

Information

A stasured member of the Iron Guard is known as a Veteran.

Eminent Champion: Captain Irwin (Human)

Background

The Iron Guard are mercenaries of a darker disposition who normally, but not always, reside within Darkhome.

Guild Skills

These skills are available to Guildmembers at normal use of character points but do not require specific expenditure of Status:

- [Enhanced Armour Mastery](#)

Status Skills Ranks 20 - 63

These skills are available to all Guildmembers at normal use of character points and the expenditure of one point of status.

- [Weapon Attunement](#)
- [Double Strength](#)
- [Toughened Skin Mastery](#)
- [Knockback](#) [Guild Credit - Armour](#)
- [Guild Credit - Empowering](#)
- [Guild Credit - Ensorcelling](#)
- [Additional Dexterity](#)

Status Skills Ranks 64 - 127

These skills are available to all Guildmembers with more than 640 points at normal use of character points and the expenditure of one point of status.

- [Enhanced Toughened Skin Mastery](#)
- [Knockback Mastery](#)
- [Knockdown](#)
- [Stun](#)
- [Disarm](#)
- [Resist Knockback](#)
- [Resist Knockdown](#)
- [Resist Stun](#)
- [Field Medicine](#)
- [Additional Dexterity Mastery](#)
- [Improved Empowering](#)
- [Improved Ensorcelling](#)

Status Skills Ranks 128+

These skills are available to all Guildmembers with more than 1280 points at normal use of character points and the expenditure of one point of status.

- [Enhanced Knockback Mastery](#)
- [Knockdown Mastery](#)
- [Enhanced Knockdown Mastery](#)
- [Stun Mastery](#)
- [Enhanced Stun Mastery](#)
- [Triple Strength](#)
- [Enhanced Additional Dexterity Mastery](#)