

IRONBOUND

AN URBAN FANTASY ROLE PLAYING GAME

QUICK START GUIDE

GRIMWOOD CITY

Werewolves, fey, vampires and other magical creatures serve as the large, diverse populous of the Grimwood City. The diverse culture has created a thriving art district and a large trade business, but has also resulted in widespread poverty. Keep their powers hidden from the non-magical populous of Grimwood City whom they call "The Ironbound."

Grimwood City is home to various magical societies and creature clans. The magical societies have their fingers in every business in Grimwood City, this includes the major corporations and small business. There are two major colleges in Grimwood City, Remose Obis College of the Arts and Silver Flame Holy College. These colleges are not just simple Ironbound institutions. They both hide secret organizations which help educate the magical societies. Despite the conflicts and secrets, the diverse magical beings seem to have been able to coexist for centuries.

They built Grimwood City on an ancient underground city with a dark and violent history. This ancient city was home to many vicious monsters. These monsters, who live underground in the sewers and tunnels, still inhabit Grimwood City.

The ley lines which flow through the city are theorized to be what draws so many magical entities to the area. Some have even proposed that Grimwood City exists on a focal center of the Ley Lines converging in Highrise Center. The focus of magical energy has made Grimwood City a hub for many arcane goods and services.

Ley Lines are the reason the Gifted stay unnoticed by the Ironbound. The current theory is that the ley lines seem to manipulate the Ironbound's precipitation of reality. So if a giant electrical monster is attacking, reports from Ironbound will be about power plant issues or a freak electrical storm.

Despite the dangers posed by the dark creatures beneath the city, Grimwood City continues to thrive. The line between mundane and magical is a blurred in Grimwood, making it a place where anything can happen.



CHARACTER CREATION

STEP 1

Arcane, Physical, and Mental Pools Start with 2 points, You have 6 additional points to spread among the pools.

STEP 2

Choose a species and add all the benefits you get from that species to character sheet. Including the Pool additions

STEP 3

Pick a Class and add all the benefits you get from that class at level 1 to character sheet. Including the pool additions

STEP 4

You may take up to 2 Flaws to take up to 2 additional Feats in General, Arcane, Physical, or Mental for 1 to 1 ratio

STEP 5

Choose or Roll for Equipment. See the Equipment Page for Instructions

STEP 6

Name your Character and go have fun.

SPECIES

ARCHLING

Ironbound sometimes have relationships with the Celestial beings, and sometime children are born. These half-breed beings are called archlings. As children, the archlings are taken from their parents and brought up at a Church of the Silver Flames monastery. They are trained in the art of war. The Church uses them to battle the Demons of Voger when they come of age.

Ironbound members of the Church of the Silver Flame appreciate their dedication, but distrust the power of the archlings. No one really questions their authority, which can cause the archlings to abuse their power. Though there are not many archlings in the world, the few that do exist are dedicated to the removal of the demon infestation.

Celestial Wings

Gain the Ability to fly short distances. As you can sprout Ethereal Wings once per session.

Holy Devoted

You take 2 less pool damage from Demons, Devils, and Unholy beast.

Guided

You have a +2 bonus to either Physical or Mental Pools

Light Warrior

Take an additional 2 points of pool damage from Shadow attacks

WERECREATURE

Werecreatures are a supernatural race of shapeshifters, capable of transforming from human form into a animal-like creature. They are often seen as wild and dangerous, with a reputation for being vicious and unpredictable. However, not all Werecreatures are violent and many lead normal lives, keeping their shapeshifting abilities hidden from the general public.

Werecreatures who live in groups can tap into the power of their pack magic. This is due to the close connection between all Werecreatures, linked by magic that binds them together. Within each pack, there is always a dominant Alpha, who holds the strongest influence over the pack. However, there is also usually a Beta, who has the ability to challenge the Alpha and voice their disagreements.

Werecreature Boon

Wolf Senses: Mental Checks for Investigation

Bear Strength: Physical Check for Strength

Werecreature Durability

You gain +1 Physical Pool

While ShapeShifted

Natural Claws: Gain a 1d6 Natural Claw Attack with a boon.

Supernatural: +2 bonus to Physical Pool.

Silver Sensitivity

Takes additional 2 points physical damage on silver weapons.

FEY

The fey are often associated with nature and the elements. They are known for their unpredictable nature. They are beings who take all shapes and sizes. Frequently they are portrayed as having fairy wings and pointed ears. Those who make deals with the Fey rarely come out on top.

In Grimwood, there are two main courts of the fey. The Summer Court and Winter Court are opposites of each other. Polite and lighthearted, the Summer Court are ruthless in their actions. The Winter Court, known for their stoicism and obliqueness, are not to be messed with. Both courts are lead by charismatic and powerful figures who protect their dominion with all their power.

Chemical Pheromones

You can produce a pheromone that helps people to like you. Gain a boon to persuasion rolls

FEY Magic ABILITY

You may choose to a Arcane feat.

Mentally Aware

You gain an additional +2 to Mental Pool.

Iron Sensitivity

You take an additional 2 points of damage from pure iron weapons.

CLASSES

MONSTER HUNTER

Monster Hunters have experience great loss to the hands of monsters and have since decided to hunt these beast. Hunters are not always human. Other species become hunters and sometimes hunt their own kind.

POOL BONUS	POOL DEFENSE BONUS
	+1
	+3
	+1
	+1
	1d4
	+3
	4 (40ft)
	1d10

FREE CLASS ABILITY

Arcane Whip

Call forth a magical whip that does $1d6 + \text{Power Die}$ Arcane Damage. You do have boon to this attack.

LEVEL	ABILITIES
1	<ul style="list-style-type: none">Choose a Boon with one of the weapon types except for explosionsYou are trained in All Physical Defense Items and All Arcane Defense ItemsChoose One Monster Hunter FeatChoose Two non-class Feats (3 if a ironbound or Unseen)
2	<ul style="list-style-type: none">Choose a Fighting StanceGain 2 Pool Points
3	<ul style="list-style-type: none">Choose a Feat or a Monster Hunter FeatDamage Bonus increase to +4

WIZARD

Wizards are your main magic users. They vary based on their magical society, but casting is still the same for each magical society.

POOL BONUS	POOL DEFENSE BONUS
+4	+3
--	--
--	+1
POWER DIE	1d6
DAMAGE BONUS	+2
MOVEMENT	2 (20ft)
HIT DICE	1d6

FREE CLASS ABILITY

Arcane Weapon

As an action you can summon a Arcane Melee Weapon of your choice. You can immediately make an attack with this weapon which does 1d6 Physical Damage.

PRIEST

Their God(dess) bestows these beings with a little bit of their power. Channeling this great power, the Priest can do amazing feats such as cure wounds, save souls, and destroy the holy or unholy.

POOL BONUS	POOL DEFENSE BONUS
+2	+2
+1	--
+2	+1
POWER DIE	1d6
DAMAGE BONUS	+1
MOVEMENT	2 (20ft)
HIT DICE	1d8

FREE CLASS ABILITY

Blessing

As an action, You can bless a weapon of your choice giving it an additional 1d6 Physical Damage for the next 3 rounds.

LEVEL	ABILITIES
1	<ul style="list-style-type: none"> Choose a Boon with one of the following weapon types: Light Melee Slashing, Light Melee Bludgeoning, Light Single Action Range You are trained in Light, Medium Physical Defense Items, Light, Medium Arcane Defense Items, and Light Mental Defense Items Choose One Thief Feat Choose Two non-class Feats (3 if a ironbound or Unseen)
2	<ul style="list-style-type: none"> Boon when casting with a wand Create wands for 2 Pool Points and materials Gain 2 Pool Points
3	<ul style="list-style-type: none"> Choose a Feat or a Wizard Feat Damage Bonus increase to +3

LEVEL	ABILITIES
1	<ul style="list-style-type: none"> Gain the Magical Society of Holy Gain a boon in Holy Magic Gain the ability to use scrolls Choose One Priest Feat Choose Two non-class Feats (3 if a ironbound or Unseen) Choose a Boon with one of the following weapon types: Light Melee Piercing, Light Melee Slashing, Light Melee Bludgeoning You are trained in Light Physical Defense Items and All Arcane Defense Items
2	<ul style="list-style-type: none"> Sacrifice: Remove points of Physical to heal another for twice the amount character in any pool
3	<ul style="list-style-type: none"> Choose a Feat or a Priest Feat

MAGICAL SOCIETIES

HOLY

Holy Users have been blessed by the gods. They perform magic but this magic doesn't come directly by them. Instead they channel their gods magic through them. Any magic they do against undead, demonic, and celestial entities does double damage.

They preform miracles on a daily basis. Holy magic is not always good. Evil gods seek their power conduits too.

ELEMENTAL

Elementalist can summon elemental magic. The magic user must choose their preferred element. They will get a boon when casting that type of element but get a bane to cast any other type. The five elements are Fire, Air, Water, Earth, Shadow.

Get creative with your designs of spells, sure you can just cast fireball but what if you created a fire elemental instead.

TECHNOMANCER

Technomancers are often seen as bridge characters who can harness the arcane arts and seamlessly integrate them with modern or futuristic technology. This can manifest as casting spells through guns, integrating magical glyphs into computer codes, or using technology to amplify their magical abilities.

FEATS

GENERAL

Fail Forward

You gain 2 pool points when you fail a roll instead of 1. Limitations on gaining points still exists.

Sweep Attack

Action Points: 2

You are able to attack one additional enemy withing 5ft range of you. Each attack is rolled separately and you can only spend Physical Points on one of those attacks.

Quick

You get an extra 10 feet of movement per round and your Initiative die goes up 1 die type not gong past 1d12.

ARCANE

Arcane Resistance

Gain 2 Arcane Defense Points

Burst of Energy

Action Points: 1

Remove up to 3 Physical Pool Points to gain the same value + 1 in Arcane Pool Points as a quick action.

Magical Mental Shield

Gain 2 Mental Defense Points

Physical Mage Shield

Gain 2 Physical Defense Points

PHYSICAL

Intimidating

You may add Physical Pool Points on Mental Checks for persuasion.

Release the Power

Action Points: 1

Remove up to 3 Arcane Pool Points to gain same value + 1 in Physical Pool Points.

Shield Expert

Gain 1 additional Physical Defense points while wielding a shield.

Strong

Gain + 3 to maximum Physical Pool.

MENTAL

Attractive Personality

Gain +2 to maximum Mental Pool.

Mental Shielding

Gain +2 to Mental Defense Pool.

Mind is Power

Action Points: 1

Remove up to 3 Arcane Pool Points to gain same value + 1 Mental Pool Points.

Strong Mind, Weak Body

Action Points: 1

Remove up to 3 Physical Pool Points to gain same value + 1 Mental Pool Points



MONSTER HUNTER

Arcane Blade

Action Points: 1

You can summon a magical blade for 1 Arcane Point. This blade is a [1d8+3AD] and you have boon

Hex

Action Points: 1

Spending 1 Arcane Pool Points you can place a bane on a target's next action.

Mutual Hatred

Action Points: 1

You can use 1 Arcane Pool Points to add your Power Die onto your damage roll for the scene against that target.

WIZARD

Call Familiar

You have a familiar that is either a small animal, spirit, or a imp that you can call forth with 1 Arcane Points. You have a mental connection to this being and can see through their eyes.

Magical Weapon

Action Points: 1

You can spend 1 Arcane Points to imbue a weapon with magical Energy allowing you to add your Power Die to your damage roll for 6 rounds.

Runic Writer

Special

You have the ability to right runes on a Weapon or Item. These runes are a cost to your Arcane Pool. Each Rune cost Arcane Pool Points to write but can either add to 1 point defense or 1 point to damage per Arcane Point spent. These points come from your base total and will not return till those runes are destroyed.

FIGHTING STANCES

Defensive Stance

Physical Defense increase by 3

Offensive Stance

Physical Pool increase by 4

Mental Defensive Stance

Mental Defense increase by 4

Deadly Stance

In this stance, when you have an ally next to you. You may add your power die to the damage.

Two Handed Stance

When fighting with a two handed weapon, you have reach with that weapon and can attack things in near range. If they are close to you then you spend 1 physical Pool Point to add your Power Die to the all damage rolls.

FLAWS

EQUIPMENT

MELEE WEAPONS

Arrogant

You get a Bane on Mental Checks on persuasion activities

Blind

You get a Bane on anything that requires vision.

Hesitant

You go last in initiative on the first round

Phobia

You are afraid of a particular item, creature or situation. While faced with this than you take a Bane on all actions.

Weak

You have Bane to Physical Checks involving Strength

Hero Complex

Your Character feels they need to save anyone in trouble

Slow

Your movement is reduced by 10 feet.
You also can not take Quick Draw feat

Can't Swim

You get a Bane to Physical Checks for swimming

Bad Luck

You Critically Fail on 1 and 2's

Slashing	
Type	Damage
Light	1d6 PD
Medium	1d8 PD
Heavy	1d10 PD

Piercing	
Type	Damage
Light	1d6 PD
Medium	1d8 PD
Heavy	1d10 PD

Bludgeoning	
Type	Damage
Light	1d6 MD
Medium	1d8 MD
Heavy	1d10 MD

SPECIALTY WEAPONS

Explosives		
Type	Damage	Critical Range
Light	1d8 PD	12+
Medium	1d10 PD	11+
Heavy	1d12 PD	10+

RANGED WEAPONS

Automatics		
Type	Damage	Ammo
Light	1d6 PD	2
Medium	1d8 PD	3
Heavy	1d10 PD	4

Single Action		
Type	Damage	Ammo
Light	1d6 PD	1
Medium	1d8 PD	1
Heavy	1d10 PD	1



CORE MECHANIC

The Core Mechanic of Ironbound is based on 1d12. You roll a 1d12 and if you beat the Target Number(TN) then you are successful. This can be altered with a boon and bane. Boons give you an extra die and you roll Xd12 where X is the number of boons and take the highest. Banes are the opposite. If you have a boon and bane **they would cancel eachother out.**

Target Numbers(TN) are defined either by the Game Master(GM) or the stat block of the enemy. Players all start with a Target Number of 9. Feats can lower or raise this target number but it can never go past TN 12.

Target Number Ratings	
TN	Task Challenge
1	Easy
2-4	Normal
5-8	Difficult
9-11	Hard
12+	Extremely Hard

BUMPING THE DIE

Characters have the ability to bump the die. This is where they can use their Pool Points from a related Pool to bump the die from what they rolled to a given number. This allows the character to take a failure into a success. That being said you can never bump a 1 as that is automatic failure. You can not bump a die past the max of 12 either.

DESTINY DIE

This is allows the player to re-roll just one

dice. This should be reset to one every session. GM should give out Destiny Dice for things done especially exceptional such as great role playing or an impressive hit. It's possible for the player to have more than one die but they do not continue from session to session. Each session they revert to one die. The exception to this is the Destined One Feat which allows a Character to start with 2 Dice each session.

FAILING FORWARD

Every roll that fails to meets its target number has the ability to give the player a Pool Point that they can place in any pool. **This can only happen once per round in combat. Outside of combat there is no limitation. No Pool can gain more than their base number.**

***Example:** Jane is casting a spell to ensnare the big bad but fails her spell casting roll. She doesn't want to risk any of Arcane Points to bump the roll. She decides to take the failure. This gives her 2 Pool Points which she decides to put in her Mental Pool.*

POOL CHECK

Pool Checks are used when a character wants to do a skill such as lock picking, feats of strength, deceiving another character, and many others. There are two types of Pool Checks which are Contested Checks or Environmental Checks. Contested Checks are when two characters are go head to head with each other. This does not mean just physical. If I am trying to deceive a character it would be two Mental Checks from each character which ever one is high wins. Environmental Checks are checks

that are happening around the character. Such as lifting the car off of the driver before it explodes. This would most likely be a Physical Check though a character with telekineses could use Mental Check on lifting the car. There are Feats which give you a boon to a particular check for a particular reason, but not for every pool check with that pool.

INITIATIVE

You will remove a single suit from a deck of cards giving you 13 card from Ace (1) to King(13). You will then shuffle the cards and deal the cards to each player and yourself. Take turns going from Ace to King. All Enemies act on Game Masters turn. Once everyone has gone reshuffle the 13 cards and deal out new cards for the next round of combat.

MOVEMENT

Every class has a Movement number. The characters can move 10 times that number. So a movement of 2 would move 20ft. On 5ft grid it be 4 squares.

COMBAT

Combat is separated into rounds to emulate 6 seconds.

Each Character starts the game with 3 Action Points. The action points can be used to do actions in the game.

Attacking Action(2): Make a Ranged or Melee Attacking on an enemy

Casting Arcane Spell(2): Casting from a spell even from a wand or scroll is a full combat action.

Distracting Action(2): Make contested Mental Check to trick the enemy. The next player gains a boon on their next attack against that enemy.

Drawing/Putting Away a Weapon(2): To sheath or draw a weapon.

Suppressing Enemy(2): Make a range attack with a boon to pin down the enemy behind cover. The next enemies actions will be at a bane since they need to do it behind cover. They also can not move until their next turn.

Drinking a Potion(2): Drinking a potion is a full action if you want to receive full points back.

Throwing a Grenade(2): Make a ranged attack on a 7+ you are successful. Any character within 15ft will need to make a Physical Save or take the damage or effect.

Grappling(2): Grappling is a contested Physical Check. Grappled characters have a bane on any action other than escaping the grappled. Escaping grapple check is a Physical Check also costing 2 action points.

Disengaging(2): You can spend you action defending and moving away from an engaged enemy.

Reloading a Ranged Weapon(2): Reloading a weapon does require a action else you have a feat that says other wise.

Pool Check(2): Use a pool check to do an action such as remembering something.

Dropping a Weapon(1): You want to drop a weapon to be able to use both hands to do something.

Toss an Item(1): You can quickly toss an item to an ally with in 10 feet of you as a quick action.

Quickly Drinking a potion(1): You may roll the the dice instead of taking the full points by quickly drinking a potion.

Feats: All list their action point requirements

Overall if the action can be done in 3 seconds than it should be 1 action point else its 2.

REACTIONS

Reaction during combat require 1 action point. If you did not save an action point than you are not able to react this round.

SPELL CASTING

Spell casting is either an Arcane or Mental check depending your class and abilities. You roll a 1d12 and can use Pool Points accordingly to “bump the roll” if need be. You can hit multiple targets with your spell by exerting more energy by spending Pool Point per extra target. There are no given spell list for the Magical Societies so Players should get creative. There are feats which allow you to do spell like abilities. These are not spell casting and do not require a spell casting check.

When a character would like to sustain a spell. They have to announce before casting the spell. Once cast each round the spell is active is a Pool Point to sustain. The deduction of points happens at the start of the characters turn. This can be canceled at any time as a quick action. Characters can cast other spells while sustaining a spell but can not sustain more then one spell at a time. Any spells cast while sustaining a spell are cast at a bane.

WANDS AND SCROLLS

Wands and Scrolls are cast like any other spell the difference is that it is easier and you must spend Arcane points to cast it.

The Target Number for a Wand and Spell is reduced by 2 for example a Target Number of 10 would be reduced to 8.

Another difference is that if you are sustaining a spell then Wand and Scrolls are not cast at bane.

Once cast Scrolls are burnt up and can no longer be cast from the paper. A Wand however will allow you to continue casting until you roll a 1 on the Casting Roll at this point it will have broken and will need repair.

DAMAGE

When taking damage the first thing to do is remove the Pool Defensive from the amount of the damage. The remaining balance will than go to Health. If this reduces health down to zero and there is still remaining damage then the damage will go to the pool in question. While health is down to zero all rolls have a double bane.

If a single pool drops to zero the hero is unconscious and the next round they will start making death saving throws.

Example: Jane has 5 health, 6 physical pool points, and 3 defense in physical. Jane takes a two hand sword damage of 14 points. The defense reduces the damage by 3 making it 11 points of damage. 5 health reduces the damage to 6. 6 is all that Jane has left in her physical pool so she is unconscious. Next round she will need to make a death save.

DEATH THROW

Roll a 1d12 on a 11+ you regain 5 points in a pool and are alive. On a failure you recieve

a mark of doom. On your next round you are able to roll again. If you recieve three marks of doom than your soul has left this world.

FALLING DAMAGE

Each 20ft of falling is a level of falling damage. Each level of falling damage is 1d10+2 Physical Damage.

REDUCING DAMAGE

Armor, Trinkets, Class, and feats can add to Damage Reduction numbers for each of the Pools Defenses. This number gets removed from the total damage each time.

Example: Jane takes a physical damage of 15. She is a warrior is wearing heavy armor. So she gets 3 Physical Defense from her armor and Warriors have a 2 Physical Defense score. She also have Defensive Stance as a feat which gives 3 more Physical Defense. So that is a total of 8 Physical Defense so she would take 7 points to her Health. As long she has enough health it will not pass to her phsyical pool.



IRONBOUND

GRIMWOOD
GAMES



NAME

SPECIES

CLASS

LEVEL

POWER DIE

MOVEMENT

MAGICAL SOCIETY

DESTINY DICES

DAMAGE BONUS

CLASS ABILITIES

ACTION POINTS

HEALTH DICE

BOONS

BANES

SPECIES ABILITIES

HEALTH

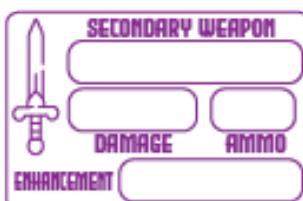
MARKS OF DOOM



MAIN WEAPON

DAMAGE AMMO

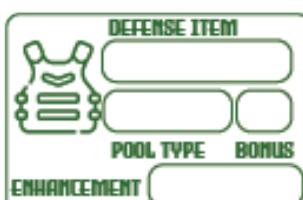
ENHANCEMENT



SECONDARY WEAPON

DAMAGE AMMO

ENHANCEMENT



DEFENSE ITEM

POOL TYPE BONUS

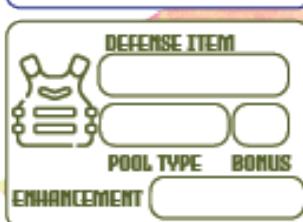
ENHANCEMENT



DEFENSE ITEM

POOL TYPE BONUS

ENHANCEMENT



DEFENSE ITEM

POOL TYPE BONUS

ENHANCEMENT

EQUIPPED INVENTORY

QTY FEATS

CARRIED INVENTORY

FLAWS



IRONBOUND



NAME

SPECIES

CLASS

LEVEL

POWER DIE

MOVEMENT

MAGICAL SOCIETY

DESTINY DICES

DAMAGE BONUS

CLASS ABILITIES

ACTION POINTS

HEALTH DICE

HEALTH

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MARKS OF DOOM



BOONS

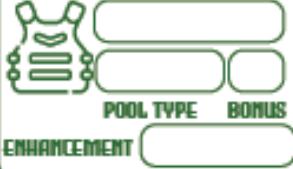
BANES

SPECIES ABILITIES

EQUIPPED INVENTORY

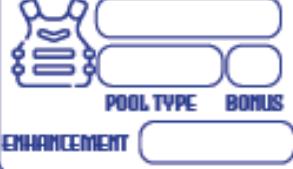
QTY FEATS

DEFENSE ITEM

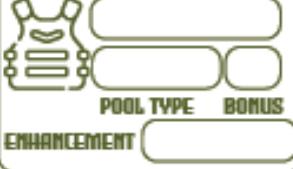
POOL TYPE BONUS
ENHANCEMENT

CARRIED INVENTORY

DEFENSE ITEM

POOL TYPE BONUS
ENHANCEMENT

DEFENSE ITEM

POOL TYPE BONUS
ENHANCEMENT

FLAWS