

COMBAT TALENT



FLOGGER

If you wield a whip...

- When you *Strike* or *Clash*, you may roll +edge (instead of +iron). If you do, add +1. On a strong hit, choose one.
 - Take +1 momentum.
 - *Strike* now and add +1, but count a weak hit as a miss.
- Once per fight, when you *Face Danger* or *Secure an Advantage* by whipping around your foe to disarm or immobilize them, reroll any dice. On a weak hit, you retain initiative.
- When you *Compel* +iron by using the clap of your whip, add +1 and take +1 momentum on a hit.

PATH



CARAVAN LEADER

- You lead a caravan with +3 goods. Add +goods if you leverage its provisions when making a move which requires you to roll +supply. When you face the negative outcome of any move, you may suffer -1 goods as the cost. When you *Resupply* or *Sojourn*, and score a strong hit, take +1 goods. While at 0 goods, this asset counts as a debility.
- When you *Compel* by making an offer from your caravan, add +goods and suffer -1.
- Once you *Forge a Bond* with your caravan, take +1 momentum on a hit when you leverage a caravan ability.

0	+1	+2	+3
---	----	----	----

RITUAL



THERIANTHROPY

- When you force your body to shapeshift into your feral form, *Endure Harm* (2 harm). On a strong hit, take +6 morph. On a weak hit, take +4. Then, when you make a move leveraging your feral form, you may add +1 and suffer -1 morph.
- When you make a move to inflict harm and score a hit, you may inflict +1 harm and suffer -2 morph. When you *Heal* yourself and score a hit, you may take +1 health and suffer -2 morph.
- When you perform this ritual, add +1 and take +1 momentum on a hit.

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

COMBAT TALENT



VEILER

If you wear a cloak...

- When you use your cloak to conceal the path of your weapon, you may *Strike* +shadow (instead of +iron). Once per fight, when you *Secure an Advantage* by tossing your cloak at your foe, reroll any dice and take +1 momentum on a hit.
- When you *Face Danger* or *Clash* using your cloak to tie up or misdirect an incoming attack, you may roll +shadow and add +2. If you do (decide before rolling), count a weak hit as a miss.
- When you make a move in the shadows of your cloak to obscure your identity or conceal your presence, add +1 and take +1 momentum on a hit.

RITUAL



INFUSION

- When you create a drink or injection with obscure ingredients, suffer -1 supply and roll +wits. On a hit, choose one. On a weak hit, suffer an additional -1 supply to create it.
 - The consumer adds +1 to a stat until they roll a 1 on their action die.
 - The consumer takes +1 health and +1 spirit.
 - Add +1 when making a move to inflict harm against the consumer until you score a miss.
 - Inflict 2 harm to the consumer.
- As above, and choose one more on a hit.
- When you perform this ritual, add +1 and take +1 momentum on a hit.

COMBAT TALENT



ARBALIST

If you wield a crossbow...

- When you *Strike* or *Clash*, and burn momentum to improve your result, inflict +1 harm and take +1 momentum after you reset.
- Once per fight, when you *Strike* or *Clash* and score a strong hit, you may suffer -2 momentum and lose the initiative in exchange for inflicting +1d6 harm.
- When you *Resupply* by hunting, you may reroll any dice. If you do, suffer -2 momentum. On a strong hit, take +1 supply.

TECHNIQUE



CHARGING CRY

- When you *Enter the Fray* by charging relentlessly against your foe and shouting a prolonged outcry with great force, roll +iron. On a strong hit, choose an option from the following (in addition to the move outcome).
 - It is staggering: Inflict 1 harm.
 - It is lifting: Take +1 momentum.
 - It is encouraging: One ally takes +1 momentum.
- As above, but choose one on a hit instead or choose one more on a strong hit (decide before rolling).
- When you perform this technique, add +1 and take +1 momentum on a hit.

PATH



MISTBORN

Once your body has been fully marked by the mist...

- When you *Face Danger* to avoid harm by transforming your body in and out of a mist-like state, you may reroll any dice. If you do, count a weak hit as a miss. When you also make a move to sneak around surrounded by your inner mist, add +1 and take +1 momentum on a hit.
- When you *Undertake a Journey* alone by having your mist envelop your footsteps and score a hit, choose one.
 - Mark progress twice.
 - Don't suffer -supply.
- When you use the ability above, take both instead of choosing one.

PATH



SAGE

- When you *Gather Information*, add +1 and take +1 momentum on a strong hit. If you burn momentum to improve your result, also take +1 momentum after you reset.
- When you *Compel* someone by speaking reason or making use of your intellect, you may roll +wits (instead of +heart). If you do, take +1 momentum on a hit.
- When you *Face Danger* or *Secure an Advantage* by using your perception or intelligence, add +1 and take +1 momentum on a hit.

**IRONSWORN
SYSTEM**



**COMBAT
TALENT**

**IRONSWORN
SYSTEM**



PATH

**IRONSWORN
SYSTEM**



RITUAL

**IRONSWORN
SYSTEM**



**COMBAT
TALENT**

**IRONSWORN
SYSTEM**



RITUAL

**IRONSWORN
SYSTEM**



**COMBAT
TALENT**

**IRONSWORN
SYSTEM**



TECHNIQUE

**IRONSWORN
SYSTEM**



PATH

**IRONSWORN
SYSTEM**



PATH

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.
- 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.
- When you perform this technique, add +1 and take +1 momentum on a hit.

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

RITUAL



HYDROPHILIA

- When you use a piece of cork to grant for an hour the ability to move across any liquid surface (such as water, acid, mud, snow, quicksand, or lava) as if it were harmless solid ground, roll +wits. On a strong hit, take both. On a weak hit, take one. Anyone leveraging on this ritual increases their momentum reset by 1.
 - Take +2 momentum.
 - Add +1 on your next move (not a progress move).
- As a above, but with a short reed or piece of straw you can also grant the ability to breathe underwater for up to 12 hours.
- When you perform this ritual, add +1 and take +1 momentum on a hit.

COMBAT TALENT



CRYOKINESIS

- When you *Strike* or *Clash* by creating a shard of ice with a drop of water and fling it at a foe, roll +wits. On a hit, inflict 2 harm. The shard will 'likely' (*Ask the Oracle*) to explode, inflicting 1 harm to anyone else within its range.
- When you *Strike* or *Clash* by beaming a numbing ray of frost, roll +wits. On a strong hit, inflict 1 harm and take +1 momentum. On a weak hit, you don't inflict harm, but may suffer -1 momentum in exchange for taking or retaining initiative.
- When you *Face Danger* to protect yourself from a source of damage by creating a layer of ice to take the hit, add +1 and take +1 momentum on a hit.

RITUAL



HYDROKINESIS

- When you manipulate a pool of water (such as changing its flow, form it into shapes, freeze it, alter its color or opacity, or turning it into a whirlpool that inflicts 2 harm), roll +wits. On a strong hit, take both. On a weak hit, take one.
 - Take +2 momentum.
 - Add +1 on your next move (not a progress move).
- As above, and you may also *Enter the Fray* +wits by creating a sphere of fog. If you are in combat within it, you may thicken it for a brief time when making any physical move. If you do, reroll any dice, but count a weak hit as a miss.
- When you perform this ritual, add +1 and take +1 momentum on a hit.

RITUAL



ICE RAIN

- When you use dust and few drops of water to conjure a sleet storm, roll +wits. On a strong hit, the area around you is obscured, with the ground covered in slick ice, making it a hazardous terrain for an hour; you, however are one with the storm; add +1 when making any physical move within it. On a weak hit, as above, but the storm drains you; this asset counts as a debility until it is over.
- When you use a piece of ice or a small rock to conjure a rain of hail, roll +wits. On a strong hit, inflict 3 harm to foes around you. On a weak hit, you and the ones with you are also victims (1 harm).
- When you perform this ritual, add +1 and take +1 momentum on a hit.

PATH



CHEMIST

- When you create a single-use mixture, suffer -1 supply and roll +wits. On a weak hit, suffer an additional -1 supply.
- **Panacea:** When you attempt to *Heal*, you may choose one after rolling:
 - Add +2.
 - On a hit, take or give an additional +1 health.
 - **Coating poison:** The weapon wielder inflicts +1 harm when they *Strike* or *Clash*. If they roll a 1 on their action die when making a move to inflict harm, the effect wears off.
 - **Smoke bomb:** When you *Face Danger* or *Secure an Advantage* by creating a cloud of smoke, reroll any dice and take +1 momentum on a hit.

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.

TECHNIQUE



STRENGTHENING

- When an ally is about to *Face Death* or *Face Desolation*, and you support them with words of encouragement or by taking a comforting action, roll +heart or +spirit (whichever is higher). Add +1 if you share a bond. On a strong hit, take both. On a weak hit, choose one.
 - Add +2 to their roll.
 - They take +2 momentum.
- As above, but you may reroll any dice. If you do, double the effect on a hit.
- When you perform this technique, add +1 and take +1 momentum on a hit.

TECHNIQUE



CHRONICLE

- When you account on paper significant experiences by putting in words the feats, roll +heart or +wits. On a strong hit, set your deeds track to +5. On a weak hit, make it +3. Then, when you make a move to recover spirit and score a hit, you may suffer -1 momentum and -1 deeds in exchange for taking +1 spirit.
- When you make a move leveraging the content of your chronicle by interacting with others or lifting your self-assurance, choose the amount of deeds to use and roll +deeds. Suffer -deeds equally.
- When you perform this technique, add +1 and take +1 momentum on a hit.

○	+1	+2	+3	+4	+5
---	----	----	----	----	----

**IRONSWORN
SYSTEM**



TECHNIQUE

**IRONSWORN
SYSTEM**



RITUAL

**IRONSWORN
SYSTEM**



**COMBAT
TALENT**

**IRONSWORN
SYSTEM**



RITUAL

**IRONSWORN
SYSTEM**



RITUAL

**IRONSWORN
SYSTEM**



PATH

**IRONSWORN
SYSTEM**



**COMBAT
TALENT**

**IRONSWORN
SYSTEM**



TECHNIQUE

**IRONSWORN
SYSTEM**



TECHNIQUE