

SPIRIT OF THE IRON KINGDOMS

Welcome to the Iron Kingdoms! The following is my attempt to extract the essence of the setting from its roots in D&D and recast it through the lens of Spirit of the Century/Fate 3.0. Although I've long enjoyed the IKRPG line, D20, buried under the weight of a thousand splatbooks, just doesn't do it for me anymore... Spirit of the Century, however, does. With Gorilla Khan in one hand and Jet Black in the other, it smacked into my brain like a burning zeppelin of inspiration. It striped away a lot of the cruft that gaming had accreted and got to the meat in some very fun new ways. Plus, you know, it's pulpy. And the Iron Kingdoms? Twelve-ton magically animated quasi-sentient steam-powered warjacks belching out coal-smoke, shooting off arm-cannons and chucking betusked warbeasts hither and yon? Big frickin' dire trolls trampling through formations of infantry and snacking upon those they crush under foot? Warcasters pumping out enough magical mojo to freeze entire armies?

That's pulpy too. And Spirit of the Century does pulp good.

SO, FATE THEN?

Yeah... mostly. But I've stolen stuff from "unofficial" places too. The changes to combat are from Lenny Balsera's blog (one of the authors no less). My stunt-based magic system found its inspiration—and lots of its text—in the Castle Falkenstein hack called *Spirit of Steam and Sorcery* on the SotC wiki. Many of the IK-specific ideas come from Dan Riley's *The Fruitful Void* gamer blog and the *Spirit of Iron* thread on RPG.net by fifth_child (who, unless I miss my guess, is the same guy). Also included are the revamped Companion rules compiled by Tom Miskey on the Yahoo! FATE forum. I should also give a shout out to the brilliant people at Privateer Press, without whom I'd have nothing to convert! Of course I've added some modest bits myself, but I stand on the shoulders of giants.

SIGNIFICANT CHANGES

Character Background and Aspects — Phases for Spirit of the Iron Kingdoms, tweaked a bit for color.

- **Phase 1: Origins** (2 Aspects) — Describe the circumstances of your birth and early childhood. At least 1 of the Aspects chosen during this Phase must reflect your culture, country of origin, race or social status. *Examples: Schardic escapee, Lord Fontaine's Twelfth Bastard, Street Urchin, Dwarf of Rhul.*
- **Phase 2: Rites of Passage** (2 Aspects) — Describe your journey into adulthood; in particular the events that thrust you into a life of adventure. At least 1 of the Aspects chosen during this Phase must reflect your archetype/occupation/profession. *Examples: Cygnaran Ranger, The Unseen Hand's Most Infamous Assassin, Dandy, Burglar, The Laughing Butcher, Sleuth, Magus of the Golden Crucible.*
- **Phase 3: Why the Bards Sing of Me** (1 Aspect) — Come up with the title and a short summary of an epic poem dedicated to your character's exploits. If it involves the recent outbreak of war in the Iron Kingdoms and your participation therein, so much the better.
- **Phases 4 and 5: Bonds Forged in Adversity** (1 Aspect each) — Describe the dire circumstances in which you formed a connection to two of your fellow player characters around the table.

Stress Tracks — Both Health and Composure stress tracks start at 3 boxes.

Skill Pyramid — Given that characters in SotC are supposed to be at the top of their game with no real need (or plan) for advancement, they start out insanely skilled. To give characters in Spirit of the Iron Kingdoms some room to grow, the skill pyramid's apex has been reduced one step to Great (+4). Characters are still extremely competent, but are no longer borderline superheroes. Characters start off with 1 skill at Great (+4), 2 at Good (+3), 3 at Fair (+2) and four at Average (+1) for a total of 10 skills above Mediocre.

Skills — A slightly modified battery of skills is provided to emulate the Iron Kingdoms' quasi-feudal Full-Metal Fantasy™ setting and to cover some of its more fantastical aspects. The following is a synopsis of the changes:

ARCHERY

Archery mimics Guns, allowing characters to shoot bows or crossbows. It's mostly for genre emulation, ensuring that archers are not by default pistolers and riflemen are not de facto bowmen.

ARMOR

Armor represents training with and access to all kinds of harness. It's a universal defense, even protecting against ambush. By default players have 3 Consequences to use in combat. Armor gives you one more physical-only Consequence equal to the value of your Armor skill. If your Armor exceeds your Athletics, Endurance or Stealth, use of that skill suffers a -1 penalty. If you try to swim in Armor, the value of your Armor skill is applied as a penalty.

Set Aside: The character can remove their armor at any time, eliminating the above penalties.

ENDURANCE

Endurance is expanded to include a new stunt tree, called Indulgence, to allow characters to have extraordinary tolerances for revel and excess.

FAITH

Faith represents a character's metaphysical link to the god or goddess they worship. Faith Stunts allow you to become a priest, druid or shaman and invoke miracles (Faith maneuvers and declarations are free, but miracles require an appropriate Praxis and cost a Fate Point to invoke). Trappings are as follows:

Prayer: The character can recite a prayer, setting at ease the hearts of any true believers who listen. This functions like the Medical Attention trapping of the Science skill in SotC except that it can only remove Composure stress.

Providence: The player may roll, as a maneuver, to place temporary Aspects on an enemy to represent a providential divine intervention. Such Aspects must reflect and serve your deity's interests.

Blessing: The player may roll, as a maneuver, to place temporary Aspects on a fellow true believer that they may Invoke in the pursuit of a specific endeavor. Such Aspects must reflect and serve your deity's interests.

Shield of Faith: When confronted by an Enemy of the Faith a believer can armor themselves in righteousness. The character may use Faith as a complementary skill to defend against any attack directed at their Composure or attacks directed at their Health from heretics and abominations.

Zeal: When confronted by an Enemy of the Faith a believer can arm themselves with righteousness. The character may use Faith as a complementary skill on attacks against heretics and abominations.

FISTS

Fists stunts have been redistributed into two trees: Up-and-Up and Below the Belt. This divides them on an ethical axis, given that the codification of fist-fighting styles is not prevalent in the Iron Kingdoms.

GUNS

Guns skill is expanded to include a new stunt tree called *Gun Mage*. Gun Mages are iconic figures in the Iron Kingdoms, using their Magelock pistols and arcane powers to perform amazing feats.

LEADERSHIP

Leadership is expanded to include two new stunt trees – one called Fell Calls, unique to trollbloods, and one called Status, for characters in the peerage.

LORE

Lore is essentially Academics with Science folded in.

MAGIC

Magic skill represents the arcane ability to bend the natural order of the world to your will. Magic is the foundation of all things, though only a few can manipulate it (Magic maneuvers and declarations are free, but spells require the mastery of an appropriate Praxis and cost a Fate Point to cast). Trappings are as follows:

Sixth Sense: Magic can be used in place of Alertness when the test is arcane or supernatural in origin. It can also give the player an assessment to discover magical Aspects on an item or locale.

Esoteric Knowledge: Magic can be used for arcane research in place of Lore. Libraries stocked for such research are rare, though characters may have their own if they have sufficient Resources.

Minor Divination: The player can, through ritual magic, make an assessment about a person, place, thing or course of action. If a specific person or creature is targeted, they can resist with Resolve.

MECHANIKA

Mechanika is Engineering with the caveat that every apparatus built in the Iron Kingdoms can be a bit... *more* than in other settings. Gleaming brass, coal-fired boilers and whistling valves are all standard.

RAPPORT

Rapport is expanded to include a new stunt tree, called Etiquette, to allow characters a variety of approaches to make their way in high society.

RIDE

Ride is now separate from Survival and offers stunts from Drive and Pilot as well as the Ride stunt tree.

SKILL	STANDARD TRAPPINGS	STUNT TREE	STUNTS
Alertness (Perception)	<ul style="list-style-type: none"> Avoiding Surprise 	Reflexes:	On Top Of It Ready For Anything * Cut Off* Run Interference*
		Vigilance:	Danger Sense Saw It Coming* Constant Vigilance* Take It All In*
Archery (Combat)		Aiming:	Long Shot Shot on the Run Stay on Target Trick Shot
		Ammunition:	Fast Reload Bard's Black Arrow (One Shot Left) Hail of Arrows (Rain of Lead)
		Draw:	Lightning Hands* Snap Shot*
Armor (Combat)	<ul style="list-style-type: none"> Set Aside 	Protection:	<i>Second Skin</i> <i>Shield Bash</i> <i>Take the Blow*</i> <i>Warcaster Armor*</i>
Art (Craft/Knowledge)	<ul style="list-style-type: none"> Art as Knowledge Art as Craft Art as Communication Art as Performance 	Appreciation:	The Artist's Eye
		Creation:	Virtuoso Moving Performance*
		Persona:	Razor Tongue Poison Words* Stage Presence* All The World's A Stage*
		Reputation:	Commissions* Do You Know Who I Am?*Weight of Reputation*
Athletics (Physical)	<ul style="list-style-type: none"> Climbing Dodging Falling Jumping Sprinting Swimming 	Gymnastics:	Contortionist Acrobat Safe Fall* Slippery*
		Speed:	Marathon Training Fast As A Leopard* Faster Than A Leopard*
		Uncommon Movement:	Human Spider Mighty Leap <i>Tunneling</i>
Burglary (Subterfuge)	<ul style="list-style-type: none"> Casing 	Perspective:	Criminal Mind Tripwire Sensibilities Trespass Tempo*
		Technique:	Hatpin Maestro Mental Blueprint The Big Heist*
Contacting (Social)	<ul style="list-style-type: none"> Gather Information Getting the Tip-Off Rumors 	Companions:	Contact Close Contacts* Network of Contacts*
		Connections:	I Know a Guy Who Knows a Guy Insider Walk the Walk
		Reputation:	Big Man Talk the Talk* Big Name* Big Reputation*

SKILL	STANDARD TRAPPINGS	STUNT TREE	STUNTS
Deceit (Social)	<ul style="list-style-type: none"> • Disguise • False Face Forward • Cat and Mouse 	Confidence:	Con Man The Fix Is In* Sucker* Big Sucker*
		Disguise:	Clever Disguise Mimicry* Master of Disguise* Infiltrator* Disguise of the Mind*
		Falsehood:	The Honest Lie Takes One to Know One Clever Facade
Empathy (Social/Perception)	<ul style="list-style-type: none"> • Reading People 	Intuition:	Ebb and Flow Preemptive Grace* Track the Soul The Skeptic's Ear*
		Insight:	Cold Read Heart's Secret Hit Them Where It Hurts A Peek Inside* Uncanny Hunch
Endurance (Physical)		Indulgence:	<i>Debauch</i> <i>Gorge</i> <i>Guzzle</i> <i>Pollute</i>
		Persistence:	Last Leg Feel the Burn Face the Pain* Tireless
		Recovery:	Bounce Back Death Defiance Developed Immunities
		Toughness:	One Hit to the Body Thick Skinned* Man of Iron* Now You've Made Me Mad*
Faith (Knowledge)	<ul style="list-style-type: none"> • Liturgical Knowledge • Prayer • Providence • Blessing • Shield of Faith • Zeal 	Cyrius:	<i>Priest of Cyrius</i> <i>Cyristech*</i> <i>Servitor*</i>
		Dhunian:	<i>Shaman of Dhunia</i>
		Great Fathers:	<i>Priest of the Great Fathers</i> <i>Liturgy of Judgment</i> <i>Rite of Assessment</i> <i>Vigilance and Voice of the Law</i>
		Druid:	Animal Companion Animal Friendship Awareness Druid <i>Transformation, Cave Bear*</i> <i>(Endurance, Might, Weapons)</i> <i>Transformation, Great Cat*</i> <i>(Athletics, Stealth, Weapons)</i> <i>Transformation, Storm Crow*</i> <i>(Alertness, Athletics, Search)</i> Trackless Step
		Menothe:	<i>Priest of Menothe</i> <i>Burn*</i>
		Morrow:	<i>Priest of Morrow</i> <i>Smite*</i>

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Fists (Combat)		Up-and-Up:	Brawler Signature Strike Mix it Up* Army of One* Whatever's on Hand* Fists of Fury*
		Below the Belt:	Dirty Fighter* Crippling Blow* <i>Eye-Gouge*</i> <i>Knee-To-Groin*</i>
Gambling (Mundane)	<ul style="list-style-type: none"> Assessing odds Playing the Game 	Luck:	Gambling Man* Double or Nothing* The Devil's Own Luck*
		Skill:	Know When to Fold 'Em Never Bluff a Bluffer Winnings Players' Club* Gambling Buddy*
Guns (Combat)		Aiming:	Long Shot Shot on the Run Stay on Target Trick Shot
		Ammunition:	Fast Reload One Shot Left Rain of Lead
		Draw:	Quick Draw Lightning Hands* Snap Shot*
		Firepower:	Demolitions Gun-Crazy Custom Firearm* Two Gun Joe
		Gun Mage:	<i>Gun Mage</i> <i>Magelock*</i> <i>Praxis: Kinetics*</i>
Intimidation (Social)	<ul style="list-style-type: none"> Threat of Violence Brush Off 	Control:	Infuriate Subtle Menace The Serpent's Tongue* Unapproachable
		Fear:	Scary Aura of Menace* Aura of Fear* The Promise of Pain* Steely Gaze* Fearsome Gaze* Master of Fear*
Leadership (Social)	<ul style="list-style-type: none"> Administration Bureaucracy Command 	Fell Calls:	<i>Fell Call</i> <i>Bellow*</i> <i>Chorus Call*</i> <i>Doom Call*</i> <i>Victory Howl*</i> <i>War Cry*</i>
		Followers:	Personal Conspiracy Lieutenant* Minions Reinforcements*
		Status:	<i>Nobility</i> <i>Royalty *</i>
		Organizations:	Funding Instant Functionary Center of the Web Ubiquity*

SKILL	STANDARD TRAPPINGS	STUNT TREE	STUNTS
Lore (Knowledge)	<ul style="list-style-type: none"> • Research • Exposition and Knowledge Dumping • Declare Minor Details • Languages • The Truth 	Language:	Linguist Gift Of Tongues*
		Medicine:	Post mortemist (Forensic Medicine) Physicer (Doctor) Leech* (Medic) Chirurgurgeon* (Surgeon)
		Memory:	Walking Library Photographic Memory* Studied Recall*
		Scholarship:	Scholar Dizzying Intellect* It's Academic*
		Science:	Scientific Genius Scientific Invention* Theory in Practice* <i>Weird Science*</i> <i>Mad Science*</i>
Magic (Knowledge)	<ul style="list-style-type: none"> • Sixth Sense • Esoteric Knowledge • Minor Divination 	Artifacts:	Artificer Charms and Fetishes Personal Artifact Rare Artifact
		Enchantment:	Mesmerize (Mesmerist) Hypnotic Speech* Mind's Shadow* Enthrall*
		Spirits:	Psychic Spirit Companion Voices from Beyond* Words on the Wind*
		Wizard:	<i>Adept</i> <i>Familiar</i> <i>Counter Magic*</i> <i>Practical Magic*</i> <i>Sage</i> <i>Summoner*</i> <i>Praxis: Air*</i> <i>Praxis: Beasts*</i> <i>Praxis: Earth*</i> <i>Praxis: Fire*</i> <i>Praxis: Infernalism*</i> <i>Praxis: Lightning*</i> <i>Praxis: Mechanika*</i> <i>Praxis: Metal*</i> <i>Praxis: Mind*</i> <i>Praxis: Necromancy*</i> <i>Praxis: Plants*</i> <i>Praxis: Shadows*</i> <i>Praxis: Water*</i> <i>Warbeast: Light*</i> <i>Warbeast: Heavy*</i> <i>Warcaster*</i> <i>Warjack: Light*</i> <i>Warjack: Heavy*</i> <i>Warlock*</i>
Mechanika (Craft)	<ul style="list-style-type: none"> • Building Mechanisms • Fixing Mechanisms • Breaking Mechanisms 	Devices:	Personal Gadget Universal Gadget
		Methods:	<i>Arcane Mechanik*</i> <i>Scrounge</i> <i>Steamo*</i> Mister Fix-It Bodge* (Thump of Restoration)

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Might (Physical)	<ul style="list-style-type: none"> Fighting People Breaking Stuff Lifting Stuff 	Force:	Herculean Strength Piledriver* Unbound Unstoppable*
		Wrestling:	Wrestler* Flow like Water* Bend like the Reed* Body Toss* Hammerlock*
Rapport (Social)	<ul style="list-style-type: none"> First Impressions Closing Down Opening Up 	Charisma:	Best Foot Forward Five Minute Friends Cosmopolitan (International) Irresistible (Lady's Man/Popular Gal)
		Etiquette:	<i>Courtly Graces</i> <i>Style</i> <i>Toady</i>
		Wordplay:	Blather Heart on My Sleeve The Right Questions Smooth Over
Resolve (Social)		Cool:	Smooth Recovery Cool Customer* Aplomb* Unflappable* Right Place, Right Time*
		Tenacity:	Inner Strength Iron Determination Still Standing* Driven* Unyielding*
Resources (Mundane)	<ul style="list-style-type: none"> Spending Money Lifestyle Workspaces 	Advantage:	Grease the Wheels Money Talks
		Comfort:	Home Away From Home Headquarters Lair* Stately Pleasure Dome* Trusted Employee*
		Liquidity:	Best That Money Can Buy Long Term Investment Money Is No Object*
Ride (Mundane)	<ul style="list-style-type: none"> Riding Animal Handling 	Mount:	Exceptional Mount (Custom Ride) Exotic Mount* (Prototype Car) Veterinary (Car Mechanic)
		Trick Riding:	Defensive Riding (Defensive Driving) One Hand on the Reins (Hands Free) Beast Whisperer* (Turn on a Dime) Hell Bent for Leather Ride Anything Breaking It In
Search (Perception)		Contemplation:	Scene of the Crime Eye for Detail* Uncanny Hunch*
		Observation:	Lip Reading Focused Sense Impossible Detail*

SKILL	STANDARD TRAPPINGS	STUNT TREE	STUNTS
Sleight of Hand (Subterfuge)	<ul style="list-style-type: none"> • Pick Pocket • Art of Distraction 	Distractions:	Bump and Grab Cool Hand Sucker Punch
		Showmanship:	Juggler Legerdemain Stage Magic* Master of Illusion*
		Trade Secrets:	<i>Where Was That?</i> Slippery
Stealth (Subterfuge)	<ul style="list-style-type: none"> • Hiding • Skulking • Ambush 	Hide:	In Plain Sight Master of Shadows* Shadowed Strike* Deadly Shadows*
		Retreat:	Quick Exit Vanish*
		Skulk:	Hush Lightfoot Like the Wind*
Survival (Mundane)	<ul style="list-style-type: none"> • Animal Handling • Riding • Camouflage • Scavenging 	Beasts:	Animal Companion Animal Friend Call of the Wild* King of the Beasts*
		Orientation:	Due North Tracker
		Wisdom:	Herbal Remedies Weather Sense Lay of the Land
Weapons (Combat)		Proficiency:	Demoralizing Stance Flawless Parry Lethal Strike* (Lethal Blow) Mighty Blow* (Fist of Death) Riposte* Turnabout*
		Thrown:	Catch Ricochet Good Arm
		Weaponry:	Anything Goes Close at Hand Weapon of Destiny Weapons of the World

Stunts — In addition to selecting Stunts based on your Skills, there are some Stunts that may be selected based on nationality or race or even Aspects. These are included in the custom Stunt section, below.

Adept — Requires at least one magical Aspect. Only those recognized as Adepts (a title usually granted by an arcane lodge, guild or cabal) may use the Magic skill to cast spells and perform magical maneuvers. This costs one Fate Point and requires a Praxis stunt (see below) relevant to the kind of spell being cast. A character without these stunts may still use the Magic skill for declarations and assessments and to represent a more esoteric knowledge of the subject matter than Lore would allow. Plus, you know, the cool trappings and all.

Arcane Mechanik — Requires *Adept*. You have an innate knack for crafting rune plates, attuning cortexes and enchanting cthonic relays. Whenever dealing with the magical aspects of Mechanika – repairing, designing, upgrading, etc. – your difficulties are reduced by one. Additionally, the time to get the work done is reduced by one step.

Awareness — Becoming a Druid awakens a deep, feral connection to the natural world which, if honed, can be used to discover much. A successful Faith roll (vs. a difficulty of Mediocre) will give a general sense of conditions within one range band instantly. Each additional range band increases the difficulty by one. Every step on the time ladder the roll is extended reduces the difficulty by one. If a specific person or an individual creature is sought, they can defend against discovery with Resolve.

Banish — Requires *Priest of Menoth*, *Priest of Morrow*, *Shaman of Dhunia* or the Aspect *Order of Illumination*. You can attempt to dismiss a summoned presence, sending it back from whence it came or laying it to rest. Roll Faith/Magic versus Resolve. Shifts can be used to inflict Composure damage or create Borders. If you achieve Spin you may spend a Fate Point to force a concession.

Bellow — Requires *Fell Call*. You can vocalize such powerful ululations that you can actually inflict damage with them. You may use your Leadership skill instead of Guns to perform physical attacks and maneuvers at a distance.

Burn — Requires *Priest of Menoth*. When engaged in melee combat, if you achieve Spin on your attack roll you may spend a Fate Point to call upon the wrath of Menoth to set your enemy on fire. This fire has an intensity of 1 (check off your lowest open Health stress box each round starting on your next initiative) and burns until the combat reaches a conclusion or until they make a successful Resolve roll vs. a difficulty equal to your Faith. If you set a fellow Menite alight this way, they immediately bow before Menoth's obvious displeasure and concede.

Charms and Fetishes — For the cost of a Fate Point you may imbue a narrow temporary Aspect upon a small, fragile physical item (such as “Proof Against Spiders” or “Shadowbane”). The individual carrying this item may at any time claim a free tag from that Aspect, after which the item loses its effectiveness.

Chorus Call — Requires at least two other Fell Call stunts. Fell Callers of advanced ability can learn how to combine their calls into a single cacophonous attack. Rather than having to use an action for each call, you can combine the effects of two calls of the same scope as a supplemental action (one roll at -1).

Cyrisstech — Requires *Priest of Cyriss*. Cyrissists devote great time and effort to the contemplation of celestial mechanics. Clockworks, engineering, pure mathematics and arcane sciences intersect in their liturgy. Knowledge of Cyrisstech allows you to work on advanced magical clockworks with no penalty and reduces the difficulty of Mechanika tests and mathematical Lore tests by one. Additionally, the time to get the work done is reduced by one step.

Counter Magic — Requires *Adept*. Whenever you choose to hold your action, you may spend a Fate Point before another spellcaster acts to have them truthfully declare what they are about to do. If their intent is to cast a spell, you may then use your held action to block it, using your Magic skill to create the block. If you opt to not block their effort, you must wait until your target completes their action to proceed. If you commit to performing a counterspell regardless of what your target declares, before they declare it, you do not need to spend the Fate Point. Be clear about this when you make your demand!

Courtly Grace — You have a talent for gentility, protocol and discourse in the presence of the aristocracy. A true courtier, you receive a +2 bonus during social conflicts conducted in such settings or amongst those who are born to or appreciate them.

Debauch — Your carnal appetites are vast and well exercised. You've done, seen or at least heard about all things depraved and your prowess in such endeavors is beyond compare. You get +2 to any social contests and to Endurance rolls that arise in such situations and, for the cost of a Fate Point, can evade any severely negative consequences that might have resulted from your participation therein.

Doom Call — Requires *Bellow*. Your voice is a powerful instrument of destruction. You can make a ranged physical attack against an entire zone. For the cost of a Fate Point you can roll Leadership as a ranged physical attack, subtracting shifts equal to the number of zones between you and your targets.

Druid — Requires at least one Aspect devoted to your faith. Sometimes called Blackclads for their dark clothing and darker moods, Druids venerate the Devourer Wurm — the Beast of All Shapes, Menoth's Bane. They do not worship it per se, but it is the root of their power and a mighty symbol of chaos. A Druid may use Faith instead of Magic to invoke miracles. This costs one Fate Point and requires a Praxis stunt (see below) relevant to the kind of miracle invoked. As a Druid, the following Stunts become available:

Praxis: Air
Praxis: Beasts
Praxis: Earth
Praxis: Fire
Praxis: Lightning
Praxis: Plants
Praxis: Water
Sage
Warbeast: Light
Warbeast: Heavy
Warlock

Eye-Gouge — Requires *Crippling Blow*. Going for the eye-gouge means your character has given up all pretense of fighting fair. If the strike damages your opponent (inflicts Stress or a consequence), you place a "My EYES!" Aspect on them as well. Tag it to interfere with their perception or combat rolls.

Familiar — Requires *Adept*. You share an arcane bond with a spirit guide and/or demonic tutor of your choosing. It appears to others as a normal-seeming small creature, although it can be given a single distinctive Aspect to set it apart like "Shrewd Gaze" or "Soundless". A Companion stunt, Familiar grants the "Communication" and "Summonable" advances for free plus two others of your choice. It does not get the Independent advance for free.

Fell Call — Fell Calling is a rare gift unique to the Trollkin. It grants the ability to bawl and yawp to supernatural effect and is highly valued by the tribes in times of war. You can use your Leadership skill to make Composure attacks at range or to vocalize signals that can be heard a number of miles away equal to the shifts generated by your Leadership roll (vs. a difficulty of Mediocre).

Gorge — Your appetite is vast and well exercised. You enjoy a good meal (or a bad one, if that's what's available) and you can find a place to tuck away whatever is set in front of you no matter how exotic or unusual. You get +2 to Endurance rolls to resist the aftereffects of gluttony or bad food and +2 to Survival rolls due to your ability (nay, predilection) to eat indiscriminately. Also, for the cost of a Fate Point, you can evade any negative consequences that might have resulted from food you've eaten, even if it's gone a bit off (or been poisoned!).

Gun Mage — Requires at least one Aspect to show an extraordinary interest in firearms. The Gun Mage ability is a relatively recent phenomenon in the Iron Kingdoms. As an individual with this gift you have developed such an intimate connection with your pistols that you instinctively and spontaneously perform magic through them. You may use your Guns skill instead of Magic to perform arcane attacks and maneuvers.

Guzzle — Your thirst for intoxicating beverages is vast and well exercised. You are perfectly capable of functioning while blitzed and your tolerance for everything from the lowest rotgut to the finest claret is well known. You get +2 to Endurance rolls to resist the effects of beer, wine and liquor and +2 to Rapport rolls when those around you are drinking. For the cost of a Fate Point, you can evade any negative consequences that might have resulted from your binge. Hangovers? *Ha!* Not you...

Knee-To-Groin — Requires *Crippling Blow*. Going for the groin shot means your character wants to end the fight quickly, and the Queensbury Rules are out the window. Any time your opponent opts to take a consequence from a blow you have dealt, you may spend a fate point to increase the severity of that consequence by one step, increasing mild to moderate, moderate to severe and severe to taken out. The opponent may then reconsider whether to take the consequence or concede.

Large — Requires *Ogrun* or *Trollkin*. You're a freakishly large specimen of a freakishly large race. You get a +1 to Might and Intimidate rolls and may use two-handed weapons in one hand or light warbeast-scale weapons in two. Unfortunately, you suffer a -1 penalty to Stealth and Rapport.

Liturgy of Judgment — Requires *Priest of the Great Fathers*. You can "read" people using Faith instead of the Empathy skill. If your roll is successful (opposed by their Resolve) you make assess an Aspect that you didn't previously know. If that Aspect is in moral opposition to the beliefs of the Great Fathers, you may inflict Composure stress equal to the shifts generated by your roll.

Magelock — Requires *Gun Mage*. A magelock pistol is the arcane focus of a Gun Mage. It allows destructive magical energies to be hurled through it, visions to be pulled from its barrel (even if the gunmage is blinded or at a distance) and allows it to be called to hand from anywhere nearby. If the gun is not in hand, a Resolve test with a difficulty equal to the distance in zones between gunmage and magelock is required. Built as a Personal Artifact, it has these improvements over a normal pistol: Arcane (it is magical in nature), Alternate Usage (you can "see" through its barrel, even at a distance) and Craftsmanship (+1 to Guns skill while using it).

Nobility — Your character is born to noble blood. They are granted courtesy by the lower classes (sometimes begrudgingly) and treated according to their place in the pecking order of high society. They may use their Leadership skill instead of Resources (to requisition the assets of the Realm or to command its soldiers). If not abused, this is a perk of fortunate birth. However, if exercised too often, those of yet higher station may take umbrage at your presumption and find you duties for the Crown...

Pollute — Your appetite for stimulants, narcotics and alchemical euphorics is vast and well exercised. You've sniffed, smoked or otherwise consumed every available illicit compound and your tolerance for such things is the stuff of legend. You get +2 to Endurance rolls to resist the effect of any poisonous, chemical, alchemical or pharmaceutical substances used upon your person and, for the cost of a Fate Point, can evade any severely negative consequences that might have resulted from such exposure.

Practical Magic — Requires *Adept*. For the cost of a Fate Point the Adept may recreate the effect of any non-attack mundane skill through the use of magic, once per scene, using their Magic skill in place of the skill they are mimicking.

Praxis: Air — Requires *Adept*. This discipline allows the Sorcerer to control and shape the air, causing strong winds or calming them, making it difficult for someone to breathe, using the air to push opponents off balance, taking a bubble of air with you underwater, etc. It is great for Blocking or creating Aspects like "Massive headwind/tailwind".

Praxis: Beasts — Requires *Adept*. This discipline allows the caster to talk to animals and have them perform tasks. If you are not in the presence of a target creature yet would still call upon a beast (or swarm/pack/herd) for assistance, you must be in a place where such creatures could reasonably be expected to be nearby. The number of shifts generated by a Magic test (vs. a difficulty of Mediocre) is the number of advances your new Companion(s) has/have. Animals enlisted in this way are temporary (lasting only the scene) and begin their existence with a Quality of Average (1 Average skill and two stress boxes). Praxis: Beasts also covers the creation of Aspects such as "Heart of a Lion", "Claws of a Badger", or "Blind as a Bat".

Praxis: Earth — Requires *Adept*. This discipline allows the shaping and control of earth and stone. It can be used to make or enhance Borders, attack with flying rocks, create sand or dust storms to blind people, to encase enemies in stone or even to open passages through solid rock. You may only command existing earth and rock, not create stones from thin air. Unnatural shapes created by this spell fall apart after the duration expires.

Praxis: Fire — Requires *Adept*. This discipline allows the control of heat and fire. Unlike the other elemental praxes, you can actually create fire with these spells, igniting flammable material or hurling balls of fire. You can also create or control smoke, increase or decrease the intensity of a fire, create walls of flame, etc.

Praxis: Healing — Requires *Priest, Druid or Shaman*. This discipline allows the healing of any sort of wound or affliction. The number of shifts generated from a Faith test (vs. a difficulty of Mediocre) can be allocated as follows: 1 shift to heal 1 Stress box, 2 shifts to heal a Minor Consequence, 4 to heal a Moderate consequence, and 6 to heal a Severe consequence. You may mix and match these results as you like. If you gets a Superb (5) roll you can heal 1 Minor and 3 Stress, or 1 Moderate and 1 Stress. Any previous attempts subtract from the total shifts of any subsequent Healing spells. Also, if you cast a healing spell on an unbeliever (someone of a different faith), you suffer a Stress box of damage equal to their Faith or Resolve, whichever is higher.

Praxis: Holiness — Requires *Priest (except Cyriss)* or the Aspect *Order of Illumination*. This discipline allows the priest to wield divine power as proxy to their deity. This power can be used to cleanse an area of evil Aspects, empower Blessed items or as attack/defense against infernal and necromantic beings. For +1 Fate Point, effects from other Praxes can be mimicked, although such uses of the power must be thematically in step with the deity from which it flows and must serve that deity's interests.

Praxis: Ice — Requires *Adept*. This discipline allows the caster to make temperatures drop rapidly, force standing water to freeze and even to call howling blizzards from thin air. You can hurl icy projectiles and make clear ground impossibly slippery. It is ideal for creating Aspects like "Slippery" and "Frozen in place!"

Praxis: Kinetics — Requires *Gun Mage*. This discipline is the nigh-exclusive province of the Gun Mage. Like Praxis: Fire, this is an "offense" discipline. You can create bolts of pure force with these spells, attacking across zones and causing opponents to fly about like bowling pins. You can also shatter or ignore borders with it and bestow Aspects like "Knocked over!"

Praxis: Infernalism — Requires *Adept*. This discipline allows the caster to summon and negotiate with Infernals. It can also be used to recognize the taint of Infernalism and the symbols and signs of Infernal rites. It does not allow the unwilling binding of Infernals (except through contract with lower powers) but can be used to Banish them.

Praxis: Light — Requires *Priest of Morrow*. This discipline allows the creation and manipulation of light, the ability to reveal the unseen and to pierce disguises. It is ideal for creating Aspects like “They Could See That From Caspia!” or “No Place to Hide!”

Praxis: Lightning — Requires *Adept*. This discipline allows the control of lightning and electricity such as that at the heart of Cygnar’s Stormchamber mechanika. Like Praxis: Fire, this is an “offense” discipline. You can create bolts of lightning with these spells, attacking across zones and causing the damage to leap from opponent to opponent. You can also electrify or magnetize metal objects and disrupt the function of mechanika, especially cortexes.

Praxis: Mechanika — Requires *Adept*. This discipline allows the caster to create, repair and dismantle mechanika. It is also central to the extremely arcane practice of cortex creation and clockwork assembly.

Praxis: Metal — Requires *Adept*. This discipline allows the caster to manipulate metal. He can shape metal, create or control golems fashioned from it, erect metal barriers, repulse it or attract it, repair damaged metalwork, etc. Any amalgamated shape or creation will fall to pieces when the spell ends.

Praxis: Mind — Requires *Adept*. This is a powerful and feared discipline, the ability to read and control Minds. It can probe someone’s thoughts and memories, make them believe your stories, send them a telepathic message, or cause them to forget you were ever there. You can plant suggestions and temporarily create, erase, or alter someone’s mental Aspects. Although these compulsions are powerful, if the controlled subject is directed to attack someone they love, or act in a way this is diametrically opposed to their morality or strong convictions (Aspects or Faith), the subject gains a chance to break free (and may tag any relevant emotional Aspects to help).

Praxis: Necromancy — Requires *Adept*. This discipline allows you to communicate with the dead, corrupt living (or once-living) tissue and animate thralls. When creating an undead servant (or shambling horde), you must have access to raw materials – corpses or graves at the very least. The number of shifts generated by a Magic test (vs. a difficulty of Mediocre) is the number of advances your new Companion(s) has/have. Thralls raised in this way are temporary (lasting only the scene) and begin their existence with a Quality of Average (1 Average skill and two stress boxes). Longer lasting thralls can be created by combining this Praxis with Lore/Mad Science). Necromancy also allows the caster to gain/impose control upon already existing undead, as well as the power to create Aspects related to death, blood, corpses and rot, such as “Stench of death” or “Chill of the Grave”.

Praxis: Plants — Requires *Adept*. This discipline allows you to move and control wood and plants. It can be used to cause plants and trees to attack foes, to block movement by rapidly growing plants that grab at intruders, to warp and destroy wooden objects and structures, to make flowers bloom out of season, control or create a plant creature, etc. While it can cause seeds and plants to quickly grow, it cannot create plant life from nothing. Many Plant Mages therefore like to carry a variety of seeds with them. This spell also allows the caster to bestow Aspects such as “Strong as an oak”, “Covered in leaves”, or “Only needs water and sunshine.”

Praxis: Shadows — Requires *Adept*. This discipline allows the manipulation of shadows, the ability to travel unseen and to misdirect attention. It is ideal for the creation of Aspects like “I can’t see anything!” or “What happened to the lights?”

Praxis: Water — Requires *Adept*. Water allows the caster to control water and other liquids, including steam. You can condense water from the air to cause rain, cause crashing waves to pound your foes, turn dry ground into a foot-sucking mire, make boilers run suddenly dry and cause standing water to quickly evaporate. You can also cause Aspects such as “Dehydrated” or “Soaking wet”.

Priest of Cyriss — Requires at least one Aspect devoted to your faith. As a worshiper of Cyriss — The Maiden of Gears, Mother of Mathematics, the Hidden Enigma — you may use Faith instead of Magic to invoke miracles. This costs one Fate Point and requires a Praxis stunt (see above) relevant to the kind of miracle invoked. As a Priest of Cyriss you may select these stunts:

- Praxis: Mechanika
- Praxis: Metal
- Praxis: Mind
- Sage

Priest of the Great Fathers — Requires at least one Aspect devoted to your faith. Also, worship of the Great Fathers is limited to dwarves. The Great Fathers are the protectors and guides of the Rhulfolk and their clergy are looked to as arbiters, the wise interpreters of justice and the laws of the Lords of Kharg Drogun. Also, you may use Faith instead of Magic to invoke miracles. This costs one Fate Point and requires a Praxis stunt (see above) relevant to the kind of miracle invoked. As a Priest of the Great Fathers, you may select these stunts:

- Liturgy of Judgment
- Praxis: Earth
- Praxis: Healing
- Praxis: Holy
- Praxis: Metal
- Rite of Assessment
- Sage
- Vigilance and Voice of the Law

Priest of Menoth — Requires at least one Aspect devoted to your faith. As a worshiper of Menoth — The Creator, Shaper of Man and Lawgiver — you may use Faith instead of Magic to invoke miracles. This costs one Fate Point and requires a Praxis stunt (see above) relevant to the kind of miracle invoked. As a Priest of Menoth you may select these stunts:

- Banish
- Praxis: Earth
- Praxis: Fire
- Praxis: Healing
- Praxis: Holiness
- Praxis: Mind
- Sage
- Warjack: Light
- Warjack: Heavy
- Warcaster

Priest of Morrow — Requires at least one Aspect devoted to your faith. As a worshiper of Morrow — The Prophet, Lord of Light, Healing Teacher, Patient Brother — you may use Faith instead of Magic to invoke miracles. This costs one Fate Point and requires a Praxis stunt (see above) relevant to the kind of miracle invoked. As a Priest of Morrow you may select these stunts:

- Banish
- Praxis: Healing
- Praxis: Holiness
- Praxis: Light
- Praxis: Mind
- Sage
- Warjack: Light
- Warjack: Heavy
- Warcaster

Regenerate — Requires *Trollkin*. Trollkin are really tough. After combat, if you can feast and rest, you can spend a Fate Point to heal a minor Consequence or to downgrade a more serious one by one level (as long as a lower level Consequence slot is open).

Rite of Assessment — Requires *Priest of the Great Fathers*. You have a nose for the truth. You always know when someone is using the Deceit skill on you and may take a full defensive action, gaining a +2 bonus to your Empathy, if appropriate.

Royalty — Requires *Nobility*. The character is born to royal blood and, indeed, is within sight of the throne. They are fawned over and their favor is carried by all those beneath them (excepting, of course, those plotting to kill them). Royals may use their Leadership skill instead of either Intimidation or Rapport whenever dealing with persons of lower birth (which is most everyone). They may have free use of royal estates even hold a seat at Court.

Sage — Your character is a respected practitioner of the arcane or an initiate anointed into the gnostic mysteries of your sect. As a result you are an authority in a specific area of supernatural study (choose one Praxis). In the elite circles of that field, you are well known for your research. You receive a +1 bonus whenever attempting a Magic or Faith roll involving that Praxis. Also, pick a specialization (single spell or signature effect). When a Magic or Faith roll involves that specialization your bonus increases to +2. Any research efforts involving the specialty are resolved at one time increment faster.

Scrounge — You have a knack for finding just the right accumulator, reflex array or arcantrik turbine in this pile or that. You can use your Mechanika skill instead of Resources when acquiring parts.

Second Skin — You have trained long and hard in the use of armor; wearing it is second nature. Ignore the penalties for having an Armor skill higher than Athletics, Endurance or Stealth.

Servitor — Requires *Priest of Cyriss*. You receive the use of a basic servitor unit (a Cyrisstech clockwork assistant). By default a servitor is: Fair quality and has the “Summonable” and “Conscious” advances plus 2 additional advances of your choice. The servitor also comes with an Aspect of its very own, something like “*It Won’t Stop Looking at Me!*” or “*HumClickBuzzClickWhirrrr!*” The exact nature must be worked out with your GM and, rest assured, it will be compelled. Each time this stunt is taken you may receive either an additional servitor or 3 advances to be applied to one of your existing units.

Shaman of Dhunia — Requires at least one Aspect devoted to your faith. As a worshiper of Dhunia — Creator of Caen, Ravaged Mother and Wellspring of Life — you may use Faith instead of Magic to invoke miracles. This costs one Fate Point and requires a Praxis stunt (see above) relevant to the kind of miracle invoked. As a Shaman of Dhunia you may select these stunts:

- Banish
- Praxis: Air
- Praxis: Beasts
- Praxis: Earth
- Praxis: Fire
- Praxis: Lightning
- Praxis: Plants
- Praxis: Water
- Sage
- Warbeast: Light
- Warbeast: Heavy
- Warlock

Shield Bash — You have trained to use your armor as a weapon in its own right. You may use your Armor skill instead of Fists to attack if disarmed.

Smite — Requires *Priest of Morrow*. For the cost of a Fate Point you may call upon the wrath of Morrow and smite your enemy with a great reckoning. The number of shifts generated by a Faith roll (vs. a difficulty of Mediocre) is the Stress Bonus you add to your weapon. This divine “charge” lasts only for the scene and if not used, dissipates. On your next successful attack, add those Shifts to your damage. If you smite a Morrowan with this attack, you suffer damage equal to the Shifts from your Faith test.

Steamo — Requires at least one other Mechanika stunt. In addition to being a card-carrying member of the Steam and Iron Workers’ Union, you have a knack for routing pressure, balancing turbines and honing pneumatic actuators. When dealing with the steam aspects of Mechanika – repairing, designing, upgrading, etc. – your difficulties are reduced by one. Additionally, the time to get the work done is reduced by one step.

Style — With Style you are always dressed appropriately for the occasion and at the height of fashion. Even when dressed inappropriately, others assume it’s intentional — a clever statement or bon mot. So developed is your taste that you can even use clothing as semaphore, using your attire to covertly communicate or to launch social attacks on another character with Style.

Summoner — Requires *Adept*. A Companion stunt, Summoner grants the “Summonable” and “Variable Summons” advances for free; two more may be chosen at the time of summoning. Summoners are not limited by material considerations – whatever they summon or create appears or travels to them immediately. While most summoned creatures disappear when a scene ends, a Summoner may spend a Fate Point to keep a summoned creature around until dismissed. The type of creatures that can be summoned must be picked at the time the Stunt is taken. Creature types include: Beasts, Birds, Infernals, Nature Spirits, Undead, etc. Summoned creatures may be Banished (a Faith stunt).

Take the Blow — Requires *Second Skin*. You have learned how to use your armor’s glancing surfaces and padding to minimize damage. A character with this stunt gains one additional Health stress box.

Toady — Whenever a Toady is dealing with an opponent of higher social station, they receive +2 on Rapport rolls. Also, for the cost of a Fate Point, they can deflect a social combat attack directed at them onto any plausible person of lower station. If that person is present they can defend with Resolve; otherwise the target is Mediocre (0).

Trackless Step — The Druid may move through wilderness/natural surroundings without being easily seen or heard. In such environs they may use their Faith skill in place of Stealth and may ignore any naturally occurring borders between zones.

Transformation, Cave Bear — Requires *Awareness*. For the cost of a Fate Point the Druid assumes the form of a massive cave bear for the rest of the scene. The transformation requires a full action and all items carried drop to the ground. Once transformed, the Druid can use their Faith skill in place of Endurance, Might or Weapons.

Transformation, Great Cat — Requires *Awareness*. For the cost of a Fate Point the Druid assumes the form of a great hunting cat for the rest of the scene. The transformation requires a full action and all items carried drop to the ground. Once transformed, the Druid can use their Faith skill in place of Athletics, Stealth or Weapons.

Transformation, Storm Crow — Requires *Awareness*. For the cost of a Fate Point the Druid assumes the form of an ominous storm crow for the rest of the scene. The transformation requires a full action and all items carried drop to the ground. Once transformed, the Druid can fly, ignoring height- and depth-related zone borders, and may use their Faith skill in place of Alertness, Athletics (for movement/dodge) or Observation.

Tunneling — Apparently the loam of Caen is pretty porous ‘cause a fair few creatures (Pyg Burrowers) and mechanika (Cryx’s Helldiver) can move through it with relative ease. You’re one of those. You can use a full action to “dig in” or move one zone underground. While underground you cannot be attacked except by earth spells or miracles. You can’t dig through stone or manmade constructions.

Victory Howl — Requires *Fell Call*. When you vanquish a foe in melee combat you can yawp out a terrifying victory exultation. For the cost of a Fate Point, immediately make a Leadership roll (out of Initiative order). Each foe remaining in the same zone must oppose this roll with Resolve or concede. Opponents suffer Composure stress equal to the number of shifts generated against them.

Vigilance and Voice of the Law — Requires *Priest of the Great Fathers*. Wearing the hats of both arbiter and thieftaker, you are good at spotting criminals and ferreting out evildoers. You may use Faith instead of Intimidation or Search when hunting those who would evade your justice.

War Cry — Requires *Fell Call*. Your call to battle is a fearsome thing that turns the bowels of your enemies to water. You can make an intimidating attack against an entire zone. For the cost of a Fate Point you can roll Leadership as a ranged Composure attack, subtracting shifts equal to the number of zones between you and your targets. Each foe in the target zone must oppose this roll with Resolve or concede. They suffer stress equal to the number of shifts generated against them.

Warbeast: Heavy — Requires *Warbeast: Light*. The light warbeast that was either yours or on "permanent loan" from whatever tribe or dragon you serve has been replaced by a heavy. By default, a heavy warbeast is: Good quality, requires a Fate point to act alone, and has the "Armored" (x2 — for a total Armor skill of 7), "Rugged" (5 Stress boxes) and "Skilled" improvements plus 1 more of your choice. The warbeast also comes with two Aspects of its very own, something along the lines of "Why is everyone running and screaming?" or "Thundering, belowing, dire beasty!" The exact nature must be worked out with your GM.

Warbeast: Light — Requires *Warlock*. You receive a basic light warbeast that is either yours or on "permanent loan" from whatever tribe or dragon you serve. By default, a light warbeast is: Fair Quality, requires a Fate Point to act alone, and has the "Skilled" improvement plus 2 more of your choice. The warbeast also comes with an Aspect of its very own, something like "Holy crap! It's a warbeast!" or "Look at those Teeth!" The exact nature must be worked out with your GM and, rest assured, it will be compelled. Each time this stunt is taken you may receive either an additional light warbeast or 3 improvements to be applied to one of your existing warbeasts.

Warcaster — Requires *Adept, Priest of Morrow* or *Priest of Menoth*. The character has the rare and uncanny ability to telepathically communicate with a cortex, the arcane (or theurgic) apparatus that bonds and motivates the setting's steam-powered warjacks, so long as the cortex is within a number of zones equal to the Warcaster's Faith or Magic skill (depending on how you acquired the stunt) and is not currently controlled by someone else. An uncontrolled warjack can be claimed for the cost of one full action and one Fate Point. A Warcaster can direct the actions of any warjack under their control and can allocate a Fate Point to the warjack for its own use, once per round (unless it becomes tagged with the Aspect "Disrupted").

Warcaster Armor — Requires *Warcaster*. Using top secret arcane and scientific techniques, the militaries of the Iron Kingdoms protect their valued warcasters with the most advanced armor available. Built as a Personal Artifact, Warcaster Armor has these improvements over normal armor: Arcane (it is mechanical in nature), Craftsmanship (+1 to Armor skill) and one more improvement of your choice (Warcaster Armor is always custom made).

Warjack, Heavy — Requires *Warjack: Light*. Your light warjack has been replaced by a heavy. By default, a heavy warjack is: Good quality, requires a Fate point to act alone, and has the "Armored" (x2 — for a total Armor skill of 7), "Rugged" (5 stress boxes) and "Skilled" improvements plus 1 more of your choice (usually "Armed"). The warjack also comes with two Aspects of its very own, something along the lines of "Why is everyone running and screaming?" or "Coal-burning, ground-shattering, steel behemoth!" The exact nature must be worked out with your GM.

Warjack: Light — Requires *Warcaster*. You receive a basic light warjack that is either yours or on "permanent loan" from whatever nation or mercenary outfit you represent. By default, a light warjack is: Fair quality, requires a Fate point to act alone, and has the "Armored" (for a total Armor skill of 5) and "Skilled" improvements plus 1 more of your choice (usually "Armed"). The warjack also comes with an Aspect of its very own, something like "Holy crap! It's a warjack!" or "Glowy-eyed, smoke-belching, metal monster!" The exact nature must be worked out with your GM and, rest assured, it will be compelled. Each time this stunt is taken you may receive either an additional light warjack or 3 improvements to be applied to one of your existing warjacks.

Warlock — Requires *Adept, Druid* or *Shaman of Dhunia*. You have the rare and uncanny ability to telepathically impose your will upon the ravaging warbeasts of the Iron Kingdoms. As long as the warbeast in question is within a number of zones equal to your Faith or Magic skill (depending on how you acquired the stunt) and is not currently controlled by someone else. An uncontrolled warbeast can be claimed for the cost of one full action and one Fate Point. A Warlock can direct the actions of any warbeast under their control and can allocate a Fate Point to the warbeast for its own use, once per round (unless it becomes tagged with the Aspect "Frenzied").

Where Was That? — The character can spend a full action to conceal a single item of plausible size somewhere on their person. This item will not be found unless the character is physically searched, and perhaps not even then.

Aspects — The following will likely be commonplace in my Spirit of the Iron Kingdoms campaign. These are not by any stretch of the imagination *Bam!* Aspects and should not be looked upon as great examples. Neither should you assume this list is comprehensive. With over 1,000 pages of published setting material, the Iron Kingdoms offers a rich cornucopia of narrative-enhancing goodness to harvest. Don't be afraid to go dig some up.

KHARD (HUMAN)

Concept: Khardic folk are so tall and broad that it's said the blood of giants runs through their veins. Descendents of an empire that, before the Orgoth, ruled all of Western Immoren, they're gregarious, proud and patriotic unto jingoism. They revere tradition and ride as if born to the saddle.

Invoke to: defend the Khadoran Empire, ride, handle horses and hounds, endure the cold, use your size.

Compel to: brag, brawl, get drawn into nationalistic fervor, be dismissive of "southern" ideas.

KOSSITE (HUMAN)

Concept: Taller even than the Khards, the remnants of the kingdom of Kos are seldom seen in civilized lands. They are reclusive, living in the woodland glens of northern Khador. They make excellent trappers and hunters, moving like ghosts through the trees, and call the wolves their brothers.

Invoke to: navigate wilderness, endure the cold, hold your tongue, deal with wolves, move quietly.

Compel to: be uncomfortable with civilization, be surly/unfriendly/prickly/xenophobic.

RYN (HUMAN)

Concept: With the kingdom of Llael recently ground under the heel of Khador, Rynnish folk have been dealt a sobering blow. Once uniformly well off, courteous, elegant and arrogant, they are now in a desperate struggle to free their homeland. Given their taste for political intrigue and dueling, the Rynnish make consummate spies and assassins.

Invoke to: cajole, seduce, hobnob with nobility, lie convincingly, defend what's left of Llael.

Compel to: be insincere, double-cross, take a bribe, rise to an insult, be seduced.

SKIROV (HUMAN)

Concept: The grim Skirov hail from the mountains of northern Khador, the remnants of barbarous tribes that used to sweep down and raid the lowlands. They're a pale-skinned, thickset folk fond of bushy mustaches, tattoos and scarification.

Invoke to: navigate mountain passes, endure gruesome sights/acts, cling to their harsh faith.

Compel to: start fights, show no pity, take advantage of morally gray situations, bow to superstition.

UMBREAN (HUMAN)

Concept: Old Umbrey never fell to the Khardic horselords. Though few in number, the swarthy, square-built Umbreans fought to a stalemate and joined the Empire as equals, not subjects — this is a longstanding cause of acrimony to both sides.

Invoke to: fight overwhelming odds, ride, have a sense of history, show self-confidence.

Compel to: be arrogant, disregard central authority, get caught up in the relics/glory of the past.

MIDLUNDER (HUMAN)

Concept: Midlunders are native to northern Cygnar. Brown, auburn or ginger-haired, short or tall, they share a common streak of bull-headedness. They are tenacious, some say obstinant, yet they will see a task through or die trying.

Invoke to: ignore distractions, follow orders, remain loyal, pursue practical solutions.

Compel to: ignore good ideas, follow orders, remain loyal, stick to a plan regardless of developments.

MORRIDANE (HUMAN)

Concept: These short, bandy-legged folk hail from the dark forests and murky swamps of ancient Morrdh. Descended from undesirable exiles here from surrounding kingdoms, the locals have no great love for their neighbors or outsiders. Many have a practiced eye with a rifle and guard their privacy jealously. Although self-interested and suspicious, a surprising number of these folk have a buried core of humility and honor.

Invoke to: sneak through dank natural terrain, snipe, strike from ambush, sense insincerity.

Compel to: be distrustful, be uncomfortable in open places, sympathize with the criminal element.

THURIAN (HUMAN)

Concept: The fair-haired, ruddy-skinned folk of far western Cygnar call home a wide moorland once known as Thuria. Though fiercely independent and outwardly undisciplined, the Thurian bloodline runs thick with strategic thinkers and wizards.

Invoke to: call on reserves of magical power, spot plans-within-plans, observe without seeming to.

Compel to: become distracted by details, read too much into a situation, trust a wizard over a priest.

TORDORAN (HUMAN)

Concept: Before the Orgoth invasion, Tordor stood at the apex of civilization. They ruled the seas and fought bravely when the black ships came. Today their descendants, the castellans Ord, rule sternly and remember their former glory. They hold themselves above the common folk and intermarry to maintain the purity of their blood.

Invoke to: duel, uphold personal honor, balance, have sea-legs, support the aristocracy.

Compel to: be arrogant, disdain the lower classes.

CASPIAN (HUMAN)

Concept: Caspians live at the heart of the kingdom of Cygnar. Inheritors of a proud culture spawned in the cradle of the Thousand Cities (the region of city-states that gave birth to modern philosophy and the Ascendance of the Twins), they embrace industry, personal freedom, national identity, art and the Morrowan Church.

Invoke to: live in the Morrowan faith, embrace new ideas and technologies, appreciate diversity.

Compel to: harbor a grudge against Menites and the Protectorate, get caught up in “newfangled” stuff.

SULESE (HUMAN)

Concept: The Sulese are mostly of Caspian descent, a cultural rather than ethnic division born from the fires of a civil war that nearly ripped Cygnar in half. The end result of the conflagration was the Protectorate of Menoth, a strict theocratic substate ruled by a ruthless and singleminded priesthood.

Invoke to: live in the Menite faith, endure lean times and harsh punishment, survive the desert.

Compel to: despise non-Menites, proselytize, fear new ideas, confess, blindly follow authority.

IDRIAN (HUMAN)

Concept: Idria is a blanket term for the vast region stretching east of the Protectorate of Menoth into the Bloodstone Marches. Hundreds of distinct tribes live there despite Sulese efforts to civilize and assimilate them. They are an exotic people, tending to swarthy or olive skin, almond eyes and a fierce disposition.

Invoke to: be seen as exotic, fight in close quarters, navigate and survive the desert.

Compel to: be highly identifiable, resent the Menites, practice mysterious tribal rites, disdain weakness.

SCHARDE (HUMAN)

Concept: The island empire of Cryx, south of Cygnar, is home to the malevolent Scharde. They serve Lord Toruk and His undead horde without regret. The Scharde disdain all other folk and ply the sea as pirates and slavers. The dragon’s blight twists their souls as surely as it has their features.

Invoke to: bully, intimidate, backstab, lie, sneak.

Compel to: be scorned and hated, prey on weaker folk, cut your losses, sell your grandmother.

RHULFOLK (DWARF)

Concept: Fixtures of Western Immoren since before written history, the folk of Rhul are common even in the kingdoms of men. A short, sturdy people of peerless military and engineering prowess, they have never known defeat in war. They enjoy life and beer and the search for knowledge but they also hold deep religious convictions, have long memories and put great stock in laws and oaths.

Invoke to: uphold an oath, assess or create items of stone and metal, see in poor light, find your way underground, endure burdens, be resolute.

Compel to: be short, move slowly, bear a grudge, be unbendingly honorable, prefer their own kind.

IOSIAN (ELF)

Concept: The Iosians are a doomed and declining race. Old, once powerful beyond measure, the elves now living in Western Immoren are refugees from a catastrophe none will discuss. Of all the gods of ancient Lyoss once incarnate upon Caen, only Scyrh remains. She hovers near death in Her great Fane while Her people grow anxious...

Invoke to: observe or search, fight with bow or sword, ignore sleep magic, use enchantments, defend the secrets of Ios, step lightly.

Compel to: seem aloof, brood, be xenophobic, resent humanity, distrust human mages.

TROLLKIN (UH... TROLLKIN)

Concept: Trollkin are large and broad with a thick, rubbery hide, exaggerated musculature, noseless faces and quills where hair should be. Their clans (called “kriels”) claim mostly unsettled lands, although a fair number of young trollkin have gone off to live and work in human cities. As a curious aside, all trollkin who can (or will ever be able to) use Magic are born albino.

Invoke to: eat indiscriminately, drink to excess, sing, join a fight, heal quickly, display clan loyalty.

Compel to: be inconvenienced by your size, always be hungry, think of fighting as entertainment.

PYGMY TROLLS (UH... LI'L TROLLKIN)

Concept: Pygmy Trolls are gobbler-sized full-blooded trolls; short, hairless except for their quills and sporting the same noseless faces and rubbery skin of their larger cousins. They have recently signed on with the trollkin to defend the kriels, mostly in exchange for the chance to fire hand cannons.

Invoke to: eat indiscriminately, drink to excess, shoot, use your size, heal quickly, sprout whelps.

Compel to: be hungry, be inconvenienced by your size, not be taken seriously, make too much noise.

OGRUN (OGRE)

Concept: Up to 8' tall with long arms, heavy muscles and a jutting jaw with tusklike incisors — Ogrun can be terrifying. Fortunately, their thoughtful natures and capacity for loyalty make them better company than they first appear. Ogrun have been on good terms with Rhul for centuries but are only recently assimilating into human society.

Invoke to: intimidate, use your size, appreciate good stonework, take action to uphold an oath.

Compel to: sacrifice yourself to uphold an oath, be inconvenienced by your size, be feared.

NYSS (ELF)

Concept: The Nyss elves are reclusive even by Iosian standards. Descended from the High House of Winter, the Nyss followed their god, Nyssor, when He took leave of Ios. They have lived in relative peace in their snowbound land north of Khador... until recently. Everblight, one of Lord Toruk's offspring, has blighted most of the Nyss, usurping their will and making them puppets. Those few who have escaped now wander lost in many ways.

Invoke to: observe or search, fight with a claymore or bow, ignore sleep magic, resist cold, track.

Compel to: seem aloof, brood, be arrogant, be xenophobic, be a loner, stare at people.

GOBBER (GOBLIN)

Concept: Gobbers are a short, large-eared, hairless, greenish-gray-skinned race that is well integrated into most human societies. They are small, affable creatures that have a talent for alchemy and bodging (earning them a place in many a foundry and workshop). An intensely social people, they gather in huge families (where allowed) and move from place to place in great number.

Invoke to: hide, fade into the background, bodge, tinker or experiment, use your size, hear, climb.

Compel to: be small, be treated like a Bogrin, ignore non-gobber social norms, get into stuff, tinker.

BOGRIN (GOBLIN)

Concept: The uncouth larger cousins of Gobbers, the Bogrin are darker green, have a pronounced ridge on their skull and have lots of pointy little teeth. They're generally carnivorous and are not overly concerned about what a meat was while alive. More pugnacious and belligerent than their kin, they haunt the wilds as bandits and raiders.

Invoke to: ambush, eat tainted meat, sneak, be cruel.

Compel to: steal, cheat, suckerpunch, be offensive.

MENITE

Concept: You are a devout follower of Menoth, the Creator, the Shaper of Man, the Lawgiver. He is a harsh and demanding god, but you are zealous and righteous. There is no doubt in your mind. You follow the directives of His clergy without question. Woe betide your enemies.

Invoke to: pursue tasks assigned by the Church, combat heretics and abominations, endure fire.

Compel to: proselytize, follow Church authority, burn heretical stuff, show neither mercy nor pity.

SEEKER

Concept: You are a follower of an ancient Iosian prophecy. The Seekers believe it is possible to prevent the death of Scyrah and to find their missing gods. As an acolyte of the organization you venture from Ios to travel the human lands seeking information.

Invoke to: call on knowledge accumulated on your travels, disguise your mission or intentions, interact without typical Iosian hubris.

Compel to: pursue your mission at all costs, get distracted by ancient lore, act impulsively.

RETRIBUTION OF SCYRAH

Concept: Outraged by the lingering death of their goddess Scyrah and the doom of their people, the members of this Iosian sect vent their frustrations on those they deem responsible! First and foremost they blame humanity and its suspiciously sudden acquisition of Magic — the assassination of human wizards is the sect's top priority.

Invoke to: do pretty much anything bad to a human wizard, resist questioning, ambush.

Compel to: get caught up in your fanaticism, hate humans, hate all who dabble in Magic, especially hate warcasters and their lumbering warjacks, be technophobic, disdain mechanika.

PATRON: ASC. ANGELLIA

Concept: Ascendant Angellia is the patron of war-bards, sages and those who value knowledge. You endeavor to be worthy of her example.

Invoke to: dredge up obscure facts, perform research, find stuff in musty old tomes, assess.

Compel to: get caught up in reading, digress, stop the desecration of books.

PATRON: ASC. CORBEN

Concept: Ascendant Corben is the patron of alchemists, astronomers and wizards. You strive to live by his example.

Invoke to: make social contact with alchemists and wizards, cast beneficial magic, avoid backlash, navigate by the stars, pioneer new elixirs.

Compel to: give aid to wizards even when socially unacceptable, right wrongs inflicted with magic.

PATRON: ASC. DOLETH

Concept: Ascendant Doleth is the patron of sailors and fishermen. You live by his example.

Invoke to: perform sailors' tasks, find good fishing, swim, assess direction or weather while at sea.

Compel to: help out fishermen and sailors, toss back unique or exceptional catches.

PATRON: ASC. ELLENA

Concept: Ascendant Ellena is the patron of travellers, mapmakers and adventurers. You strive to be worthy of her example.

Invoke to: endure difficult travels, find your way, spot landmarks, know your directions.

Compel to: share with fellow travellers, suffer wanderlust, make careful maps, proselytize.

PATRON: ASC. GORDENN

Concept: Ascendant Gordenn is the patron of family and farmers. He has the largest following in the Iron Kingdoms. You live by his example.

Invoke to: know your herbs, identify plants, work with crops or farmers, invoke miracles/cast spells dealing with plants, survive in the wild.

Compel to: encounter needy members of your sect, volunteer for difficult labors, counsel families.

PATRON: ASC. KATRENA

Concept: Ascendant Katrena was the first paladin of Morrow and the first to Ascend to His side. She is the patron of valor, knighthood and justice. You endeavor to be worthy of his example.

Invoke to: protect the downtrodden, defend against evil magic, selflessly defend others.

Compel to: self-sacrifice, obey the law, help when inconvenient, leap before you look.

PATRON: ASC. MARKUS

Concept: Ascendant Markus is the patron of town guards, soldiers and battle-chaplains. You try to be worthy of his example.

Invoke to: fight heroic single combats, lead troops into battle, intimidate your foes, strategize.

Compel to: fight hopeless battles, lead from the front, bark orders rather than discuss options.

PATRON: ASC. ROWAN

Concept: Ascendant Rowan is the patron of the downtrodden and champion of the poor. You endeavor to live by her example.

Invoke to: protect the weak, interact with the lowest classes, resist illness in wretched conditions.

Compel to: protect even the least worthy peasant, tithe and give more charity than you can afford, provide aid even to your fallen enemies.

PATRON: ASC. SAMBERT

Concept: Ascendant Sambert is the patron of smiths, stonemasons, carpenters and crafts guilds. You strive to be worthy of his example.

Invoke to: make or appraise craft items, talk with craftsmen, perform heavy work, lift and carry.

Compel to: lend a hand, be willing to get dirty.

PATRON: ASC. SHEVANN

Concept: Ascendant Shevann is the patron of merchants and bankers who deal fairly. You try to live by his example.

Invoke to: spot lies, discover forgeries, read people quickly, act diplomatically, seal treaties and oaths.

Compel to: scrutinize minutia, deal with oathbreakers and frauds, be scrupulously honest.

PATRON: ASC. SOLOVIN

Concept: Ascendant Solovin is the patron of healers, battle chaplains and midwives. You try to be worthy of his example.

Invoke to: heal the sick, comfort the dying, sew up wounds, exorcise powerful spirits, fight Thamar.

Compel to: selflessly confront Thamarites, go into dangerous places to tend the sick and dying.

MEMBER: FRATERNAL ORDER OF WIZARDRY

Concept: The Fraternal Order of Wizardry is the Ivy League of arcane societies. They have extensive libraries, deep pockets and social connections throughout Western Immoren (headquartered in Cygnar with satellites everywhere). They invented the cortex and performed most of the initial arcane research done after the manifestation of the Gift. They are stodgy and elitist, admitting no women, no non-humans and no plebian riff-raff.

Invoke to: use Magic, perform arcane research, intimidate, hobnob (even internationally).

Compel to: disdain non-member wizards, be opinionated and arrogant, expect privilege.

MEMBER: GREYLOARDS COVENANT

Concept: The Fraternal Order of Wizardry suffered a great blow in 243 AR when, on a single night, responding to a call from the Khadoran throne, patriots deep within the organization plundered the vaults, stole many of the arcane secrets (most importantly the tightly held schematics for cortex construction) and defected to the motherland. These patriots founded the paramilitary Greylords Covenant, the arcane arm of the Khadoran army.

Invoke to: use Magic in support of Khador, perform any patriotic action, cast ice- or cold-based spells.

Compel to: be devoted to Empress Anne, sacrifice for Khador, display military discipline.

MEMBER: ORDER OF THE GOLDEN CRUCIBLE

Concept: The oldest surviving arcane order in Western Immoren (founded in 25 BR in Leryn, Llael), the Order of the Golden Crucible was chartered to support wizards and alchemists in the early days of the Gift. They're responsible for most of the interdisciplinary advances in arcane thought, the invention of Blasting Powder, the distillation of rune plate etching solutions and numerous other common alchemical discoveries.

Invoke to: work with reagents, have some tincture of (whatever) on hand, use Magic, support Llael.

Compel to: become involved in Llaese politics, retire to your lab, occasionally... *explode!*

MEMBER: ORDER OF ILLUMINATION

Concept: The Order of Illumination is an arcane brotherhood devoted to working with the Church of Morrow (with the backing of the Exordeum) to battle infernals, dark magic and heresy. Founded after an embarrassing incident where infernalists had infiltrated high into the ranks of the Fraternal Order of Wizards, the Order of Illumination strives to help the church deal with things *Man Was Not Meant To Know!*

Note: Illuminated wizards can take Praxis: Holy and Banish without meeting the prerequisites.

Invoke to: use magic in support of the Church, ferret out infernalists/necromancers, defy dark powers.

Compel to: be loyal, be paranoid and overzealous, be put to work by the Church, test people.

COMBAT

Warmachine, Hordes and the Iron Kingdoms are all about strife. Cannons roar. Swords cut. Monstrous claws rend people in half. Keep those images in mind because the Fate extended conflict engine is kind of abstract. Your ability to damage an opponent isn't directly tied to your weapon like it is in many other games, but rather to your skill. If your character has invested a high skill choice in the gutting of enemies, the game assumes that your enemies will get gutted no matter what weapon the character is using. Still, this is a fantasy variant and fantasy games seem to practically require an inventory of cool stuff with which to buff characters. In concession to this trope Spirit of the Iron Kingdoms makes an effort to differentiate weapons, however modestly, and adds in a brand new skill called Armor. Likewise, given that it's fantasy and not flat-out pulp, combat is tweaked slightly as well.

WEAPONS

In Spirit of the Iron Kingdoms, weapons can be made cool in many ways. In addition to the stock beatsticks you have access to just for having the Weapons skill, you can choose to enhance them as Gadgets (mechanika), Personal Artifacts (magic items), Stunts (Weapons of Destiny) or Aspects (things that are personally important to your character). They can also be acquired through play (plot devices or rewards).

Another option common in the Iron Kingdoms, given that stompy metal warjacks and monstrous warbeasts are not at all unusual, is the use of massive two-handed weapons in an attempt to even the playing field. You can use such a weapon only if Armor is **not** the apex of your skill pyramid (conceptually, your lack of a shield).

As for how this applies in the game, weapon scale adds stress to your attack **only after a successful hit** and never adds more than the number of shifts you generate in the attack, even if the stress bonus is higher. If the attack misses, the stress bonus has no effect. The chart below shows the relative effect of these increases in scale.

WEAPON TYPE	STRESS BONUS
Fists, Feet, One-Handed Weapons, etc.	+0
Massive, Cruel or Two-handed Weapons	+1
Light Warjack/Warbeast Scale Weapons	+2
Heavy Warjack/Warbeast Scale Weapons	+3

CONSEQUENCES

The conflict rules in Spirit of the Century have Consequences stack up in a highly structured fashion: minor/major/severe. Yet it's easy to imagine a fight beginning with an almost completely debilitating sucker-punch or a dagger to the kidneys. The following wiki-sanctioned alternate method for running Fate combat (by Lenny Balsera), makes things a bit less predictable.

Whenever your Stress Track is exceeded by any amount, you are Taken Out. Period.

Consequences allow you reduce the amount of stress you take from a particular blow.

- Take a **minor** Consequence for a -2 to the stress dealt.
- Take a **major** Consequence for a -4 to the stress dealt.
- Take a **severe** Consequence for a -6 to the stress dealt.

Characters start with a base of one minor, one major and one severe Consequence to be spent in any order.

Example: Suppose you have a 5-box stress track. Someone nails you massively with an 8 point hit! Taking a minor consequence isn't going to cut it — that only reduces the stress inflicted to 6 (which is still beyond your stress track). You have to take a major Consequence, at least, to make it work, reducing the damage to a 4 stress and thankfully landing inside your stress track. You could also opt to take a severe Consequence, bringing the stress down to 2, if that's all you had available or if roll-ups would push the stress beyond what you can absorb.

COMPANIONS & MINIONS RELOADED

This is an effort to provide a single, unified set of Minion and Companion rules for SotC. It incorporates the new Companion rules introduced in Spirit of the Season, and shows how to utilize them to build all the companion stunts in the SotC rules. The Strength in Numbers, Summonable, and Variable Summons advances were extrapolated from the various companion stunts in the game. He also added the Shared Aspects rule to the Independent advance.

Upon purchasing the following Companion stunts, you receive a basic ally: Average quality (1 Average skill and 2 stress boxes), requires a Fate point to act alone, and while they are attached they provide +1 group bonus to their leader in the skills they know, and the leader may substitute their skill level in place of his own if it's higher.

- The **Minions** stunt also gives 1 free "Strength in Numbers" advance, and 3 other advances.
- The **Animal Companion** stunt gives you 4 advances of your choice, within the limits set by that stunt.
- The **Contacts** stunt gives the "Independent" advance for free, and 3 other advances.
- **Gambling Buddy** gives you the "Independent" and "Skilled" advances for free, though Gambling must be one of his skills, and 2 other advances.
- The **Spirit Companion** has the "Summonable" advance for free and 3 other advances. He does not get the Independent advance for free, it must be chosen.
- The **Lieutenant** stunt gets the Fair Quality, "Independent", and "Skilled" advances for free, plus 1 other Advance. You need not take it multiple times, but you may if you want. Each additional time it is taken gives 3 advances, same as Close Contacts.
- A **Network of Contacts** has the "Summonable" and "Variable Summons" advances for free, plus 2 others.
- A **Sucker** gets the "Fair Quality" and "Skilled" advances for free, plus 2 others. One of his skills must be Resources.
- A **Trusted Employee** receives the "Quality" and "Independent" advances for free, and you may choose 3 additional advances as well. This companion gets 1 additional advance because it's actually converting the employee gained in the previous "Headquarters" stunt into a full Companion.
- Belonging to a **Personal Conspiracy** allows you call either a minor functionary with the "Summonable" and "Variable Summons" advances plus 1 other advance, or an officer in the conspiracy who gets "Summonable", "Variable Summons", "Independent", and 2 other advances of your choice. However, if you choose to bother an officer with your needs, he will have goals of his own that he might expect you to help him accomplish. For this stunt, the "Independent" behaves in a slightly different way, such that the GM, not the player, selects the 2 Aspects the companion has access to. One will usually be the player's Aspect that relates to the conspiracy he's a part of, but the other is created by the GM. For the rest of the scene, both the player and the companion receive this new Aspect, and the player may not refuse to follow Compels based on it, unless he is willing to seriously offend the conspiracy (which may result in anything from being shunned and ignored for a while as punishment, to being marked for death by the other members!)
- The **Headquarters** stunt gives you an opportunity to select **Expert Staff**. They effectively are 3 separate companions. Two of them get no advances and the head of the staff gets only the "Fair Quality" advance. You may pay a Fate point to allow them to leave the Headquarters and go on a mission for you. If you wish to promote them to full Companions, take the Trusted Employees stunt.
- **Stately Pleasure Dome** gives you one set of 3 Average minions with the "Strength in Numbers" advance and no other free advances. It also gives your previous Expert Staff one "Quality" advance each, raising them to Fair, Fair, and Good as listed under that stunt, but they do not get any other advances for free. Take Trusted Employee to promote them to full companions.

Each time you take a stunt again, you may either create a new Companion/set of minions, or you may add 3 Advances to your existing ones (as per the Close Contacts stunt).

Attachment: Only one companion may "attach" to a character at a time, the same as a minion might, taking hits to its stress track in substitute for the character's own. An attached companion can't take actions of his or her own, though the companion's skills are available to the character while attached.

Advances: Companions have the number of advances indicated in the list above. An advance may be spent on one of: Quality, Communication, Independent, Keeping Up, Skilled, Strength in Numbers, Stunt, Summonable and Variable Summons.

Quality: Companions start with a base Quality of Average — this may be increased by one step for each advance devoted to it, but cannot exceed the height of the character’s own Skill pyramid apex -1. Quality reflects how capable and resilient the companion is. Companions gain one stress box per Quality improvement and get a single skill column (instead of a pyramid) with an apex equal to its total Quality.

Therefore:

- An **Average** quality companion has 1 Average skill and 2 stress.
- A **Fair** quality companion has 1 Fair and 1 Average skill and 3 stress.
- A **Good** quality companion has 1 Good, 1 Fair, and 1 Average skill and 4 stress.
- A **Great** quality companion has 1 Great, 1 Good, 1 Fair, and 1 Average skill, and 5 stress.

Scope: Companions no longer require the Scope advance, given that Quality now includes a skill package.

Communication: One advance may be spent on Communication, as in Spirit of the Century on page 78. Attempts to disrupt the method of communication between companion and character face a difficulty equal to the companion’s quality rating, or the character’s skill that yielded the companion, whichever is higher. Additional advances spent on Communication increase this difficulty by 2.

Independent: All companions are now considered independent— able to act on their own—without needing to spend an advance on it; however, in order to send a companion off on an independent mission, the character must spend a fate point in order to do so. Only one fate point needs to be spent per significant mission (there’s no need to spend fate points when the companion is getting sent off to do something trivial). That said, the Independent advance may still be purchased for a companion, removing this fate point cost.

While the Independent character is separated, Independent also allows the companion access to the main character’s fate points and up to 2 Aspects of the main character that would also apply to him as well. “My Faithful Gobber Companion, Tok!” would apply as it is describing the companion himself, and you might also choose something like “Trained to lie by my Rynnish uncle!” or “Must stop the Skorne from taking over Cygnar!”

Keeping Up: If the companion’s patron has a means of locomotion or stealth that makes it hard for the companion to keep up with him, then the companion with this advance has a similar ability, but it is useful only for keeping up with her patron when attached, and for no other purpose.

Skilled: Each time this advance is taken, an additional “column” of skills is added to the companion’s sheet. But this is at diminishing returns; each column after the first starts one rank lower than the previous. So a Good quality companion with the Skilled advance taken twice would have 2 Good, 3 Fair, and 3 Average skills in total. A third advance would only add 1 Average skill, and a fourth advance would be wasted.

Strength in Numbers: You have more than one ally! The first time this advance is taken, you gain 2 additional allies (for a total of 3) that are all identical (statistically, anyway). Each additional time this advance is taken gives you 3 more allies. However, there is a drawback: These hordes of minions are limited to the Leader’s Quality-2, not -1 as is typical for a single companion. Also, Minions only get a number of Stress boxes equal to their Quality, not their Quality +1.

Stunt: This advance may be taken a maximum of two times. Each time it is taken, the companion gains the use of a single stunt. The stunt may not confer companions or minions of its own.

Summonable: No matter where you are, you can summon your ally to you. This normally takes at least 1 minute or more, but you may usually spend a Fate Point to accomplish it in a single round. A Summoned companion vanishes or leaves if the summoning character is Taken Out, and usually doesn’t last more than 1 scene anyway, though he may be summoned again in a later scene if needed again. This advance may only be taken once, but see Variable Summons below.

Variable Summons (Requires Summonable): Normally, the same or an identical companion is summoned each time, but this advance allows the character to allocate his advances when the companion is first summoned. This may only be done once per adventure, same as a Universal Gadget, unless the summoner spends a Fate point to reallocate the points again (Note: Spending a Fate point to reallocate the points is a rule I use for Universal Gadgets as well). This advance may only be taken once. Note that while this is most often a mystical ability, it can instead in some cases represent a vast network of friends, allies, or members of a group, such that almost anywhere in the world he can call on someone who just happens to be in the neighborhood.

WARJACKS & WARBEASTS

Warjacks are the iconic metal behemoths of the Iron Kingdoms setting, titanic weapons of war powered by steam and sorcery. Similarly, warbeasts are the monstrous and cunning creatures of the wilds whose unbridled fury can only be harnessed by the sorcerous will of a warlock. This section is an effort to provide rules for making your own warjacks and warbeasts. It skirts a line between the Companion rules above, and the gadget rules from the book and, admittedly, gives them a bit of a leg up on your average physical Companion. Hopefully this is balanced by the fact you can't (generally) take warjacks and warbeasts indoors, and it's easy for your enemies to know you're coming if you have one in tow. Still, they're important to the setting and deserve time in the spotlight!

WARJACKS

Warjacks come into play with certain baseline abilities. Given their coal-fired, steam-belching, full-metal nature, a warjack never takes Composure damage, can always use the Might skill at Quality and comes naked from the workshop with an Armor skill of Quality + 2. If a warjack is not given the Armed and/or Shield improvements, it is considered to have metal fists with which to pound its opponents into mush or toss them about the battlefield.

Improvements: Warjacks have the number of improvements indicated in the text of the Stunt. An improvement may be spent on one of: Quality, Additional Capability, Special Effect, Conscious, Skilled, Stunt, Arc Node, Armed, Armored, Shield, Rugged, Strong and Upgrade.

Quality: Light warjacks start with a base Quality of Fair/heavies start with a base Quality of Good — this may be increased by one step for each improvement devoted to it up to a maximum of Great for a light warjack and Superb for a heavy. Quality reflects how capable and resilient the warjack is. Warjacks gain one stress box per Quality improvement and get a single skill column (instead of a pyramid) with an apex equal to its total Quality.

Therefore:

- A **Fair** quality warjack has 1 Fair and 1 Average skill and 3 stress.
- A **Good** quality warjack has 1 Good, 1 Fair, and 1 Average skill and 4 stress.
- A **Great** quality warjack has 1 Great, 1 Good, 1 Fair, and 1 Average skill and 5 stress.
- A **Superb** quality warjack has 1 Superb, 1 Great, 1 Good, 1 Fair, and 1 Average skill and 6 stress.

Additional Capability: One of the warjack's systems can now do something else of roughly the same scope. It's gun might be able to shoot a harpoon allowing it to reel in prey, mechanical enhancements may grant its Fists the ability to Disrupt, shells fired from its cannon might explode in a zone rather than merely pierce a single target or its sealed boiler might allow it amphibious movement for a short duration.

Special Effect: The warjack has a system that operates on completely different principles than the commonly accepted steampunk/mechanika of the Iron Kingdoms. Cryxian necrotech and Cygnar's electrical storm-chambers are examples of this. The game benefit of this will depend highly on the specifics.

Conscious: The warjack is capable of more advanced reasoning and more independent action. An unexplained phenomenon resulting from long interaction with a single warcaster or even just the age and accumulated experience of a given cortex, this limited consciousness comes with personality ticks and occasionally peculiar behavior. This improvement reflects special cases like the Avatar or Menoth, the Deathjack or bonded warjacks.

Skilled: Each time this advance is taken, an additional "column" of skills is added to the warjack's sheet. But this is at diminishing returns; each column after the first starts one rank lower than the previous. Thus a Good quality warjack with the Skilled advance taken twice would have 2 Good, 3 Fair, and 3 Average skills in total. A third advance would only add 1 Average skill. A fourth would be wasted. Warjacks are limited in their skill choices and must choose from the following list: Athletics, Endurance, Fists, Guns, Stealth and Weapons.

Stunt: This improvement may be taken a maximum of twice. Each time it is taken, the warjack gains the use of a single stunt. The stunt may not confer companions, minions or other social advantages.

Arc Node: The warjack has been fitted with a mechanika relay system for the warcaster's arcane powers. As long as it is within a number of zones equal to the warcaster's Faith or Magic skill and has not been tagged with a "Disrupted" Aspect, it can be used as the point of origin for the warcaster's spells.

Armed: This improvement may be taken a maximum of twice (once for each arm). The warjack gains a weapon system (a huge sword, a gigantic wrecking ball on a chain or a big freakin' gun). Because of their scale, light

warjacks increase the stress they inflict by +2 after scoring a successful hit with an appropriately sized weapon. Heavy warjacks increase the stress of a successful hit by +3.

Armored: Each time this improvement is taken, the warjack gains a cumulative +1 to their Armor skill.

Shield: This improvement may be taken a maximum of twice (once per arm). The warjack gains +1 to its Stress Reduction with no Impairment each time. The shield may be used to attack (Fists) but receives no damage bonus.

Rugged: The warjack gains +2 stress boxes.

Strong: The warjack's bonus Stress on attacks is increased by +1 thanks to a high-pressure boiler, extra-beefy pistons, a larger than usual weapon or spiky bits welded to its knuckles.

Upgrade: A specific improvement, granting a +2 bonus to some fairly specific use. A Cygnaran Hunter (a fast light warjack with an armor piercing gun) might have an Upgrade to Athletics when used for movement, or an Upgrade to its gun when targeting Armored (as in the improvement) opponents.

WARBEASTS

Warbeasts come into play with certain baseline abilities. Given their raging, hulking nature, warbeasts never takes Composure damage, can always use the Might skill at Quality and comes naked from the wild with an Armor skill of Quality + 2. If a warbeast is not given the Armed and/or Shield improvements, it is considered to have great clawed hands with which to shred its opponents into red ribbons or toss them about the battlefield.

Improvements: Warbeasts have the number of improvements indicated in the text of the Stunt. An improvement may be spent on one of: Quality, Lesser Warbeasts, Additional Capability, Special Effect, Conscious, Skilled, Stunt, Armed, Armored, Shield, Regeneration, Rugged, Strong, Upgrade and Wings.

Quality: Light warbeasts start with a base Quality of Fair/heavies start with a base Quality of Good — this may be increased by one step for each improvement devoted to it up to a maximum of Great for a light warbeast and Superb for a heavy. Quality reflects how capable and resilient the warbeast is. Warbeasts gain one stress box per Quality improvement and get a single skill column (instead of a pyramid) with an apex equal to its total Quality.

Therefore:

- An **Average** quality warbeast has 1 Average skill and 2 stress.
- A **Fair** quality warbeast has 1 Fair and 1 Average skill and 3 stress.
- A **Good** quality warbeast has 1 Good, 1 Fair, and 1 Average skill and 4 stress.
- A **Great** quality warbeast has 1 Great, 1 Good, 1 Fair, and 1 Average skill and 5 stress.
- A **Superb** quality warbeast has 1 Superb, 1 Great, 1 Good, 1 Fair, and 1 Average skill and 6 stress.

Lesser Warbeasts: You have more than one beastly! This advance can only be taken once, and can only be applied to a light warbeast. You gain 2 additional warbeasts (for a total of 3) that are all identical (statistically, anyway). However, there is a drawback: Lesser Warbeasts begin their service to you at Average Quality and receive one less stress box than their Quality would normally provide (Fair gets 2, Good gets 3, etc.). Also, they begin with an Armor skill of Quality +1, rather than +2.

Additional Capability: Something the warbeast can already do now does something else of roughly the same scope. Its tree-trunk-sized spear might allow it to reach across zones, its thick skull and massive tusks could allow it to make a Might maneuver to slap a "Slammed to the Ground!" fragile Aspect on any opponent it hits or its icy breath might freeze an opponent in place as well as damaging them.

Special Effect: The warbeast operates on completely different and monstrous biology than that commonly seen in the Iron Kingdoms. The Legion of Everblight's Blood Creations are examples of this, as are the stone-and-wood constructs of the Circle Orbouros. The game benefit of this will depend highly on the specifics.

Conscious: The warbeast is capable of more advanced reasoning and more independent action. Occasionally these monsters of the wild become attached to their warlock and learn, within the limits of their nature, to anticipate their master's needs and commands. This improvement reflects special cases like unique or bonded warbeasts.

Skilled: Each time this advance is taken, an additional "column" of skills is added to the warbeast's sheet. But this is at diminishing returns; each column after the first starts one rank lower than the previous. Thus a Good quality warbeast with the Skilled advance taken twice would have 2 Good, 3 Fair, and 3 Average skills in total. A third

advance would only add 1 Average skill. A fourth would be wasted. Warbeasts are limited in their skill choices and must choose from the following list: Athletics, Endurance, Fists, Guns, Intimidation, Stealth and Weapons.

Stunt: This improvement may be taken a maximum of twice. Each time it is taken, the companion gains the use of a single stunt. The stunt may not confer companions, minions or other social advantages.

Armed: This improvement may be taken a maximum of twice (once per arm). The warbeast gains a ridiculously large or powerful weapon (a massive axe, a scavenged cannon or gob of fiery sputum). Because of their scale, light warbeasts increase the stress they inflict by +2 after scoring a successful hit with an appropriately sized weapon. Heavy warbeasts increase the stress of a successful hit by +3.

Armored: Each time this improvement is taken, the warbeast gains a cumulative +1 to their Armor skill.

Shield: This improvement may be taken a maximum of twice (once per arm). The warbeast gains +1 Stress Reduction with no Impairment each time. The shield may be used to attack (Fists) but receives no damage bonus.

Regeneration: The warbeast unchecks its lowest checked-off stress box when a specific, limited condition is met.

Rugged: The warbeast gains +2 stress boxes.

Lethal: The warbeast's bonus Stress on attacks is increased by +1 thanks to its explosively meaty thews, a larger than usual weapon or the boney protruberances jutting from its knuckles.

Upgrade: A specific improvement, granting a +2 bonus to some fairly specific use. A Skorne Gladiator (a lumbering, massive heavy warbeast with huge tusks) would have an Upgrade to Might when used to slam opponents to the ground.

Wings: The warbeast's wings allow them to ignore height- or depth-related zone borders.