

Iron Kingdoms Core Character Classes

Most classes are available to characters of any race, but some are much rarer in some cultures than others. Barbarians, for example, are common in the wild Bloodstone Marches, but virtually unseen in the cities of civilization.

Most spellcasters—all except clerics, arcane mechaniks, and bards, who offer obviously valuable service to the public—are regarded with deep suspicion as dabblers in unnatural, dangerous forces.

Arcane Mechanik

An expert who bridges the worlds of machinery and magic.

Attack: Weak.

Hit dice: d6.

Skill ranks: 6.

Magic: Medium.

Special: Bonuses with mechaniks.

Barbarian (Rare)

A primitive, powerful warrior who relies on berserk rage to overwhelm enemies.

Attack: Strong

Hit dice: d12

Skill ranks: 4

Magic: None

Special: Berserker rage and other abilities.

Bard (Rare)

A magically-talented musician or chanter, most often seen in service to an army, whose songs can literally work wonders.

Attack: Moderate

Hit dice: d6

Skill ranks: 6

Magic: Moderate

Special: Songs give bonuses to allies.

Bodger

A gifted mechanic who can get even the most stubborn machine work with a wrench and a few choice words.

Attack: Moderate

Hit dice: d6

Skill ranks: 6

Magic: None

Special: Special abilities with machines.

Cleric

A priest trained to defend his faith, heal the sick and hurt, and call on its power to perform minor miracles.

Attack: Moderate

Hit dice: d8

Skill ranks: 2 to 5

Magic: Strong

Druid (Rare)

A mysterious, shunned figure who serves nature and magically channels its wild power.

Attack: Moderate

Hit dice: d8

Skill ranks: 4

Magic: Strong

Fell Caller (Trollkin)

A mighty trollkin chanter who enters battle with devastating songs.

Attack: Moderate

Hit dice: d8

Skill ranks: 4

Magic: None

Special: Fell calls have special effects.

Fighter

A highly-trained soldier with a wide range of available specialties—rifle-bearing light infantry, armored heavy infantry, cavalry, sailors and more.

Attack: Strong

Hit dice: d10

Skill ranks: 2 to 6

Magic: None

Special: Bonus feats.

Gun Mage (Rare)

A magician who channels sorcery through his pistol.

Attack: Moderate

Hit dice: d6

Skill ranks: 2

Magic: Moderate

Special: Special abilities using magical pistol.

Monk (Rare)

A highly-disciplined ascetic trained to live without wealth and defend himself without arms or armor.

Attack: Moderate

Hit dice: d8

Skill ranks: 4

Magic: None

Special: Unarmed combat bonuses and other abilities.

Paladin (Uncommon)

A holy warrior devoted to a particular church and powered by his faith.

Attack: Strong

Hit dice: d10

Skill ranks: 2

Magic: Weak

Special: Special powers to smite evil and heal and protect allies.

Ranger

A scout trained to fight and survive in the wilds.

Attack: Strong

Hit dice: d10

Skill ranks: 6 to 8

Magic: None

Special: Advantages when fighting outdoors and against specific enemies.

Rogue

An adventurer who relies on stealth and guile.

Attack: Moderate

Hit dice: d6

Skill ranks: 8

Magic: None

Special: Advantages with traps and stealth.

Sorcerer (Rare)

A magician with strange natural powers.

Attack: Weak

Hit dice: d4

Skill ranks: 2

Magic: Strong

Wizard (Uncommon)

A magician who learns spells with intensive study.

Attack: Weak

Hit dice: d4

Skill ranks: 2

Magic: Strong