

An asset by FelMaloney and Samuel Rondón
for the *Ironsworn* role-playing game system
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COMBAT TALENT



FIELD MUSICIAN

If you wield a musical instrument...

- When you *Enter the Fray* by playing music, add +1 and take +1 momentum on a hit.
- Once per fight, when you *Secure an Advantage* by using your music to cause an effect on a target, roll +heart or +shadow. If you score a hit, you may...
 - Heart: Add +2 to your target's next roll. Take +1 momentum.
 - Shadow: You don't lose initiative against the target until you score a miss, or roll 1 or 2 on your action die.
- When you *Compel* or *Secure an Advantage* by making use of your music, add +1 and take +1 momentum on a hit.

**IRONSWORN
SYSTEM**



**COMBAT
TALENT**