

Iron & Aether Quick-Reference Guide

Learning a new tabletop RPG can be a daunting and often confusing task, so to make it a bit easier, given here is a “cheat sheet” of sorts to help familiarize new players with some of the most commonly-used rules. The character Chainbreaker will be used as an example for each rule.

Skill Checks (Part 1: Chapter 3)

Whenever your GM asks for a skill check (e.g. Perception, Persuasion, Stealth, etc.), refer to the list of skills on your character sheet (on the left, next to the ability scores) to check your proficiency in the requested skill; then, roll a number of d10s equal to your proficiency in the skill and add the associated ability score. If the referred-to skill is not on that list, it is likely a Tool Skill; your character’s Tool Skill proficiencies are on the bottom right of the character sheet.

Ability checks work in exactly the same way, but using the appropriate ability score instead of a given skill; additionally, if an ability score is halfway between two values (e.g. 2.5), you also roll an additional d6.

Example. If Chainbreaker were asked to make a Stealth check, since it has 2 proficiency in Stealth and a DEX of 3.5, its player would roll $2d10 + 3.5$.

Formula: Skill proficiency (d10s) + associated ability score

Advantage/Disadvantage (Part 1: Chapter 3)

Advantage refers to your character gaining a situational boon specific to whatever action they are performing; mechanically, this means that half (rounded up) of the dice normally rolled for whatever you’re doing are automatically taken at their highest value while the rest are rolled normally. Disadvantage is very similar, except that half of the dice normally rolled are taken at their lowest value.

Example. Should Chainbreaker gain advantage on its Stealth check – say, by sneaking in the dark – the result of its check would automatically be $10 + 1d10 + 3.5$. If it instead had disadvantage – by

sneaking while using its Electric Eyes feature, for instance – its check result would instead be $1 + 1d10 + 3.5$.

Formula: Advantage: Max value of $\frac{1}{2}$ of the dice to be rolled (rounded up) + remaining dice + appropriate bonus

Disadvantage: Min. value of $\frac{1}{2}$ of the dice to be rolled (rounded up) + remaining dice + appropriate bonus

Saves (Part 1: Chapter 6)

Saves work similarly to skill and ability checks, except that if the score is a non-whole value, you also roll an additional die depending on the value itself – specifically, an extra d3 if the score is x.25, an extra d6 if it is x.5, or an extra d8 if it is x.75. The bonus to the roll is determined by the larger of the two ability scores that make up the save.

Example. Chainbreaker has a Fortitude score of 3.25, and since its STR (4) is larger than its CON (2.5), its Fortitude bonus is +4. If Chainbreaker were subjected to something that forced it to make a Fortitude save – such as poison – its player would have to roll $3d10 + 1d3 + 4$ to determine whether Chainbreaker makes the save or not.

Formula: Save score (d10s & possibly a d3, d6, or d8) + score bonus

Attacking (Part 1: Chapter 3)

Attacks are very similar to skill and ability checks, the only difference being that the dice used when attacking varies depending on the weapon. When making an attack, first find out that weapon’s base damage die and what Weapon Skill it belongs to (both found in Part 5: Chapter 2), determine your proficiency in that weapon’s Skill (Weapon Skills are on the bottom middle of the character sheet), roll a number of that weapon’s base damage dice equal to your proficiency

with that skill, then add either your STR or DEX score depending on the weapon.

Example. Should Chainbreaker, at level 1, attack an enemy with its claymore, since it has 2 proficiency in Large weapons and claymores have a base damage die of 1d8, its player would roll 2d8 + its STR (4).

Formula: # of base damage die determined by appropriate Weapon Skillproficiency + STR or DEX

Defenses (Part 1: Chapter 5)

There are two types of defense: Melee Defense (M-DEF), which defends against attacks made in melee, and Ranged Defense (R-DEF), which defends against attacks made at range and area of effect attacks. These numbers tell you how much you reduce damage from incoming attacks; simply subtract your M-/R-DEF score from the damage the GM says you take, and the result is how much your Health is reduced by.

Example. If Chainbreaker were to be subjected to an incoming melee attack that dealt 8 damage, it would reduce that incoming damage by its DEF of 4, thereby only losing 4 Health. Alternatively, if it were subjected to a ranged attack that dealt 9 damage, it would reduce that amount by its RaDEF score of 6, this time only losing 3 Health.

Formula: Melee: Incoming damage - M-DEF;
Ranged: Incoming damage - R-DEF.

Actions in Combat (Part 6: Chapter 1)

On their turn in combat, a character has 3 seconds at their disposal to spend on whatever action(s) they wish to perform, each of which has a Time Cost that may be reduced their DEX score (Part 1: Chapter 1). There are many available actions that your character can perform, but the most frequently used are explained in brief here.

Attack. Most of the mechanics for attacking are covered under “Attacking” above.

Move. The speed of a creature is largely determined by their Size (Part 1: Chapter 8) and their AGI score (Part 1: Chapter 1).

Opportunity Attack. In addition to their actions, each character also gets 1 reaction, which they can perform in response to something another creature does. One such reaction is an opportunity attack, which is an attack that can be performed on a creature that is attempting to flee melee combat.

Class Feature. Many classes get features that grant them unique actions; read your class’ description to see what, if any, unique actions your class grants you.

Enduring (Part 6: Chapter 5)

Enduring occurs when a character’s Health is reduced to 0 but they are not killed outright. On an Enduring creature’s turn they must make a Fortitude or Willpower save, attempting to beat an initial DR of 20 or the amount of final damage that brought them down, whichever is higher; should the character succeed on this save 3 times, they are stabilized. They are also stabilized if another character succeeds on a Medicine check (same DR as the save) on their body, and if they are healed for any amount, they immediately regain consciousness. Should a character fail this save twice, they will either die or go unconscious for 8 hours and regain 1 Health thereafter, depending on the nature of their wounds and the GM’s discretion.

Example. If Chainbreaker were to be reduced to 0 Health, on its next turn, its player would have to make either a Fortitude (3.25) or Willpower (1.5) save; since its Fortitude score is greater, it makes a Fortitude save (in this case, rolling 3d10 + 1d3 +4). If it fails this save twice, Chainbreaker may die or go unconscious, depending on the GM’s discretion.

Save Formula: 3 Fort. or Will. saves with a DR of 20

The Basics of Elemancers (Part 4: Elemancer)

The full rules for the Elemancer class and the dynamics of its spellcasting abilities are vast and complex, but for the purposes of this cheat sheet, some of the more important aspects of playing these powerful spellcasters are covered briefly here.

Elemancy. A term that refers to the the Elemancers' awesome arcane powers. Elemancers have proficiency in Elemancy as though it were an Exotic Weapon Skill, except that it only increases with levels in Elemancer. Elemancers also have an Elemancy Save DR, which is 5 + your INT, WIS, or CHA score + your Elemancy proficiency + your Elemancy level.

Mana. Mana is the resource that Aetherians use to cast spells and is recovered via resting and Mana Potions. Sufficiently small acts of Elemancy do not expend Mana (referred to as "Minor Elemancy").

Spellcasting

There are 7 important factors to consider when spellcasting:

Mana Cost (M.C.). The amount of Mana it costs to cast a given spell.

Casting Time (C.T.). The amount of time it takes to cast a given spell.

Range (Rng). How far away the origin point/target(s) of the spell can be.

Damage (Dam). What kind of damage a spell deals and how much; if the amount of damage is not given, the spell deals 1d8 base damage scaled to the caster's Elemancy proficiency.

Save. What kind of save a spell requires its target(s) to make.

Duration (Dur). How long the spell lasts once it has been cast.

Area of Effect (AoE). The area that a spell affects (if the AoE is a sphere, the spell's description gives the **diameter** of the sphere).

Notable Effects (Efcs). What noteworthy effects a spell has on its target(s).

Formula Table

For ease-of-reference, presented here is a table summarizing all of the stats described in this guide and the formulae for determining them.

Statistic/Feature	Formula
Skill/Ability Check/Save	d10s = to skill proficiency/ability score + appropriate ability score
(Dis)Advantage	½ of all rolled dice (rounded up) taken at their max (advantage)/min (disadvantage) value
Saves	Fortitude: (STR+CON)/2; Reflex: (AGI+DEX)/2; Willpower: (WIS+CHA)/2
Attacks	Damage dice equal to your proficiency in the appropriate weapon skill + your STR or DEX
Defenses	Armor: Natural Armor + worn armor; Dodge: Dodge Penalty + AGI + DEX M-DEF = Armor + Dodge R-DEF = M-DEF + 2, 3, or 4 based on size Incoming damage is reduced by M-/R-DEF as appropriate
Enduring	3 Fort. or Will. saves with a DR of 20