An asset by Samuel Rondón for the *Ironsworn* role-playing game system www.patreon.com/SamuelRondon

Ironsworn (www.ironswornrpg.com), created by Shawn Tomkin, is licensed for our use under the Creative Commons Attribution 4.0 International License (creativecommons.org/licenses/by/4.0).

## **TECHNIQUE**

## **ACUITY**



- When you focus all your mental energy to perceive the veiled gears of reality, envision the overwhelming experience and *Endure Stress* (2 stress). On a strong hit, take +6 insight. On a weak hit, take +4. Then, when you make a move leveraging your enhanced mind, add +1 and suffer -1 insight.
- O When you *Strike* or *Clash*, you may use your enhanced mind to compensate your physical deficiencies. If you do, roll +wits (instead of +iron or +edge). Then, suffer -2 insight.
- O When you perform this technique, add +1 and take +1 momentum on a hit.

0	+1	+2	+3	+4	+5	+6
---	----	----	----	----	----	----

