

Iron Heroes Stunt & Challenge Sheet

Combat Challenges

You may take 1 Attack Challenge and 1 Defense Challenge per turn. You must declare at the very beginning of your turn.

Attack Challenges

Attack Challenges are penalties to all your attack rolls for 1 round, including AoO.

Lesser (-2)

- +1 damage
- +1 Active Defense
- -1 square foe can move 1 round

Moderate (-4)

- +3 damage
- +2 Active Defense
- Extra attack w/o bonus to hit or damage
- Force foe to move 1 square (their choice)

Major (-6)

- +6 damage
- Extra attack w/attribute mods, no BAB
- Force foe to move 1 square of your choice (they can save at DC 10 +1/2 your BAB if it would damage them)

Defense Challenges

Defense Challenges are penalties to your Defense (Passive AND Active) for 1 round.

Lesser (-2)

- +1 DR
- +2 Damage
- +1 Attack
- +2 to one skill or ability check

Moderate (-4)

- +2 DR
- +2 Attack
- +4 Damage
- +1 Square movement
- +4 to skill or ability check
- 1 extra AoO

Major (-6)

- +3 DR
- +3 Attack
- +6 Damage
- Next round, use a skill or ability check w/o provoking an AoO
- +2 squares to movement

Skill Challenges

- Full to Standard to Move to Free, 1 shift per +5 DC, up to two shifts
- Reduce time by 25% (up to 50%)

Offensive Stunts

Attack Stunt (Full Attack)

- +1 to Attack
- +2 Damage
- Increase bonus by +1 per +2 DC
- Climb, Jump, Tumble lets you move 1/2 your movement with this
- Using Full Attack? +5 DC (failure means -2 to all attacks)

Disrupting Attack (Full Attack)

- Choose a DC the foe must beat
- Beat DC +10
- Foe must make the DC check or wait another round before using special attack
- You do not get any bonuses to damage using this.

Inflicting Penalty (Standard Attack)

- Opposed check between you and foe
- Inflict a -2 penalty, 1 round
- Increase penalty by -1 per +2 DC
- Increase duration 1 round per +2 DC

Defensive Stunts

Defense Bonus (Move Action)

- Opposed check between you and foe
- +2 to your active Defense this round
- Increase bonus by +1 per +2 DC
- Failure means foe gets +1 to all attacks on you

Save Bonus (Move Action)

- Skill or Attribute Check vs. DC 20
- +2 bonus to Save vs. 1 effect or foe
- Increase bonus by +1 per +5 DC
- Must use skill based on appropriate Attribute or the Attribute itself

Maneuver Stunts

Improved Speed (Special Action)

- Skill check vs. DC 20
- +1 square movement
- Increase bonus +1 square per +5 DC
- You cannot increase more than 2x your speed
- Failure? Reduce by the amount you attempted to increase by
- You can only use Strength/Dexterity Skills for this maneuver

- Rollover bonus, each +5 DC = +5 on related roll
- 2 Skills at once, 2nd roll is +10 DC
- +1 to bonus to Assist per DC +5