# Iron Kingdoms Role Playing Game ● Quick Reference

### MOVE

- Advance up to your SPD in inches OR
- Run up to 2x your SPD in inches and perform one quick action (no full or attack actions) OR
- Charge your SPD + 3" and make at least one attack against your target, if it hits boost the damage roll.

### **ACT**

- Perform 2 Quick Actions OR
  - (**Quick Actions: Draw or Stow** a weapon or item, **Reload** a ranged weapon, **Pull a pin** on a grenade, **Cast a spell**, Use a **steamjack drive**, Use a **skill or ability** that requires a quick action, Take cover or go prone, Others per GM)
- Attack and perform 1 Quick Action OR
- Perform a Full Action

## **ATTACKING** (MEET OR EXCEED TARGET'S **DEF**)

- Melee attack = 2d6 + PRW + skill + weapon attack modifier
- Ranged attack = 2d6 + POI (PRW for thrown weapons) + skill + weapon attack modifier (-4 penalty if target is engaged in melee)
- Magic attack = 2d6 + ARC

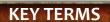
If an attack hits roll for **DAMAGE** (**POW + STR** 1 Point of damage for every point that exceeds target's **ARM**) and then roll a d6 to determine which life spiral to mark off vitality points in.

#### **FEAT POINTS**

- **Gain** points by incapacitating or destroying enemies, critical success on attack rolls, and as the GM rewards them.
- Spend points to do the actions indicated on the feat list.
- A character can only have a **maximum of 3** feat points at any time.

#### **FEAT LIST**

Boost Non-Attack Skill Roll – Boost a non-attack skill roll if you
have at least the level of the skill used.



Boosted: Add one extra die to your roll.

**Back Strike:** +2 Bonus on attack roll when in the target's back arc. (Must have been in the target's back arc during the entire activation phase.)

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Critical Hit: An attack that hits and doubles were rolled.

**Knocked Out:** Cannot allocate focus, take actions, make attacks, or move and must forfeit their activation phase

**Disabled:** When all vitality points are marked. After resolving effects if still disabled character is considered grievously injured

**Grievously Injured:** Out for the rest of the encounter. Must be stabilized after the encounter. To do this, the treating character makes an INT + Medicine skill roll against a target number of 14. If the roll succeeds, the injured character is stabilized. If the roll fails, the injured character dies

**Recovery:** After a short rest following an encounter, characters automatically regain vitality points = **PHY** 

- Heroic Dodge Suffer only half the damage from an attack, rounded up.
- Make a Quick Action Take an additional quick action, must be spent during your activation phase.
- Parry Keep from being targeted by free strikes this turn.
- Reroll Failed Attack, Skill, or Willpower Roll Reroll a failed attack, skill, or willpower roll. You can continue to reroll the same failed roll as long as you have feat points to spend.
- Run and Gun When you make a full advance during your turn, move up to 2x your SPD in inches instead of your SPD as normal.
- Shake Continuous Effect Immediately expire one continuous effect on you at the beginning of your turn.
- Shake Knockdown Immediately stand up at the beginning of your turn.
- Sprint On a turn in which you incapacitated or destroyed one or more enemy characters with a melee attack. At the end of his turn, make a full advance.
- Walk It Off Immediately regain d3+1 vitality points during your turn. If a character suffers damage during his turn, the damage must be resolved before he can use this feat. Incapacitated character cannot use Walk It Off.



