: *A group of characters must cross a section of fast-moving river rapids, and the Game Master determines the terrain is difficult. He then determines that any character attempting to swim across makes Swim rolls with a -3 penalty. A rope connects trees on either side of the river, and the Game Master determines that characters can climb across with a target number of 13 for Climb rolls.*