

IRONSWORN



ASSETS
VOLUME 1 PREVIEW

COMPANION



HAWK

Name: _____

Your hawk can aid you when it is aloft.

- **Far-seeing:** when you *Undertake a Journey*, or when you *Forage* by hunting for small game, add +1.
- **Fierce:** when you *Secure an Advantage* with +edge using your hawk to harass and distract your foes, add +1.
- **Vigilant:** when you *Face Danger* with +wits to detect an ambush or approaching threat, add +1.

0	+1	+2	+3	/	/
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COMPANION



HOUND

Name: _____

Your hound is your steadfast companion.

- **Sharp:** when you *Gather Information* using your hound's keen senses to track your quarry or investigate a scene, add +1.
- **Ferocious:** when you *Strike* or *Clash* alongside your hound and score a hit, choose one more; when you *Manipulate* with +iron using threats of violence, add +1.
- **Loyal:** when you *Test Your spirit* in the company of your hound, add +1.

0	+1	+2	+3	+4	/
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COMPANION



HORSE

Name: _____

You and your horse ride as one.

- **Swift:** when you *Face Danger* with +edge using your horse's speed and grace, or when you *Undertake a Journey*, add +1.
- **Fearless:** when you *Secure an Advantage* with +heart by charging into combat, add +1 and take +1 momentum on a strong hit.
- **Mighty:** when you *Strike* or *Clash* at close range while mounted, add +1 and inflict +1 harm on a strong hit.

0	+1	+2	+3	+4	+5
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COMPANION



RAVEN

Name: _____

Your raven heeds your call.

- **Sly:** when you *Face Danger* or *Secure an Advantage* with +shadow using your raven to perform trickery, add +1.
- **Knowing:** when you *Face Death*, your raven will guide you; add +1 and take +2 momentum on a strong hit.
- **Diligent:** your raven can carry messages, allowing you to *Secure an Advantage*, *Gather Information*, or *Compel* from a distance.

0	+1	+2	/	/	/
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PATH



BATTLE-SCARRED

If you are Maimed...

- You focus your energies. Reduce your edge or iron stat by 1 and add up +2 to wits or heart, or +1 to each (either stat should not exceed +4).
- You overcome your limitations. Reduce your maximum health or spirit by 1 and ignore the max momentum penalty for being maimed.
- You have stared down death before. When you *Face Death*, you may suffer -1 momentum and add +1 (decide before rolling).

PATH



BLADEBOUND

You wield a unique weapon imbued with the power of blood iron.

Name: _____

- **Instinct:** Add +1 and take +1 momentum on a strong hit when you *Face Danger* to detect an ambush.
- **Baleful:** When you *Compel* or *Secure an Advantage* using threats with your weapon in hand, add +1 and take +1 momentum on a strong hit.
- **Fury:** When you inflict harm with your weapon, you may inflict +1 harm. When you do, suffer -1 spirit if your foe is not a monster.

COMING SOON

PATH



HERBALIST

- When you attempt to *Heal* using herbal remedies, and you have at least +1 supply, you may choose one (before rolling): add +1, or take or give an additional +1 health.
- When you *Heal* a companion, ally or other character, and you give at least +1 health, take +1 spirit.
- When you *Make Camp* and choose the option to partake, you and your companions and allies may take +1 health; if you reveal something to your allies through a personal story as you prepare the meal (or contemplate your past if alone), you each also take +1 spirit or +1 momentum.

PATH



HONORBOUND

- When you make your *Last Stand*, envision how your vows give you strength in this moment. Then, you may reroll any dice when you make your move.
- When you *Draw the Circle* in a fight for honor, add +1. On a hit, you may take an additional +2 momentum for one of your boasts (not "To the death").
- When you *Swear an Iron Vow* to serve the noble cause of another character through strength of arms, you may reroll any dice. When you *Fulfill your Vow* and mark experience, take +1 experience.

PATH



MYSTIC

- When you use your knowledge of mystical forces or rituals to *Gather Information* or *Secure an Advantage*, add +1 and take +1 momentum on a hit.
- When you perform a ritual, you may suffer -1 supply or -1 health and add +1 (decide before rolling).
- When you successfully *Create a Bond* with an elder mystic and train with them, you may upgrade rituals for 1 less experience.

PATH



RANGER

- When you *Gather Information* or *Secure an Advantage* using your knowledge of tracking, woodcraft or wild animals, add +1 and take +1 momentum on a hit.
- When you *Face Danger* or *Secure an Advantage* by hiding or sneaking in the wilderness, add +1.
- When you *Forage* or *Make Camp* in the wilderness, add +1. When you *Make Camp*, score a strong hit, and choose to relax, envision your wild surroundings and why they bring you comfort; you may then also clear the Shaken condition.

PATH



SHADOW-KIN

- If you are Corrupted...
- You harden your heart. Reduce your heart stat by 1 and add up to +2 to shadow (your shadow should not exceed +4).
 - You have walked the shadow paths. When you perform a ritual, add +1.
 - You know the sly ways of death. When you *Face Death*, you may roll +shadow instead of +heart.

PATH



SLAYER

- When you *Gather Information* or *Secure an Advantage* using your knowledge of monsters or beasts, add +1 and take +1 momentum on a hit.
- When you slay a monster or beast (at least formidable) you may take a trophy and use it one time to:
 - Power a ritual: When you or an ally make a ritual move, reroll any dice.
 - Prove your worth: When you *Sojourn*, reroll any dice.
- When you *Swear an Iron Vow* to kill a fierce monster or beast, you may reroll any dice. When you *Fulfill your Vow* and mark experience, take +1 experience.

PATH



VETERAN

- When you burn momentum in combat, add +1 to your reset.
- Once per combat, When you *Secure an Advantage* (with +wits) by studying your foe's fighting technique and envisioning where you have seen this style of fighting before, you may reroll any dice and take +1 momentum on a strong hit.
- When you *Forage* by looting the dead in a field of battle, add +1 and take +1 momentum on a strong hit.

PATH



WAYFINDER

- When you *Undertake a Journey*, add +1.
- When you stand at an overlook and *Secure an Advantage* by surveying the landscape, envision what you see (*Ask the Oracle* if unsure). Then, add +1 and take +1 momentum on a hit.
- When you *Swear an Iron Vow* to safely guide someone on a perilous journey, you may reroll any dice. When you *Fulfill your Vow* and mark experience, take +1 experience.

MARTIAL FOCUS



ARCHER

- If you wield a bow...
- When you *Secure an Advantage* with +wits by taking a moment to aim, add +1 and take +1 momentum on a strong hit.
 - Once per combat, when you *Strike* or *Clash*, you may suffer -1 supply to reroll any dice and take +1 momentum on a strong hit.
 - When you *Resupply* by hunting, add +1.

MARTIAL FOCUS



BRAWLER

- When you *Secure an Advantage* with +iron by engaging in close-quarters brawling (hitting, tripping, smashing with a shield or with your weapon hilt, etc.), and score a strong hit, you may inflict 1 harm.
- When you *Strike* or *Clash* in close quarters and score a hit, you may inflict 1 less harm in exchange for +1 momentum.
- When you unarmed and inflict harm, you may inflict 2 harm (instead of 1) if you suffer -1 momentum.

MARTIAL FOCUS



CUTTHROAT

- If you wield a dagger or knife...
- When you are in position to *Strike* at an unsuspecting foe, add +1 or take +1 harm on a hit (choose before rolling).
 - When you *Compel* someone (with +iron) at the point of your blade, add +1 and take +1 momentum on a strong hit.
 - Once per combat, when you *Secure an Advantage* (with +shadow) by performing a feint or misdirection, reroll any dice and take +1 momentum on a strong hit.

MARTIAL FOCUS



IRONCLAD

If you wear armor...

- Given a few minutes, you may ready your armor. When you are...
 - **Lightly armored:** add +1 when you *Endure harm*.
 - **Geared for war:** mark encumbered, and add +2 when you *Endure harm*.
- Your well-designed armor lets you take the blow; when you are geared for war, add +1 if you *Clash*.
- Your armor marks you as a hardened warrior; add +1 when you *Compel* if your strength-of-arms is a factor.

LIGHTLY ARMORED

GEARED FOR WAR

MARTIAL FOCUS



SHIELD-BEARER

If you wield a shield...

- When forced to suffer -health, you may sacrifice your shield and ignore up to 3 harm. If you do, suffer -1 momentum.
- When you *Face Danger* using your shield as cover, you may suffer -1 momentum and add +2 (decide before rolling).
- When you *Strike* or *Clash* in close quarters, you may add +1 (decide before rolling). If you do, and either challenge die rolls a 10, your shield has been broken and you suffer -1 momentum. This is in addition to any other outcome of the move.

MARTIAL FOCUS



SKIRMISHER

If you wield a spear...

- When you *Strike* or *Clash* and score a hit, you may inflict 1 less harm and take +1 momentum.
- When you *Strike* or *Clash* in close combat and score a strong hit, you may drive your spear home and inflict +2 harm. If the fight continues, *Face Danger* with +iron to retrieve your spear.
- Once per battle, when you *Clash* by bracing your spear against a charging foe, you may suffer -1 momentum before rolling. Then, inflict +2 harm on a strong hit.

MARTIAL FOCUS



SUNDERER

If you wield an axe...

- When you *Strike* or *Clash* in close quarters, you may suffer -1 momentum before you roll and inflict +1 harm on a hit.
- When you make a tribute to a fallen foe (dangerous or epic) by carving a rune in the haft of your axe, envision the meaning of that rune and take +1 spirit or +2 momentum.
- When you *Secure an Advantage* with +iron using your axe to batter at your foe's armor, weapon or shield, add +1 and take +1 momentum on a strong hit.

MARTIAL FOCUS



SWORDMASTER

If you wield a sword...

- When you burn momentum on a *Strike* or *Clash*, and score a hit, inflict +1 harm and improve your reset (this time only) by +1.
- When you *Swear an Iron Vow* by kneeling and grasping your sword, add +1; if you let the blade draw blood from your hands, add +2 but suffer -1 health.
- When you *Clash* and score a strong hit, you may add +1 if you immediately counter with a *Strike*.

COMING SOON

RITUAL



AUGUR

- Once per quest, when you summon a murder of crows and tell them of your iron vow, you gain insight by observing their flight patterns and calls. You may *Gather Information* and reroll any dice.
- When you perform this ritual, the crows will also help guide you on the proper path. Reroll any dice on the next segment when you *Undertake a Journey*.
- When you perform this ritual, add +1 and take +1 momentum on a strong hit.

RITUAL



BIND

- When you craft a mantle from an animal hide under the light of the moon, roll +wits. On a strong hit, the wearer of the mantle will add +1 when making a move with the related stat (wolf-edge; bear-iron; deer-heart; fox-shadow; boar-wits) and may continue to add +1 with this stat until they roll a 1 on their action die. On a weak hit, a 1 or 2 on the action die will exhaust the power.
- When you craft a mantle from a beast (not an animal), name the related stat and also give the wearer +2 momentum.
- When you perform this ritual, add +1 and take +1 momentum on a strong hit.

RITUAL



COMMUNION

- When you surround the remains of a recently deceased intelligent creature with lit candles, and summon its spirit, roll +heart. Add +1 if you shared a bond. On a strong hit, its spirit appears and you may converse for a few minutes (make moves, as appropriate). On a weak hit, the encounter is tenuous and troubling; you suffer -1 spirit and have only a few moments before it slips away.
- You may commune with the long-dead.
- When you perform this ritual, add +1 and take +1 momentum on a strong hit.

RITUAL



DIVINATION

- When you take a drop of blood from a willing subject (not yourself) and cast the rune-carved stones, roll +heart. On a strong hit, you may *Gather Information* about that person's past or future (including insight you and the subject have no knowledge of) by reading the runes. When you do, add +1. On a weak hit, the divination will require extra time (suffer -1 momentum) or is troubling (suffer -1 spirit).
- Once per divination, when you *Gather Information*, reroll any dice.
- When you perform this ritual, add +1 and take +1 momentum on a strong hit.

RITUAL



KEEN

- When you hold a weapon at sunrise and sing a keen for those it has killed, roll +heart. On a strong hit, one time only, the wielder may inflict +1d6 harm when inflicting harm. On a weak hit, inflicting this harm will likely (*Consult the Oracle*) destroy the weapon while also inflicting 2 harm on the wielder.
- The wielder of this weapon may also, one time only, reroll any dice when they attempt to *End the Fight*.
- When you perform this ritual, add +1 and take +1 momentum on a strong hit.

RITUAL



SCRY

- When you look into flames to study a remote person or location, roll +shadow. You or someone in your presence must have knowledge of your target. On a strong hit, you may *Gather Information* through observation, and you may make this move using +shadow. On a weak hit, this requires extreme focus; suffer -1 momentum (before rolling).
- Once per scry when you *Gather Information*, reroll any dice.
- When you perform this ritual, add +1 and take +1 momentum on a strong hit.

RITUAL



TOTEM

- When you hold a totem of your animal companion and concentrate for a minute or so, roll +heart. On a strong hit, you may add an additional +1 when your companion aids you, and may continue to add +1 as long as you score strong hits on the aided moves. On a weak hit, choose one: the connection is disturbing (suffer -1 spirit), painful for your companion (it suffers -1 health), or will last only a single move.
- On a strong hit, add +2 (instead of +1) for your first aided move.
- When you perform this ritual, add +1 and take +1 momentum on a strong hit.

RITUAL



VISAGE

- When you paint on a mask in blood and ash, roll +wits. On a strong hit, choose two. On a weak hit, choose one and the wearer suffers -1 spirit. The effects last for several hours.
 - Protected: when you *Face Death*, add +1.
 - Menacing: when you use intimidation or fear to *Compel* or *Secure an Advantage*, add +1.
 - Shadowed: when you *Face Danger* by hiding or sneaking, add +1.
- Improve the effect of one of your choices (+2 instead of +1).
- When you perform this ritual, add +1 and take +1 momentum on a strong hit.

RITUAL



WARD

- When you walk a wide circle, sprinkling the ground with ash, roll +wits. On a strong hit, choose two. On a weak hit chose one.
 - Take +1 momentum when anything crosses the boundary
 - Inflict 1 harm on anything or anyone crossing the boundary
 - Your ward is 'likely' (*Consult the Oracle*) to trap an intruder within its boundary
- Improve the effect of your ward (+2 momentum, 2 harm, or 'very likely').
- When you perform this ritual, add +1 and take +1 momentum on a strong hit.

COMING SOON

COMING SOON

COMING SOON