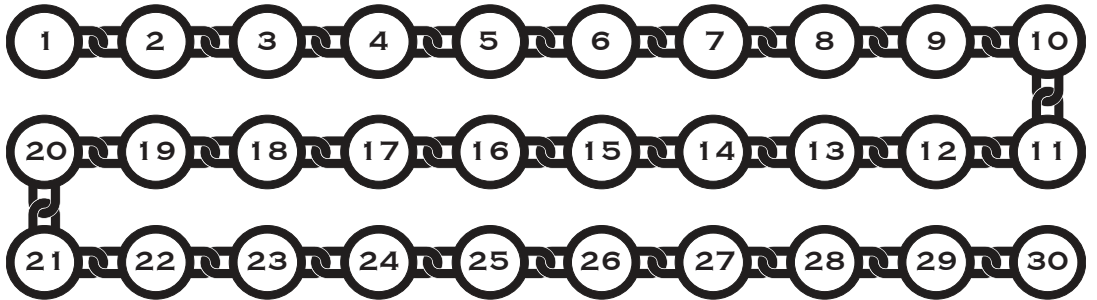


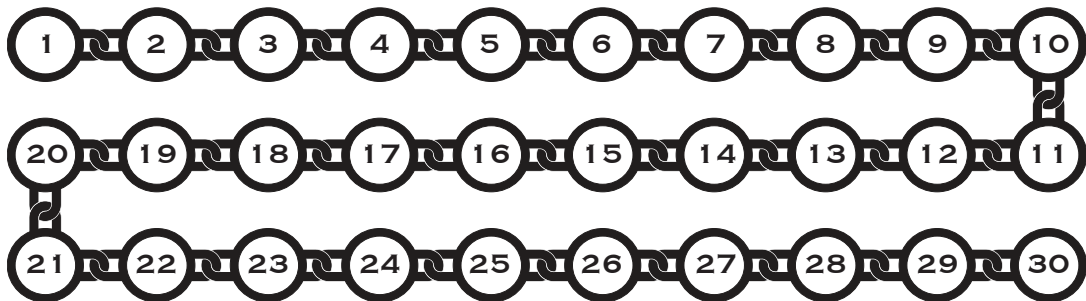


# TOKEN POOL



# ARMOR TOKEN POOL

Granted by Armiger class (a la Mellowship Slinky)



The Armiger gains Armor tokens. An armiger spends these tokens to power Armor abilities and may not possess more than his armiger level + 5 unspent armor tokens. At the beginning of each combat, the Armiger makes a DR check and gains a number of Armor tokens equal to half the check result (round up). If the armiger ends his turn threatening or being threatened by at least one opponent in melee and is not the subject of a damaging attack by the end of his next turn he may

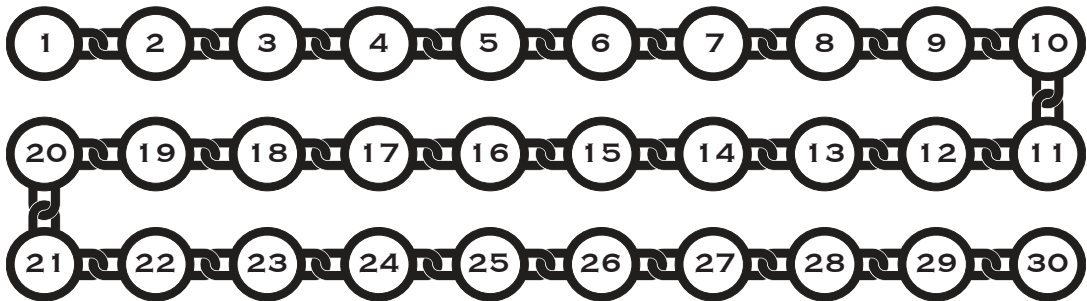
make a DR check and gain a number of Armor tokens equal to the check. Do not count temporary modifiers (such as the effects of Armor Pool abilities or defense challenges) when determining how many tokens are gained.

If the Armiger is not threatening or threatened by any opponents, he may use a standard action to marshal his defenses and gain the minimum value of a DR check in armor tokens.



# BLOOD TOKEN POOL

Granted by Vampire template



Each point of Constitution drained by the vampire's blood drain attack against a humanoid, monstrous humanoid, or giant type adds one Blood token to the pool.

If the vampire does not have a blood drain attack, he can still drain Constitution from a helpless (or willing) victim. This process produces one Blood token for every 2 points of Constitution lost. Draining 2 points of Con this way requires one minute. The victim will continue to bleed 2 points of Con per minute until a Heal

check (DC 15) is made to staunch the flow of blood.

A vampire can drain blood from, or give blood to, another vampire. In this case, it does not drain Con, instead it transfers blood tokens directly.

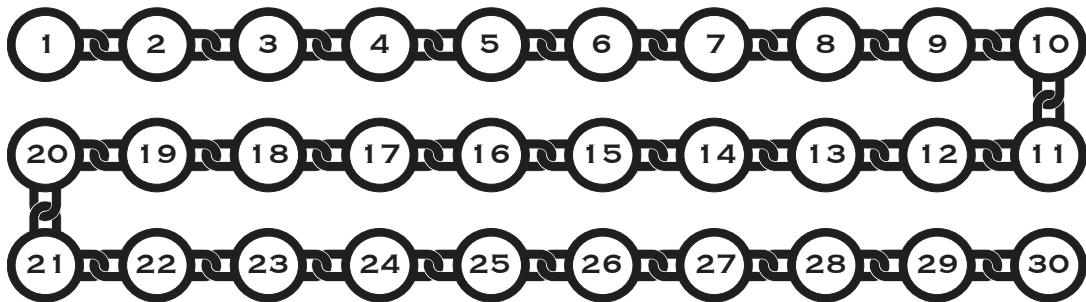
A vampire's blood token pool can have a maximum number of blood tokens equal to 10 + two times his number of vampire racial levels. Every day at sunset the vampire must take one token, plus one token per vampire racial level, from the pool to fuel his

abilities and continue his undead existence. If the vampire does not have enough blood tokens to sate his need for blood, he gains one negative level per day. A negative level gained in this way can be removed by spending 10 blood tokens. If the vampire accumulates negative levels equal to his hit dice, he falls into a state of suspended animation and no longer accumulates negative levels due to lack of blood. A vampire in this state can be revived by pouring 10 Con worth of blood into his mouth, removing one negative level.



# DEDICATION TOKEN POOL

Granted by Dedicate class (Iron Heroes Player's Companion, pg. 12)



At the start of an encounter you gain a number of Dedication tokens based on your level.

Your pool of unspent Dedication tokens cannot exceed 10 + your Dedicate level.

You gain a number of tokens based on the result of your Concentration check.

Class Level	Tokens per Encounter
1-2	1
3-4	2
5-6	3
7-8	4
9-10	5
11-12	6
13-14	7
15-16	8
17-18	9
19-20	10

**Dedicated Focus:** You can also earn tokens by focusing on the task at hand. Make a Concentration check.

Action type	Check Mod.
Free	-10
Move	-5
Standard	0
Full-round	+5

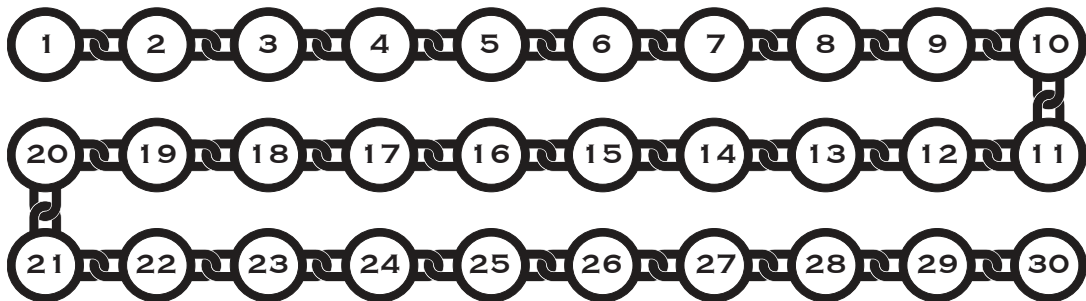
Concentration Check Result	Tokens Gained
<15	0
15-19	1
20-24	2
25-29	3
30-34	4
35-39	5
40-44	6
45-49	7
50+	8



# GLADITORIAL TOKEN POOL



Granted by Gladiator feat (Iron Heroes Player's Companion, pg. 38)



Any character who can see you fighting may use an action on their turn to shout support and encouragement; you must be able to see and hear the character doing the encouragement. You gain a number of Gladitorial tokens based on the action the character uses to cheer you:

Encouragement Action	Tokens Gained
Move	1
Standard	2
Full-round	4

You can also psych yourself up for battle: you stomp your feet, gesticulate insultingly, shout challenges or war cries, batter yourself on the forehead with your shield, or the like. You may choose to do this as a move, standard, or full-round action to gain gladitorial tokens just as if another character had cheered you on. You can accumulate a maximum number of tokens equal to 10 + your level.

If you have expanded mastery 9 in this feat, when you use an action to gain gladitorial tokens for yourself,

you may add your Charisma bonus to the number of tokens you gain.

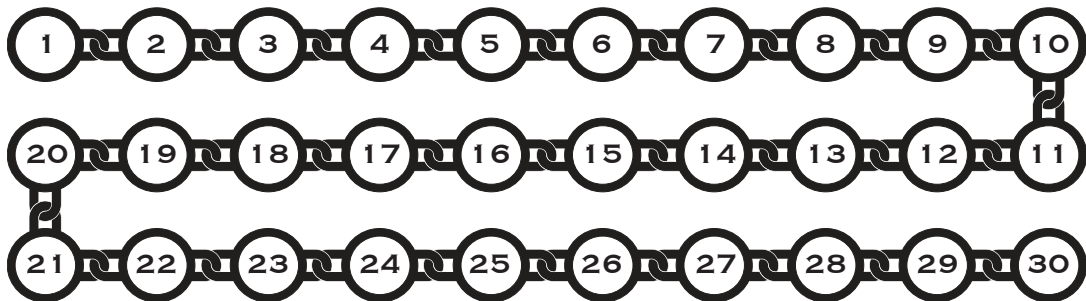
Should you find yourself in a true gladitorial contest, you automatically receive a number of tokens at the start of your turn each round:

Size of Crowd	Tokens Gained
1-10	0
11-30	1
31-100	2
101-300	3
301-1000	4
1001+	5



# HEX TOKEN POOL

Granted by Dreaded Witch villain class



Unlike most villain classes, a dreaded witch manages her powers with a token pool. The witch gains tokens as follows:

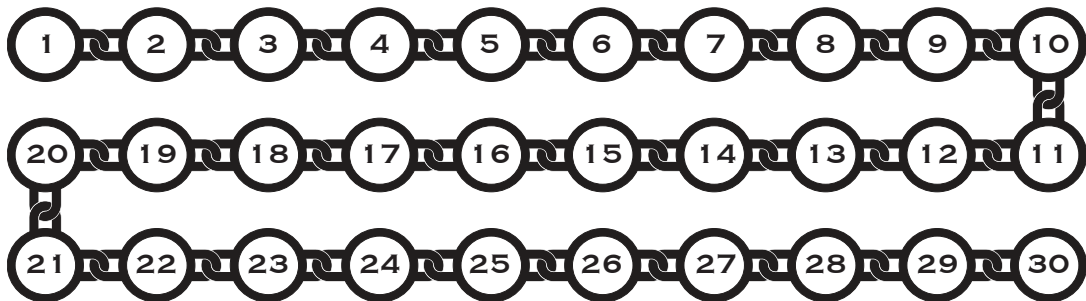
The Dreaded Witch's pool of unspent Hex tokens cannot exceed 10 + the Witch's Challenge Rating.

Action Spent	Tokens Gained
Move	2
Standard	3
Full-round	5
Each miss against witch	1
Each damaging attack vs. witch	2
Ally or minion defeated	1



# OMEN TOKEN POOL

Granted by Child of Omen background (Iron Heroes Player's Companion, pg. 6)



Whenever you roll a “1” on an attack roll or saving throw, you gain an Omen token. Any time you are about to make an attack roll or saving throw, you can choose to spend Omen tokens on the roll. Each token grants you a +1 bonus for that roll only; you must announce how many tokens you are spending before you make the roll. You can spend as many tokens as you wish on a single roll, up to the number currently in your pool. Omen tokens do not expire; they are lost only when they are used. However, you can only have a

maximum number of Omen tokens at any one time equal to 10 + your character level.

*Omen of Despair:* You may spend Omen tokens on Intimidate skill checks. This works exactly as outlined above when spending tokens on attack rolls and saving throws, except that you get a +2 bonus per token spent, rather than +1.

*Omen of Glory:* You may spend Omen tokens on Diplomacy skill checks. This works exactly as outlined above

when spending tokens on attack rolls and saving throws, except that you get a +2 bonus per token spent, rather than +1.

*Omen of Sacrifice:* You may spend Omen tokens on Bluff skill checks. This works exactly as outlined above when spending tokens on attack rolls and saving throws, except that you get a +2 bonus per token spent, rather than +1.

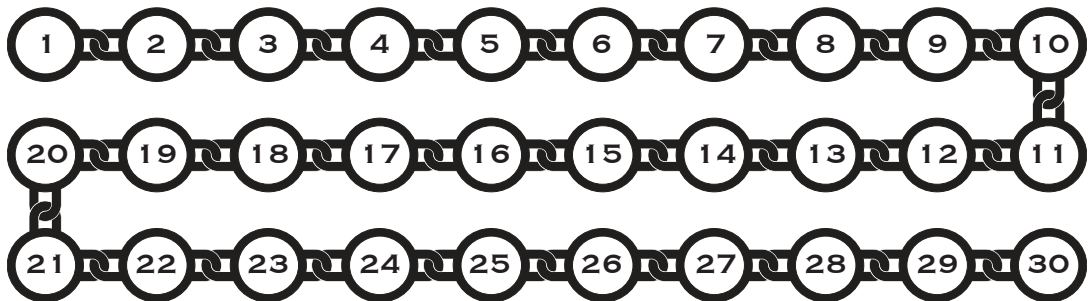




# OPPORTUNISM TOKEN POOL



Granted by Myrmidon class (Iron Heroes Player's Companion, pg. 17)



At the end of your turn each round, you gain one Opportunism token for every enemy you threaten who is also threatened by at least one of your allies.

If an Opportunism ability has a target other than yourself, you may use your tokens against any opponent. At the end of the encounter, you lose any remaining tokens you have built up. Your pool of unspent Opportunism tokens cannot exceed 10 + your Myrmidon level.

**Eye for Opportunity:** From 2nd level onward, you may make a Spot check.

**Action type**

Free  
Move  
Standard  
Full-round

**Check Mod.**

-10  
-5  
0  
+5

You gain a number of tokens based on the result of your Spot check.

**Spot Check Result**

<10  
10-19  
20-29  
30-39  
40+

**Tokens Gained**

0  
1  
2  
3  
4

**Improved Opportunism Pool:**

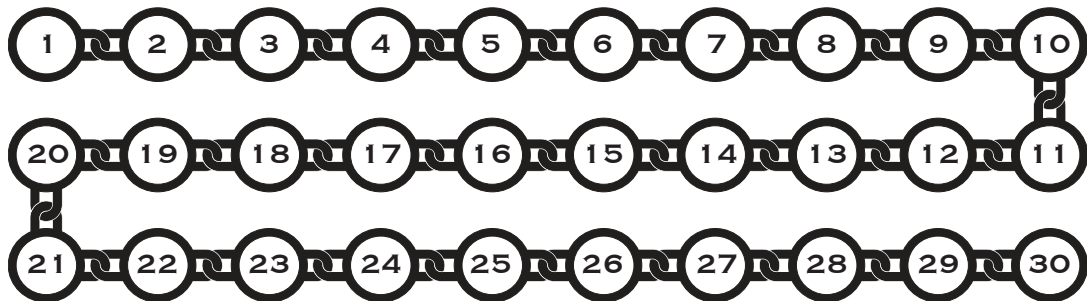
Starting at 14th level, a Myrmidon can find opportunities even against foes who aren't distracted. At the end of your turn each round, you gain 1 Opportunism token for every enemy you threaten.





# PATRONAGE TOKEN POOL

Granted by Icon expanded mastery 3 (Iron Heroes Player's Companion, pg. 39)



This pool represents the patronage of wealthy and important characters who can provide you with assistance in exchange. Each time you hold a performance for your patrons (lasting a minimum of 1 hour), you gain Patronage tokens based on the result of your Perform check.

Perform Check Result	Tokens Gained
<15	0
15-29	1
30-44	2
45+	3

You can make only one such performance per day. You can accumulate a maximum number of tokens equal to 10 + your level, and you can spend the tokens in order to gain favors from your patrons.

Patronage tokens generally last until used, provided you make at least one performance for your patron each week. If more than seven days have passed since your last performance, you lose one patronage token per day after the seventh.

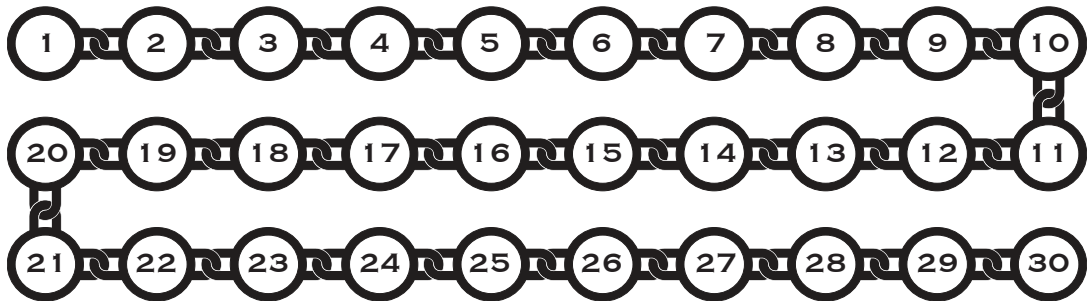




# SPIRITUALISM TOKEN POOL



Granted by Spiritualist class (Iron Heroes Player's Companion, pg. 22)



You use your rituals as follows:

1. Choose the target effect.
2. Choose the type of action.
3. Make a pact check (d20 + base pact check bonus + any modifiers) against the effect DC.
4. If you meet the DC, you get 1 Spirit token, +1 per each 2 points by which your check exceeds the DC, to the effect's limit.
5. If you miss the DC, you lose 1d6 hit points per token you cannot afford to pay.
6. If you have enough tokens, cast

- the spell using some or all of them once per round as a free action.
7. If you do not have enough tokens, either give up and lose all tokens or return to step 2 and try again during your next turn.

**Pact Check Modifiers:** Pact checks are made with the following modifiers:

Ritual length	Check Mod.
Move	-5
Standard	0
Full-round	+5

Sacrificial offerings	Check Mod.
Scarification	+1/1d4 dmg
Valuables	+1/100 gp

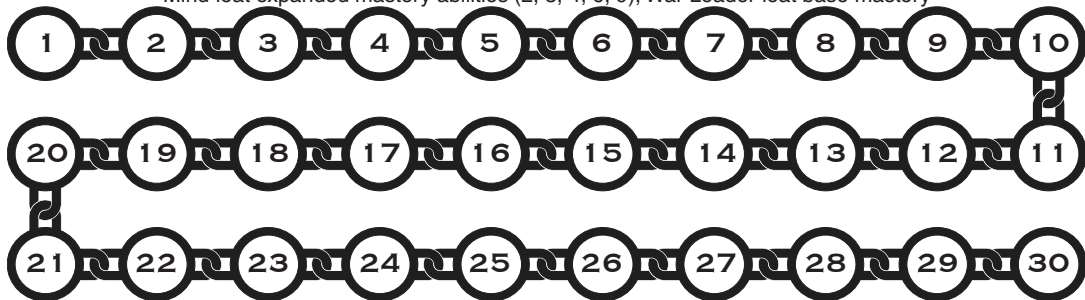
Spiritual fatigue	Check Mod.
Per token in pool	-1
Per spell in last hour	-2

Other modifiers	Check Mod.
Favored Pact ability	+2
Master of Spirits ability	+5
Changeling Child trait	+1



# STRATEGY TOKEN POOL

Granted by Analyze Opponents base mastery; Combat Instincts expanded mastery abilities (2, 4, 9); Tactics of the Mind feat expanded mastery abilities (2, 3, 4, 6, 9); War Leader feat base mastery



You may study the battlefield and your enemies each round. As a standard action, make an Intelligence or Wisdom check (your choice). If you gain access to strategy tokens through two or more different feats (such as having both Tactics of the Mind mastery 2 and War Leader, but not different mastery levels of the same feat), you gain a +5 bonus on each check made to gather tokens.

**Int or Wis  
Check Result**

<10  
10-19  
20+

**Tokens  
Gained**

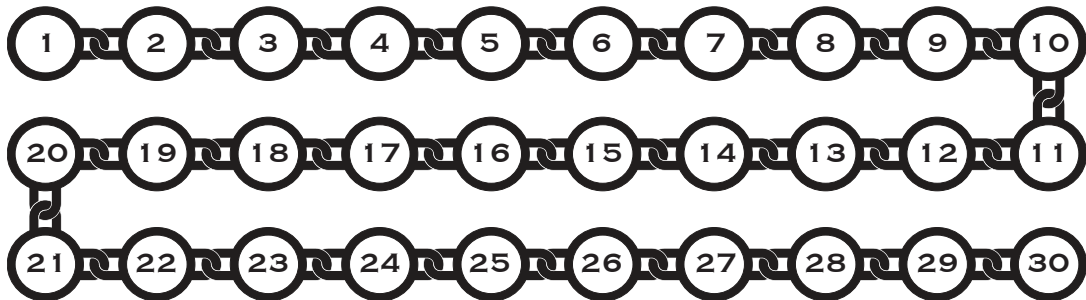
0  
1  
2

You can accumulate a maximum number of Strategy tokens equal to 10 + your level. Your Strategy tokens last until the end of the encounter.



# TRAP TOKEN POOL

Granted by Trap Lore feat (Iron Heroes Player's Companion, pg. 42)



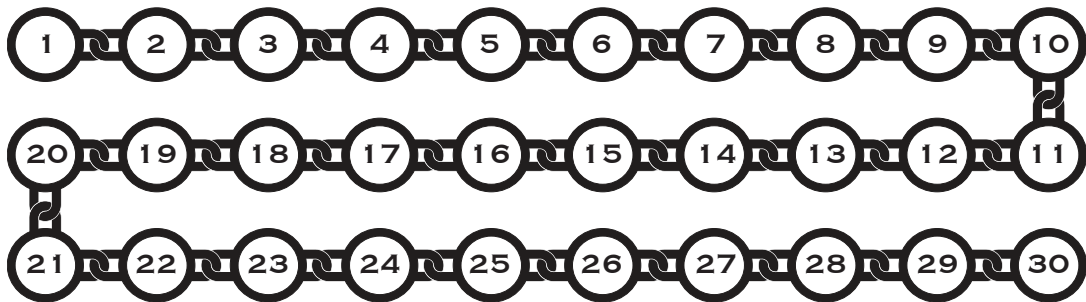
This pool represents your ability to manufacture traps. If you spend 4 hours in a day seeking out materials for traps and working to put them together, you may make a Craft (metal/tools and trinkets) check. If your check result is 20 or more, you gain a trap token. In addition, if you disable a device and beat the required DC by 5 or more, you can choose to cannibalize some parts from it. This also grants you 1 trap token. You can gain only 1 token per trap in this manner.

Once you have accumulated trap tokens, you can spend 1 hour and 2 tokens to build a trap. A completed trap weighs 1 pound. Once built, a trap requires 1 full-round action to install. Thus, you can create your traps ahead of time, then carry them with you and place them where you need them. You can install a trap in a square or on an object (such as a door or chest).

You can have a total number of trap tokens equal to  $10 + \text{your level}$ . Once you reach this limit, you cannot gain additional trap tokens until you expend some to create traps.

# MANA TOKEN POOL

Granted by Arcanist class (True Sorcery, pg. 112)



The number of Mana tokens you can store is determined by level. You can store Mana tokens indefinitely, but once they're spent, they're lost. Each token spent can add a +10 to your Spellcraft checks.

Class Level	Max Mana Pool	Max Tokens Expended
1st	Int bonus	1
4th	2 + Int bonus	2
8th	4 + Int bonus	3
12th	6 + Int bonus	4
16th	8 + Int bonus	5
20th	10 + Int bonus	6

**Gaining Mana:** You gain Mana tokens by spending actions channeling:

Action Spent Channeling
Standard
Full-round

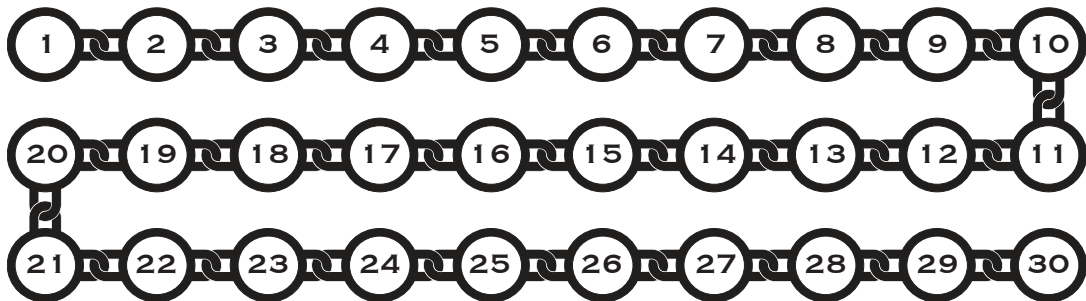
Tokens Gained
1
2

**Aspects of Power:** Each use of an aspect of power ability costs 1 Mana token, though there is no drain.

**Drain Reduction:** The drain of a spell is reduced by an amount equal to your available Mana tokens. Mana tokens can reduce drain to 1, but not below 1. Augmented effects cause additional drain equal to Spellcraft DC ÷ 5, rounded down. Each token spent as a bonus to a Spellcraft check also increases drain by +4.

# ARMOR TOKEN POOL

Granted by Armiger class (a la Mellowship Slinky)



The Armiger gains Armor tokens. An armiger spends these tokens to power Armor abilities and may not possess more than his armiger level + 5 unspent armor tokens. At the beginning of each combat, the Armiger makes a DR check and gains a number of Armor tokens equal to half the check result (round up). If the armiger ends his turn threatening or being threatened by at least one opponent in melee and is not the subject of a damaging attack by the end of his next turn he may

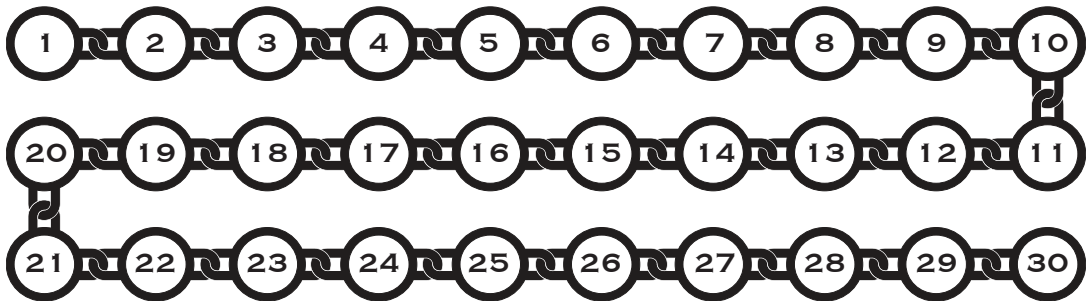
make a DR check and gain a number of Armor tokens equal to the check. Do not count temporary modifiers (such as the effects of Armor Pool abilities or defense challenges) when determining how many tokens are gained.

If the Armiger is not threatening or threatened by any opponents, he may use a standard action to marshal his defenses and gain the minimum value of a DR check in armor tokens.



# BLOOD TOKEN POOL

Granted by Vampire template



Each point of Constitution drained by the vampire's blood drain attack against a humanoid, monstrous humanoid, or giant type adds one Blood token to the pool.

If the vampire does not have a blood drain attack, he can still drain Constitution from a helpless (or willing) victim. This process produces one Blood token for every 2 points of Constitution lost. Draining 2 points of Con this way requires one minute. The victim will continue to bleed 2 points of Con per minute until a Heal

check (DC 15) is made to staunch the flow of blood.

A vampire can drain blood from, or give blood to, another vampire. In this case, it does not drain Con, instead it transfers blood tokens directly.

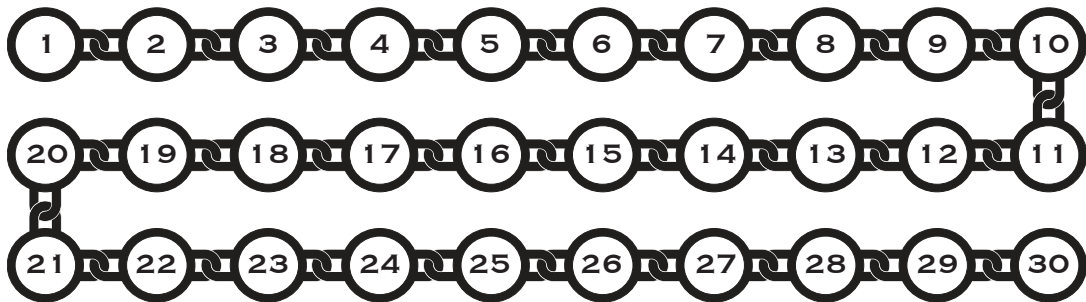
A vampire's blood token pool can have a maximum number of blood tokens equal to 10 + two times his number of vampire racial levels. Every day at sunset the vampire must take one token, plus one token per vampire racial level, from the pool to fuel his

abilities and continue his undead existence. If the vampire does not have enough blood tokens to sate his need for blood, he gains one negative level per day. A negative level gained in this way can be removed by spending 10 blood tokens. If the vampire accumulates negative levels equal to his hit dice, he falls into a state of suspended animation and no longer accumulates negative levels due to lack of blood. A vampire in this state can be revived by pouring 10 Con worth of blood into his mouth, removing one negative level.



# DEDICATION TOKEN POOL

Granted by Dedicate class (Iron Heroes Player's Companion, pg. 12)



At the start of an encounter you gain a number of Dedication tokens based on your level.

Your pool of unspent Dedication tokens cannot exceed 10 + your Dedicate level.

You gain a number of tokens based on the result of your Concentration check.

Class Level	Tokens per Encounter
1-2	1
3-4	2
5-6	3
7-8	4
9-10	5
11-12	6
13-14	7
15-16	8
17-18	9
19-20	10

**Dedicated Focus:** You can also earn tokens by focusing on the task at hand. Make a Concentration check.

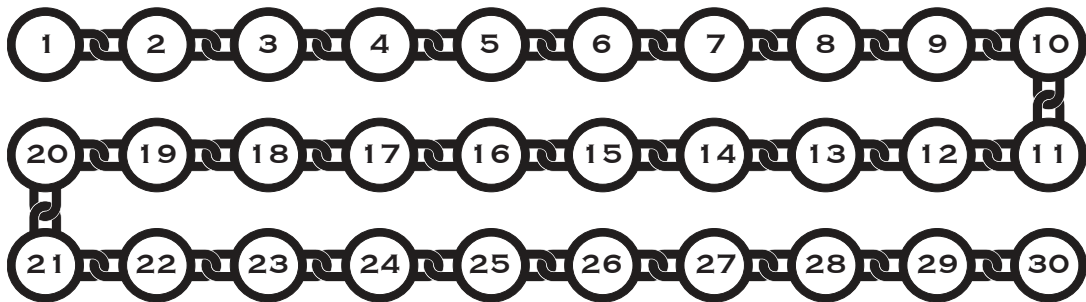
Action type	Check Mod.
Free	-10
Move	-5
Standard	0
Full-round	+5

Concentration Check Result	Tokens Gained
<15	0
15-19	1
20-24	2
25-29	3
30-34	4
35-39	5
40-44	6
45-49	7
50+	8



# GLADIATORIAL TOKEN POOL

Granted by Gladiator feat (Iron Heroes Player's Companion, pg. 38)



Any character who can see you fighting may use an action on their turn to shout support and encouragement; you must be able to see and hear the character doing the encouragement. You gain a number of Gladiatorial tokens based on the action the character uses to cheer you:

Encouragement Action	Tokens Gained
Move	1
Standard	2
Full-round	4

You can also psych yourself up for battle: you stomp your feet, gesticulate insultingly, shout challenges or war cries, batter yourself on the forehead with your shield, or the like. You may choose to do this as a move, standard, or full-round action to gain gladiatorial tokens just as if another character had cheered you on. You can accumulate a maximum number of tokens equal to 10 + your level.

If you have expanded mastery 9 in this feat, when you use an action to gain gladiatorial tokens for yourself,

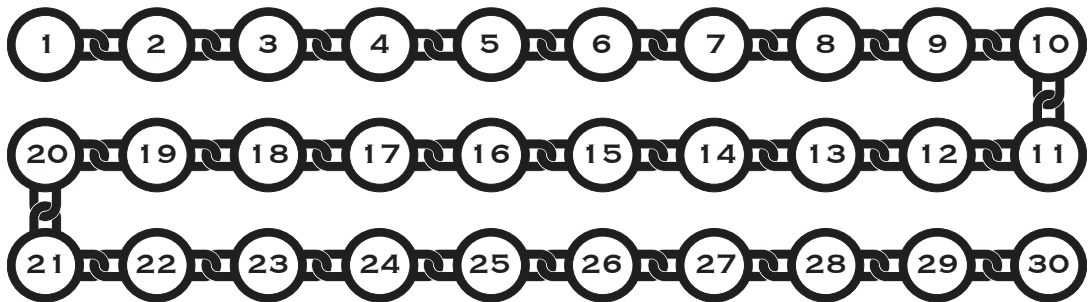
you may add your Charisma bonus to the number of tokens you gain.

Should you find yourself in a true gladiatorial contest, you automatically receive a number of tokens at the start of your turn each round:

Size of Crowd	Tokens Gained
1-10	0
11-30	1
31-100	2
101-300	3
301-1000	4
1001+	5

# HEX TOKEN POOL

Granted by Dreaded Witch villain class



Unlike most villain classes, a dreaded witch manages her powers with a token pool. The witch gains tokens as follows:

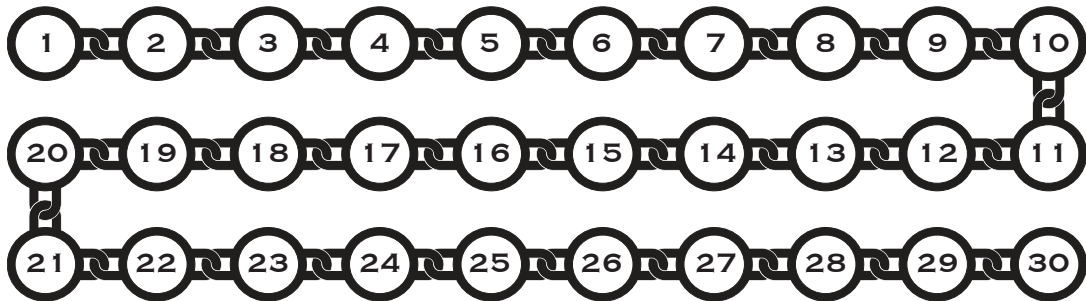
The Dreaded Witch's pool of unspent Hex tokens cannot exceed 10 + the Witch's Challenge Rating.

Action Spent	Tokens Gained
Move	2
Standard	3
Full-round	5
Each miss against witch	1
Each damaging attack vs. witch	2
Ally or minion defeated	1



# OMEN TOKEN POOL

Granted by Child of Omen background (Iron Heroes Player's Companion, pg. 6)



Whenever you roll a “1” on an attack roll or saving throw, you gain an Omen token. Any time you are about to make an attack roll or saving throw, you can choose to spend Omen tokens on the roll. Each token grants you a +1 bonus for that roll only; you must announce how many tokens you are spending before you make the roll. You can spend as many tokens as you wish on a single roll, up to the number currently in your pool. Omen tokens do not expire; they are lost only when they are used. However, you can only have a

maximum number of Omen tokens at any one time equal to 10 + your character level.

*Omen of Despair:* You may spend Omen tokens on Intimidate skill checks. This works exactly as outlined above when spending tokens on attack rolls and saving throws, except that you get a +2 bonus per token spent, rather than +1.

*Omen of Glory:* You may spend Omen tokens on Diplomacy skill checks. This works exactly as outlined above

when spending tokens on attack rolls and saving throws, except that you get a +2 bonus per token spent, rather than +1.

*Omen of Sacrifice:* You may spend Omen tokens on Bluff skill checks. This works exactly as outlined above when spending tokens on attack rolls and saving throws, except that you get a +2 bonus per token spent, rather than +1.

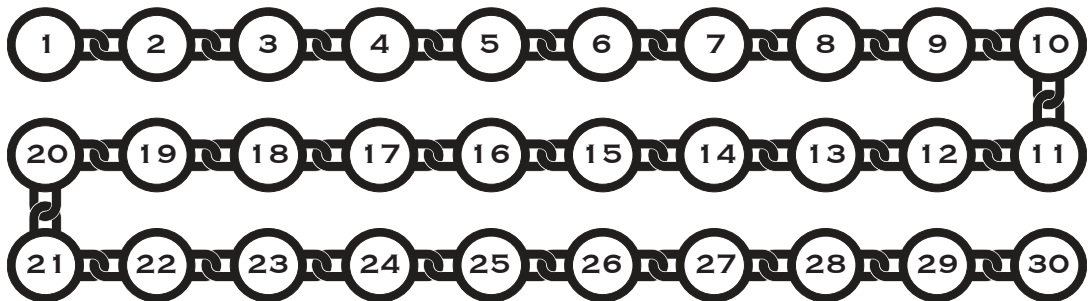




# OPPORTUNISM TOKEN POOL



Granted by Myrmidon class (Iron Heroes Player's Companion, pg. 17)



At the end of your turn each round, you gain one Opportunism token for every enemy you threaten who is also threatened by at least one of your allies.

If an Opportunism ability has a target other than yourself, you may use your tokens against any opponent. At the end of the encounter, you lose any remaining tokens you have built up. Your pool of unspent Opportunism tokens cannot exceed 10 + your Myrmidon level.

**Eye for Opportunity:** From 2nd level onward, you may make a Spot check.

**Action type**

Free  
Move  
Standard  
Full-round

**Check Mod.**

-10  
-5  
0  
+5

You gain a number of tokens based on the result of your Spot check.

**Spot Check Result**

<10  
10-19  
20-29  
30-39  
40+

**Tokens Gained**

0  
1  
2  
3  
4

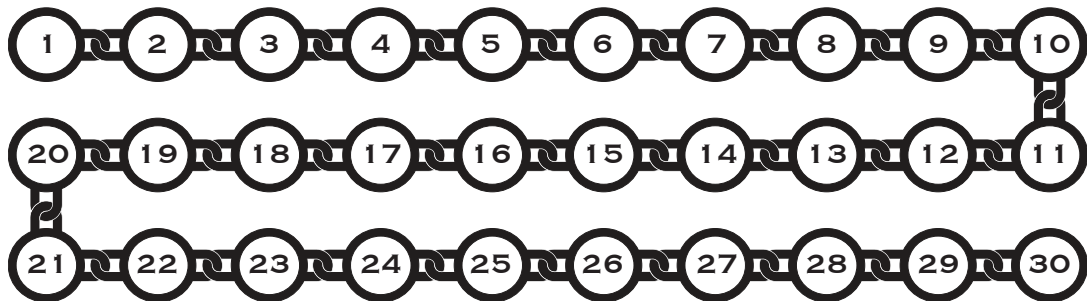
**Improved Opportunism Pool:**

Starting at 14th level, a Myrmidon can find opportunities even against foes who aren't distracted. At the end of your turn each round, you gain 1 Opportunism token for every enemy you threaten.



# PATRONAGE TOKEN POOL

Granted by Icon expanded mastery 3 (Iron Heroes Player's Companion, pg. 39)



This pool represents the patronage of wealthy and important characters who can provide you with assistance in exchange. Each time you hold a performance for your patrons (lasting a minimum of 1 hour), you gain Patronage tokens based on the result of your Perform check.

Perform Check Result	Tokens Gained
<15	0
15-29	1
30-44	2
45+	3

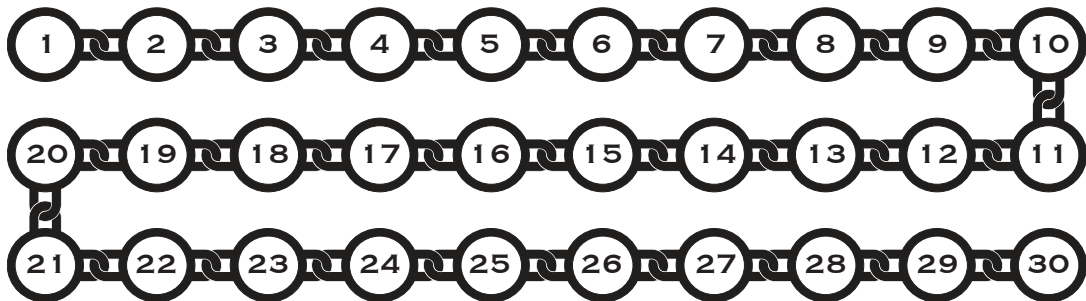
You can make only one such performance per day. You can accumulate a maximum number of tokens equal to 10 + your level, and you can spend the tokens in order to gain favors from your patrons.

Patronage tokens generally last until used, provided you make at least one performance for your patron each week. If more than seven days have passed since your last performance, you lose one patronage token per day after the seventh.



# SPIRITUALISM TOKEN POOL

Granted by Spiritualist class (Iron Heroes Player's Companion, pg. 22)



You use your rituals as follows:

1. Choose the target effect.
2. Choose the type of action.
3. Make a pact check (d20 + base pact check bonus + any modifiers) against the effect DC.
4. If you meet the DC, you get 1 Spirit token, +1 per each 2 points by which your check exceeds the DC, to the effect's limit.
5. If you miss the DC, you lose 1d6 hit points per token you cannot afford to pay.
6. If you have enough tokens, cast

- the spell using some or all of them once per round as a free action.
7. If you do not have enough tokens, either give up and lose all tokens or return to step 2 and try again during your next turn.

**Pact Check Modifiers:** Pact checks are made with the following modifiers:

Ritual length	Check Mod.
Move	-5
Standard	0
Full-round	+5

Sacrificial offerings	Check Mod.
Scarification	+1/1d4 dmg
Valuables	+1/100 gp

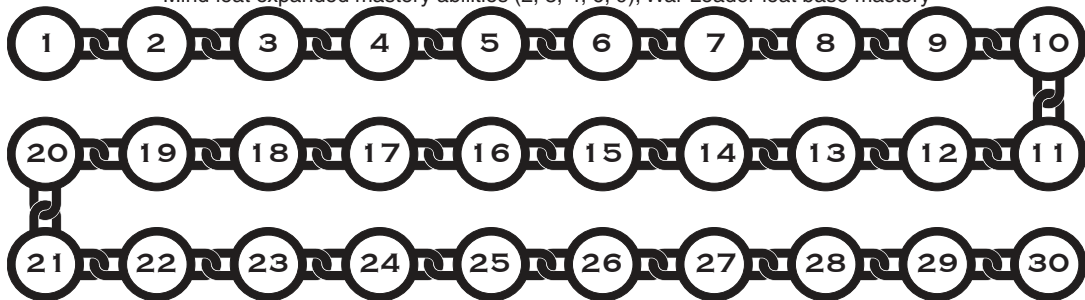
Spiritual fatigue	Check Mod.
Per token in pool	-1
Per spell in last hour	-2

Other modifiers	Check Mod.
Favored Pact ability	+2
Master of Spirits ability	+5
Changeling Child trait	+1



# STRATEGY TOKEN POOL

Granted by Analyze Opponents base mastery; Combat Instincts expanded mastery abilities (2, 4, 9); Tactics of the Mind feat expanded mastery abilities (2, 3, 4, 6, 9); War Leader feat base mastery



You may study the battlefield and your enemies each round. As a standard action, make an Intelligence or Wisdom check (your choice). If you gain access to strategy tokens through two or more different feats (such as having both Tactics of the Mind mastery 2 and War Leader, but not different mastery levels of the same feat), you gain a +5 bonus on each check made to gather tokens.

**Int or Wis  
Check Result**

<10  
10-19  
20+

**Tokens  
Gained**

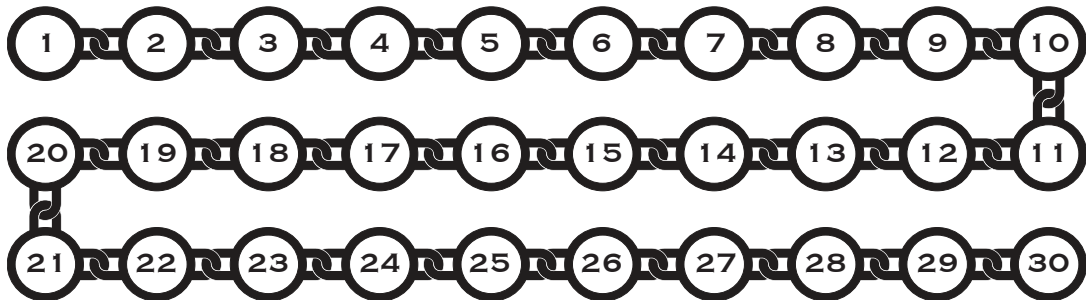
0  
1  
2

You can accumulate a maximum number of Strategy tokens equal to 10 + your level. Your Strategy tokens last until the end of the encounter.



# TRAP TOKEN POOL

Granted by Trap Lore feat (Iron Heroes Player's Companion, pg. 42)



This pool represents your ability to manufacture traps. If you spend 4 hours in a day seeking out materials for traps and working to put them together, you may make a Craft (metal/tools and trinkets) check. If your check result is 20 or more, you gain a trap token. In addition, if you disable a device and beat the required DC by 5 or more, you can choose to cannibalize some parts from it. This also grants you 1 trap token. You can gain only 1 token per trap in this manner.

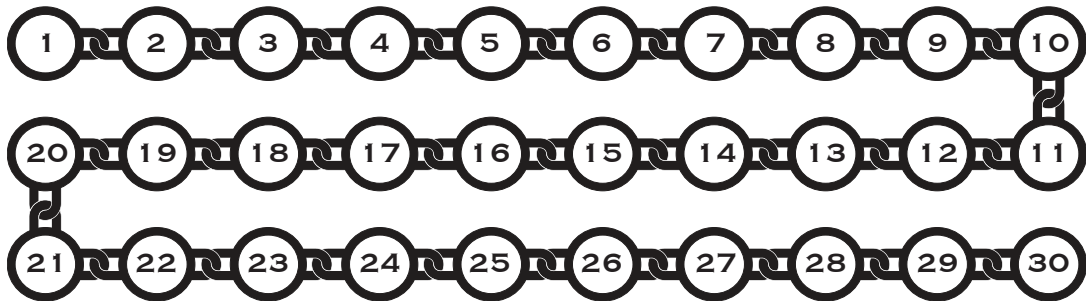
Once you have accumulated trap tokens, you can spend 1 hour and 2 tokens to build a trap. A completed trap weighs 1 pound. Once built, a trap requires 1 full-round action to install. Thus, you can create your traps ahead of time, then carry them with you and place them where you need them. You can install a trap in a square or on an object (such as a door or chest).

You can have a total number of trap tokens equal to  $10 +$  your level. Once you reach this limit, you cannot gain additional trap tokens until you expend some to create traps.



# MANA TOKEN POOL

Granted by Arcanist class (True Sorcery, pg. 112)



The number of Mana tokens you can store is determined by level. You can store Mana tokens indefinitely, but once they're spent, they're lost. Each token spent can add a +10 to your Spellcraft checks.

Class Level	Max Mana Pool	Max Tokens Expended
1st	Int bonus	1
4th	2 + Int bonus	2
8th	4 + Int bonus	3
12th	6 + Int bonus	4
16th	8 + Int bonus	5
20th	10 + Int bonus	6

**Gaining Mana:** You gain Mana tokens by spending actions channeling:

Action Spent Channeling
Standard
Full-round

Tokens Gained
1
2

**Aspects of Power:** Each use of an aspect of power ability costs 1 Mana token, though there is no drain.

**Drain Reduction:** The drain of a spell is reduced by an amount equal to your available Mana tokens. Mana tokens can reduce drain to 1, but not below 1. Augmented effects cause additional drain equal to Spellcraft DC ÷ 5, rounded down. Each token spent as a bonus to a Spellcraft check also increases drain by +4.