

IRONSWORN



MOVES
PREVIEW RELEASE

ADVENTURE MOVES

FACE DANGER

When you **attempt something risky or react to an imminent threat**, and another move does not apply, envision your action and roll. If you act...

- with speed, agility, or precision: roll +edge
- through aggressive action, forceful defense, strength or endurance: roll +iron
- using charm, loyalty, or courage: roll +heart
- through deception, stealth or trickery: roll +shadow
- through expertise, insight or observation: roll +wits

On a **strong hit** do you what you set out to, and take +1 momentum.

On a **weak hit** you do it, but encounter a minor cost, complication, concession or delay. Envision what happens, and suffer -1 momentum, health, spirit, or supply as appropriate to the circumstances.

On a **miss**, you don't do it. *Pay the Price.*

SECURE AN ADVANTAGE

When you **assess a situation, make preparations, or attempt to gain leverage**, envision your action and roll. If you act...

- with speed, agility, or precision: roll +edge
- through aggressive action, forceful defense, strength or endurance: roll +iron
- using charm, loyalty, or courage: roll +heart
- through deception, stealth or trickery: roll +shadow
- through expertise, insight or observation: roll +wits

On a **strong hit**, you gain advantage. Choose one.

- Take control: make another move now (not a progress move); when you do, add +1
- Prepare to act: take +2 momentum

On a **weak hit**, your advantage is short-lived or you face a danger or complication. Envision what happens (*Ask the Oracle* if unsure), and take +1 momentum.

On a **miss** you fail or your assumptions betray you. *Pay the Price.*

GATHER INFORMATION

When you **search an area, ask questions, conduct an investigation, or follow a track**, roll +wits. If you act within a community or ask questions of a person with whom you share a bond, add +1.

On a **strong hit**, you discover something helpful and specific. The path you must follow or action you must take to make progress is made clear. Envision what you discover (*Ask the Oracle* if unsure) and take +2 momentum.

On a **weak hit**, the information complicates your quest or introduces a new danger. Envision what you discover (*Ask the Oracle* if unsure) and take +1 momentum.

On a **miss**, your investigation unearths a dire threat or reveals an unwelcome truth that undermines your quest. *Pay the Price.*

HEAL

When you **attempt to mend an injury**, roll +wits. If you are tending to your own wounds, roll +wits or +iron, whichever is lower.

On a **strong hit**, if you (or the ally under your care) have the wounded condition, you may clear it. Then, take or give up to +2 health.

On a **weak hit**, as above, but you must suffer -1 supply or -1 momentum (your choice).

On a **miss** your aid is ineffective. *Pay the Price.*

RESUPPLY

When you **hunt, forage or scavenge**, roll +wits. On a **strong hit**, take +2 supply. On a **weak hit**, take up to +2 supply, but suffer -1 momentum for each.

On a **miss** you find nothing helpful and must *Pay the Price*

MAKE CAMP

When you **prepare a camp and rest and recover for several hours in the wild**, roll +supply.

On a **strong hit**, you and your allies may each choose up to three. On a **weak hit**, choose one.

- Recuperate: take +1 health for you and any companions
- Partake: suffer -1 supply in exchange for +1 health for you and any companions
- Relax: take +1 spirit
- Focus: take +1 momentum
- Prepare: when you break camp, add +1 if you *Undertake a Journey*

On a **miss** you take no comfort and must *Pay the Price.*

UNDERTAKE A JOURNEY

When you **prepare to travel across hazardous or unfamiliar lands**, determine the rank of your journey (*Ask the Oracle* if unsure).

- Troublesome journey: 3 progress per waypoint
- Dangerous journey: 2 progress per waypoint
- Formidable journey: 1 progress per waypoint
- Extreme journey: 2 ticks per waypoint
- Epic journey: 1 tick per waypoint

Then, for each segment of your journey, roll +wits. If you are setting off from a community with which you share a bond, add +1 to your initial roll.

On a **strong hit**, choose two. On **weak hit**, choose one.

- You reach a waypoint: if the waypoint is unknown to you, envision it (*Ask the Oracle* if unsure). Then, mark progress.
- You make good use of your resources: do not suffer -1 supply
- You move at speed: take +1 momentum
- You *Reach your Destination*

On a **miss**, you are waylaid by a perilous event. *Pay the Price.*

REACH YOUR DESTINATION

Progress Move

When **your journey comes to an end**, roll the challenge dice and compare to your progress. You may not burn momentum on this roll, and you are not affected by negative momentum.

On a **strong hit**, the situation at your destination favors you. Envision what you find and choose one:

- Make another move now and add +1
- Take +1 momentum

On a **weak hit**, you arrive but face an unforeseen hazard or complication. Envision what you find (*Ask the Oracle* if unsure) and *Pay the Price.*

On a **miss**, you have gone astray, your objective is lost to you, or you were misled about your destination. If your journey continues, clear all but one filled progress and raise the journey's rank by one (if not already epic).

RELATIONSHIP MOVES

COMPEL

When you **attempt to persuade someone to do something**, envision your approach and roll. If you...

- charm, pacify, barter, or convince, roll +heart (add +1 if you share a bond)
- threaten or incite, roll +iron
- lie or swindle, roll +shadow

On a **strong hit**, they'll do what you want or share what they know. Take +1 momentum. If you use this exchange to *Gather Information*, make that move now and add +1.

On a **weak hit**, as above, but they will first demand something in return. Envision what they want (*Ask the Oracle* if unsure).

On a **miss** they refuse and you must *Pay the Price*.

SOJOURN

When you **spend time in a community seeking assistance**, roll +heart. If you share a bond, add +1.

On **strong hit**, you and your allies may each choose two. On a **weak hit**, choose one. If you share a bond, choose one more.

On a hit, you may also focus on one of your chosen recover actions and roll +heart again (if you share a bond, add +1). If you score a **strong hit**, take +2 more for that action. On a **weak hit**, take +1 more. On a **miss**, it goes badly and you lose all benefits for that activity.

On a **miss** you find no hospitality here. *Pay the Price*.

Clear a Condition

- Mend: clear a wounded debility
- Equip: clear an unprepared debility
- Hearten: clear a shaken debility

Recover

- Recuperate: take +2 health for yourself and any companions
- Consort: take +2 spirit
- Provision: take +2 supply
- Plan: take +2 momentum

Provide Aid

- Take a quest: envision what this community needs, or what trouble it is facing (*Ask the Oracle* if unsure). If you chose to help, *Swear an Iron Vow* and add +1.

DRAW THE CIRCLE

When you **challenge someone to a formal duel, or accept a challenge**, roll +heart. If you share a bond with this community, add +1.

On a **strong hit**, take +1 momentum. You may also choose up to three boasts and take +1 momentum for each.

On a **weak hit**, you may choose one boast in exchange for +1 momentum.

- Grant first strike: your foe has initiative
- Bare yourself: take no benefit of armor or shield; your foe's harm is +1.
- Hold no iron: take no benefit of weapons; your harm is 1
- Bloody yourself: suffer -1 health
- To the death: one way or another, this fight must end with death

On a **miss**, you enter the fight at a disadvantage. *Pay the Price*.

Then, use moves to resolve the fight. If you are the victor, you may make a lawful demand, and your opponent must comply or forfeit their honor and standing. If you refuse the challenge, surrender, or are defeated, they will make a demand of you.

FORGE A BOND

When you **successfully Fulfill your Vow to the benefit of a person or community**, you may attempt to create a bond. When you do, roll +heart.

On a **strong hit**, make note of the bond, mark a tick on your bond progress track, and choose one.

- Take +1 spirit
- Take +2 momentum

On a **weak hit**, they ask something more of you first. Determine what it is (*Ask the Oracle* if unsure), do it (or *Swear an Iron Vow*), and then write the bond.

On a **miss** you are refused. *Pay the Price*.

TEST YOUR BOND

When your **bond is tested through conflict, betrayal, or circumstance**, roll +heart.

On a **strong hit**, this test has strengthened your bond. Choose one.

- Take +1 spirit
- Take +2 momentum

On a **weak hit**, your bond is fragile and you must prove your loyalty. Envision what they ask of you (*Ask the Oracle* if unsure) and do it (or *Swear an iron Vow*). If you refuse or fail, clear your bond and *Pay the Price*.

On a **miss**, or if you have no interest in maintaining this relationship, clear your bond and *Pay the Price*.

AID YOUR ALLY

When you **Secure an Advantage in direct support of an ally**, and score a hit, they (instead of you) can take the benefits of the move. If you are in combat and score a strong hit, you and your ally have initiative.

WRITE YOUR EPILOGUE

Progress Move

When you **retire from your life as Ironsworn**, envision two things: what you hope for, and what you fear.

Then, roll your challenge dice and compare to your bonds. You may not burn momentum on this roll, and you are not affected by negative momentum. If you are not corrupted, you may—one time only—reroll either or both challenge dice.

On a **strong hit**, your life comes to pass as you hoped.

On a **weak hit**, your life takes an unexpected turn, but not necessarily for the worse. You find yourself spending your days with someone or in a place you did not foresee. Envision it (*Ask the Oracle* if unsure).

On a **miss**, your fears are realized.

COMBAT MOVES

ENTER THE FRAY

When you **enter into combat**, determine the rank of each of your foes (*Ask the Oracle* if unsure).

- Troublesome foe: 3 progress per harm; inflicts 1 harm
- Dangerous foe: 2 progress per harm; inflicts 2 harm
- Formidable foe: 1 progress per harm; inflicts 3 harm
- Extreme foe: 2 ticks per harm; inflicts 4 harm
- Epic foe: 1 tick per harm; inflicts 5 harm

Then, roll to determine who is in control. If you are...

- ambushed, roll +wits
- facing off against your foe, roll +heart
- moving into position against an unaware foe, or striking without warning, roll +shadow

On a **strong hit**, take +2 momentum. You have initiative.

On a **weak hit**, choose one:

- Bolster your position: take +2 momentum
- Prepare to act: take initiative

On a **miss**, combat begins with you at a disadvantage. *Pay the Price*. Your foe has initiative.

STRIKE

When you **have initiative and attack in close quarters**, roll +iron. When you have initiative and attack with a thrown weapon or bow, roll +edge.

On a **strong hit**, inflict +1 harm. You retain initiative.

On a **weak hit**, inflict your harm and lose initiative.

On a **miss**, your attack fails and you must *Pay the Price*. Your foe has initiative.

CLASH

When your **foe has initiative and you fight with them in close quarters**, roll +iron. When you **exchange a volley at range**, roll +edge.

On a **strong hit**, inflict your harm and choose one. You have the initiative.

- You bolster your position: take +1 momentum
- You find an opening: inflict +1 harm

On a weak hit inflict your harm, but then *Pay the Price*. Your foe has the initiative.

On a miss you are outmatched and you must *Pay the Price*. Your foe has the initiative.

LAST STAND

Once per combat, when you **risk it all**, you may steal initiative from your foe in order to make a move. When you do, add +1 and take +1 momentum on a hit.

If you fail to score a hit on that move, you have lost. Choose one or more miss result from the *Battle* move as appropriate to the circumstances and intent of your foe (*Ask the Oracle* if unsure).

END THE FIGHT

Progress Move

When you **take decisive action and score a strong hit**, you may check to see if this foe is defeated. If you do, roll the challenge dice and compare to your progress. You may not burn momentum on this roll, and you are not affected by negative momentum.

On a **strong hit**, choose one as appropriate to the current situation. If you're unsure of which to select, *Ask the Oracle*.

- Your foe is killed
- Your foe is or grievously injured and incapacitated
- Your foe is knocked out or otherwise out of action
- Your foe stands down and attempts to negotiate
- Your foe surrenders without conditions
- Your foe flees

On a **weak hit**, take +1 momentum but lose initiative.

On a **miss**, you have over-committed and you must *Pay the Price*. Your foe has initiative.

BATTLE

When you **fight a battle**, and it happens in a blur, envision your objective and roll. If you primarily...

- fight in close to overpower your opponents, roll +iron.
- fight at range, or using your speed and the terrain to your advantage, roll +edge
- fight using trickery to befuddle your opponents, roll +shadow
- fight depending on your courage, allies or companions, roll +heart
- fight using careful tactics to outsmart your opponents, roll +wits

On a **strong hit**, you achieve your objectives unconditionally. Take +2 momentum.

On a **weak hit**, you achieve your objectives, but not without cost. *Pay the Price*.

On a **miss**, you are defeated. Choose one or more as appropriate to the circumstances and intent of your foe (*Ask the Oracle* if unsure).

- You are captured: suffer -spirit and *Test your Spirit*
- Something precious is lost: suffer -spirit and *Test your Spirit*
- You have failed in your objective: suffer -spirit and *Test your Spirit*
- You are gravely wounded: reduce health to 0, mark wounded, and *Endure Harm*
- You are left for dead: reduce health to 0, mark wounded, and *Face Death*
- Your quest has failed: *Forsake your Vow*

OTHER MOVES TO MAKE IN COMBAT

Secure an Advantage - when acting to outwit or outmaneuver your foe, or setting up another move

Face Danger - when overcoming an obstacle, avoiding a hazard, fleeing, or evading an attack (without fighting back)

Aid your Ally - when making a move to give your ally an advantage

Compel - when surrendering, coercing your foe to stand down, or negotiating a truce

Suffer Moves (all) - when facing harm, mental stress or trauma, or lack of supply

Pay the Price - when suffering the outcome of a move

Ask the Oracle - when asking questions about combat events or your foe's intent and actions

SUFFER MOVES

ENDURE HARM

When you face **physical damage**, Suffer -health equal to your foe's harm or to the nature of the damage. If your health is 0, suffer -momentum equal to any remaining -health. Then, roll +iron or +health, whichever is higher.

On a **strong hit**, choose one:

- Shake it off: If health is greater than 0, take -1 momentum in exchange for +1 health
- Embrace the pain: take +1 momentum

On a **weak hit**, you press on.

On a **miss**, you also suffer -1 momentum. If you are at 0 health, you must mark wounded or maimed (if currently unmarked) or roll on the following table.

d100	Result
1-5	The wound is mortal. <i>Face Death.</i>
6-15	You are dying. You will need to <i>Heal</i> within an hour or two, or <i>Face Death.</i>
16-30	You are unconscious and out of action. If left alone, you will come back to your senses in an hour or two. If you are vulnerable to a foe not inclined to show mercy, <i>Face Death.</i>
31-60	You are reeling and fighting to stay conscious. If you engage in any vigorous activity (such as running or fighting) before taking a breather for a few minutes, roll on this table again (before resolving the other move) and act on the result
61-100	You are battered but still standing.

FACE DEATH

When you are brought to the brink of death, and glimpse the world beyond, roll +heart.

On a **strong hit**, death rejects you. You are cast back into the mortal world.

On a **weak hit**, choose one:

- You die, but not before making a noble sacrifice. Envision your final moments.
- Death desires something of you in exchange for your life. Envision what it wants (*Ask the Oracle* if unsure) and *Swear an Iron Vow* (formidable or extreme) to complete that quest. If you fail to score a hit when you *Swear an Iron Vow*, or refuse the quest, you are dead. Otherwise, you return to the mortal world and are now marked. You may only clear the marked status by completing the quest.

On a **miss**, you are dead.

COMPANION ENDURE HARM

When your **companion faces physical damage**, they suffer -health equal to the amount of harm inflicted. If your companion has been reduced to 0 health, exchange any leftover -health for -momentum. Then, roll +heart or +your companion's health, whichever is higher.

On a **strong hit**, your companion rallies. Give them +1 health.

On a **weak hit**, your companion is battered. If they are at 0 health, they cannot assist you until they gain at least +1 health.

On a **miss**, also suffer -2 momentum. If your companion's health is at 0, they are gravely wounded and out of action. You must attempt to *Heal* them soon or they will die. If you score a miss when you *Heal*, they die.

If you roll a **miss** with a 1 on your action die, and your companion is at 0 health, they are now dead.

TEST YOUR SPIRIT

When you face **mental stress** or your **resolve is tested**, suffer -spirit appropriate to the challenge you face. If your spirit is 0, exchange any leftover -spirit for -momentum.

Then, roll +heart or +spirit, whichever is higher.

On a **strong hit**, choose one:

- Shake it off: take -1 momentum in exchange for +1 spirit
- Embrace the darkness: take +1 momentum

On a **weak hit**, you press on.

On a **miss**, you also suffer -1 momentum. If you are at 0 spirit, you must mark shaken or corrupted (if currently unmarked) or roll on the following table.

d100	Result
1-15	Despair overwhelms you. <i>Face Desolation.</i>
16-30	You give up: <i>Forsake Your Vow</i> (if possible, one relevant to your current crisis)
31-60	You give in to a fear or compulsion and act against your better instincts
61-100	You persevere

FACE DESOLATION

When you are brought to the brink of desolation, roll +heart.

On a **strong hit**, you resist and press on.

On a **weak hit**, choose one:

- Your spirit or sanity breaks, but not before you make a noble sacrifice. Envision your final moments.
- You see a vision of a dreaded event coming to pass. Envision that dark future (*Ask the Oracle* if unsure) and *Swear an Iron Vow* (formidable or extreme) to prevent it. If you fail to score a hit when you *Swear an Iron Vow*, or refuse the quest, you are lost. Otherwise, you return to your senses and are now haunted. You may only clear the haunted status by completing the quest.

On a **miss**, you succumb to despair or horror and are lost.

OUT OF SUPPLY

When your **supply is exhausted** (reduced to 0), mark unprepared. If you suffer additional -supply while unprepared, you must exchange each additional -supply for any combination of -health, -spirit or -momentum as appropriate to the circumstances.

FACE A SETBACK

When your **momentum is at its minimum** (-6), and you suffer additional -momentum, choose one:

- Exchange each additional -momentum for any combination of -spirit, -health, or -supply as appropriate to the circumstances.
- Envision an event or discovery which undermines your progress in a current quest, journey or fight. Then, for each additional -momentum, clear 1 unit of progress on that track per its rank (troublesome=clear 3 progress; dangerous=clear 2 progress; formidable=clear 1 progress; extreme=clear 2 ticks; epic=clear 1 tick).

QUEST MOVES

SWEAR AN IRON VOW

When you swear upon iron to complete a quest, write your vow and give the quest a rank. Then, roll +heart. If you make this vow to a person or community with whom you share a bond, add +1.

On a **strong hit**, you are emboldened and it is clear what you must do next. Take +2 momentum.

On a **weak hit**, you are determined but begin your quest with more questions than answers. Take +1 momentum, and envision what you do to find a path forward.

On a **miss**, you face a significant obstacle before you can begin your quest. Envision what stands in your way (*Ask the Oracle* if unsure) and choose one:

- You press on: Suffer -2 momentum, and do what you must to overcome this obstacle
- You give up: *Forsake your Vow*

REACH A MILESTONE

When you make significant progress in your quest by overcoming a critical obstacle, completing a perilous journey, solving a complex mystery, defeating a powerful threat, gaining an important ally, or acquiring a crucial item, you may mark progress.

- Troublesome quest: mark 3 progress
- Dangerous quest: mark 2 progress
- Formidable quest: mark 1 progress
- Extreme quest: mark 2 ticks
- Epic quest: mark 1 tick

FULFILL YOUR VOW

Progress Move

When you achieve what you believe to be the fulfillment of your vow, roll the challenge dice and compare to your progress. Your momentum is ignored on this roll.

On a **strong hit**, your quest is complete. Mark experience (troublesome=1; dangerous=2; formidable=3; extreme=4; epic=5).

On a **weak hit**, choose one:

- The end is in sight, but there is more to be done. Clear one filled progress, and envision what twist of fate has left your quest incomplete (*Ask the Oracle* if unsure)
- At the end, you are betrayed or realize the truth of your quest. Envision what you discover (*Ask the Oracle* if unsure). Then, mark experience (troublesome=0; dangerous=1; formidable=2; extreme=3; epic=4) and *Swear an Iron Vow* to set things right.

On a **miss**, your quest is undone. Envision what happens (or *Ask the Oracle* if unsure) and choose one:

- You recommit: suffer -2 spirit, clear all but one filled progress, and raise the quest's rank by one (if not already Epic)
- You give up: *Forsake your Vow*.

FORSAKE YOUR VOW

When you renounce your quest, betray your promise, or the goal is lost to you, clear the vow and suffer -spirit equal to the rank of your quest. If the vow was made to a person or community with whom you share a bond, *Test your Bond* when you next meet.

ADVANCE

When you focus on your skills, receive training, find inspiration, or gain a new companion, you may spend three experience to add a new asset, or two experience to upgrade an asset.

FATE MOVES

PAY THE PRICE

When you suffer the outcome of a move, choose one:

- Make the most obvious negative outcome happen
- Think of two negative outcomes. Rate one of those as 'likely', and *Ask the Oracle* using the yes/no table. On a 'yes', make that outcome happen. Otherwise, make it the other.
- Roll on the following table. If you have difficulty interpreting the result to fit the current situation, roll again

d100	Result
1-2	Roll again and apply that result but make it worse. If you roll this result yet again, think of something dreadful that changes the course of your quest (if in doubt, <i>Ask the Oracle</i>) and make it happen.
3-5	A person or community you trusted loses faith in you, or acts against you
6-9	A person or community you care about is exposed to danger
10-17	Something of value is lost or destroyed
18-24	You are separated from something or someone
25-34	Your action has an unintended effect
35-44	The current situation worsens
45-54	A new danger or foe is revealed
55-69	It takes extra time or puts you at a disadvantage: suffer -momentum
70-74	It is tiring or harmful: suffer -health
75-79	It is troubling or requires you to act against your best intentions: suffer -spirit
80-84	Your companion or ally are put in harm's way: they suffer -health
85-88	It requires you to expend resources: suffer -supply
89-98	A twist or new threat complicates your current quest
99-100	Roll twice more on this table: both results occur. If they are the same result, make it worse.

On a match, an extreme result or twist has occurred.

ASK THE ORACLE

When you seek to resolve questions, discover details in the world, determine how other characters respond, or trigger encounters or events, you may...

- Draw a conclusion: decide the answer based on the most interesting and obvious result
- Ask a yes/no question: decide the odds of a 'yes', and roll on the table below to check the answer.
- Pick two: envision two options. Rate one as 'likely' and roll on the table below to see if it is true. If not, it is the other.
- Spark an idea: brainstorm or use a random prompt

Odds	The answer is 'yes' if you roll (d100)
Almost Certain	11-100
Likely	26-100
50/50	51-100
Unlikely	76-100
Small Chance	91-100

On a match, an extreme result or twist has occurred.