Monte Cook Presents: Iron Heroes Errata and Clarifications

Sharp-eyed readers have noticed a few minor errors in *Iron Heroes,* as well as some areas in which the rules aren't entirely clear. Mike, Sue, and I wanted to offer you some clarifications and official errata without delay.

Official Errata

Note: Add the following to all starting packages in Chapter Three:
Traits: Choose two and apply their modifications, if any.

p. 36, Archer Starting Package
Con should be 13

p. 37, Armiger
Delete the second paragraph under "Armor Mastery."

p. 38, Armiger
Under "Armor Pool" near the top of the page, delete the sentence, "You may have at most a number of unspent aim tokens equal to 5 + your class level."

p. 39, Armiger
Under "Improved Uncanny Dodge," delete the word "custom" in the first sentence and delete the phrase "or if you wear different armor" from the second sentence.

p. 40, Armiger Starting Package
Int should be 12
Skills: Choose four more skills (not three more).

p. 44, Berserker
In the "Primal Howl" berserker ability, the reference to "rage tokens" should be "fury tokens."

p. 45, Berserker Starting Package
Dex should be 12

p. 47, Executioner
In the Executioner's Eye ability, where the description says, "The target opposes your check with a base attack check or, if he knows you are studying him, a Bluff check" add to the end of the sentence: "or a base attack check, whichever is higher."

p. 50, Executioner Starting Package
Wis should be 11, Cha should be 10

p. 50, Harrier
The reference under "Combat Speed" to the "Hunter Class Features and Mastery table" should be the "Harrier Class Features and Mastery table."

p. 51, Harrier
In the third paragraph under "Mobile Defense," the last sentence should list a "+1 bonus to defense," rather than a +3 bonus.

p. 53, Harrier Starting Package
Wis should be 13

p. 64, Thief Starting Package
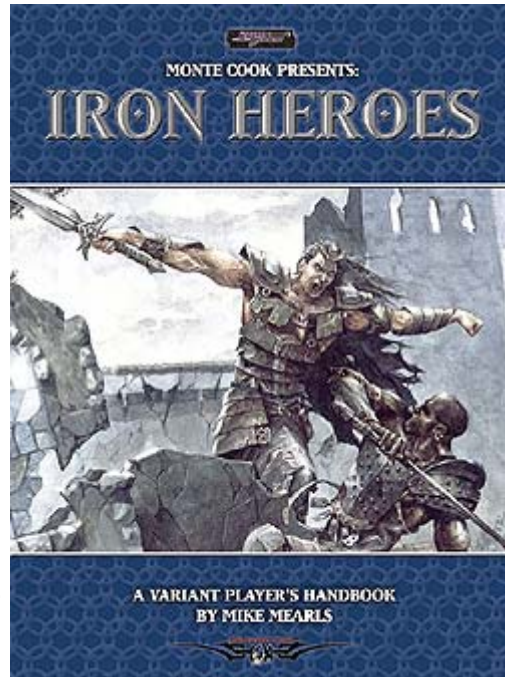
Cha should be 13

p. 65, Weapon Master
Under "Weapon Pool," please add the following to the end of the second paragraph: "The weapon master gains 2 tokens per hit from levels 7 to 14, and 3 tokens per hit for levels 15+."

p. 68, Weapon Master Starting Package
Headline should say "Starting Package," not "Sample Character."
Str should be 17, Con should be 16

p. 69, Arcanist
As with the other Aspect of Power abilities, using Eldritch Dart requires a Concentration check (DC 15).

p. 110, Tumble
Under "Special," the first sentence should read, "If you have 5 or more ranks in Tumble, you gain an additional +1 dodge bonus to defense when using the Fight Defensively or Improved Fight Defensively attack challenges (see page 206)."

p. 162, Martial Weapons Table
Under "One-Handed Melee Weapons," the scimitar should have the "finesse" style descriptor rather than the "power" style descriptor.
Under "Light Medium Weapons," the damage for the sap should be 1d6.

p. 163, Exotic Weapons Table
Under "Ranged Weapons (One- and Two-Handed)," the damage for the bolas should be 1d4. In addition, add the nonlethal style descriptor to the bolas.

p. 222, Step 3: Channel the Spell
Where the description of a channeling check says, "Your channeling check has a Difficulty Class equal to the amount of mana spent on the spell + 5 + your Intelligence modifier," delete the phrase " + your intelligence modifier."

Rules Clarifications

p. 39, Armiger
The "Indomitable Wall of Iron" armor ability requires no minimum token expenditure.

p. 69, Arcanist
A "Mana Pool" as listed in the "Arcanist Class Features and Mastery" table is the same thing as your "Mana Limit," as described in the text below the table. The limit listed for a character is the amount of mana the character can use in one day. This limit is based on the arcanist's level. If a character goes over the limit, Chapter Ten: Magic has rules for side effects.
Resting for eight hours replenishes an arcanist's mana pool.

p. 84, Concentration
The use of the phrase "arcane feats" in the first paragraph under "Check" does not refer to a type of mastery feat category but instead to arcane feats of accomplishment in the generic sense.

p. 110, Tumble
In the second paragraph under "Special," the reference to the "full defense standard action" is a reference to the "Standard Defense" action on page 182.

p. 177, Ready
The use of the word "run" in this section is meant merely in a descriptive sense to refer to a character moving away. It does not refer specifically to the "Run" full-round action.

p. 180, Touch Attacks, second paragraph.
Even though they are passive defense modifiers, size modifiers *do* apply to touch attacks. A target's size modifier is the only passive defense modifier that applies in a touch attack.

p.220, First paragraph under the illustration.
The use of the phrase "arcane feats" in the first paragraph under the illustration does not refer to a type of mastery feat category but instead to arcane feats of accomplishment in the generic sense. For better clarity, readers can substitute "arcanist class abilities."

p. 238, Evocation Mastery
The phrase "Any (1 type)" in the Evocation Mastery table and the Evocation Method text allows an arcanist with a mastery rating of 9 to channel *any* type of spell energy, including types (such as force and electricity) that are not available at lower masteries.

p. 241, Necromancy
The reference in the first paragraph to a necromancer striking down foes is meant as a general flavor remark indicative of a necromancer's entire array of powers (including class and other abilities), not merely abilities related only to the necromancy school.