

Players Handouts

BASIC MOVES

FACE DANGER

When you face a danger, or impose with force, or oppose or react, or when you declare your knowledge or influence in fiction, roll 2D6+Stat, if you do not have a more suitable Move.

On a 10+ you avoid danger, or obtain what you want, or resist or react as you desire, or know what you need, within reasonable limits, and take +1 to the AD.

If there is an NPC or a character as your opposition, they can decide to resist you, but at the price of suffering your harm or another major loss (their call).

On a 7-9 you still do it but your opposition chooses one, which cannot be in conflict with the main purpose of your Move:

- › Give you -1 to the AD: you end up in a slightly worse position or lose a tempo
- › They keep you busy for a while or attract unwanted attention
- › They give in but threaten something else in return, or give in and then suddenly try to turn against you or call for help
- › They have a clear and safe escape route, a way to retreat with minor damage
- › You leave a clear trace that others might follow afterwards

On a 6- you don't do it and the GM makes his move.

MANIPULATE

When you have leverage to discuss or negotiate seduce or manipulate; when you try to lure someone into something again with some leverage, roll 2D6+Charm.

Against another character, roll and hold as usual: if they do what you want for your holds, they take 1 XP, otherwise you take +1 to the AD for every rejection.

On a 10+ hold two and take +1 on the Advantage Die; or hold three.

On a 7-9 hold one, but they might demand something as a requirement.

Spend your holds when needed, while you interact with them. Once your holds are spent, you lose your influence.

- › They give you what you want (an object, an access, a free pass and so on), proportionate to the risk you're taking (select twice for significant requests)
- › They ask no proof, no reassurance, no token of good-will right now, about what you're saying or asking
- › They accept your story or your version of it, and basically side with you
- › They give you information or respond to your question, and see no harm in it
- › They change their attitude towards you in a more positive way, of one degree
- › They extend all the benefits of the move towards whoever you indicate
- › Nobody else will notice that you're manipulating them

On a 6- hold none, and be prepared for the GM move.

LIE AND DECEIVE

When you clearly lie and they might suspect of you, when you have no leverage or fake it; when you misdirect, cheat or disguise or mask yourself, roll 2D+Shadow.

Against another character, roll and hold as usual. If they do what you want or believe you, they take 1 XP, otherwise you take +1 to the AD for every rejection.

On a 10+ hold two and take +1 on the Advantage Die; or hold three.

On a 7-9 hold one.

Spend your holds when needed. Once your holds are spent, you lose your influence on them.

- › They will support you as you needed them to do
- › They will ignore something you tell them to ignore
- › They will give you access, or drop some information
- › They will treat someone (incl. you) as a friend or an enemy
- › They will proceed one step according to whatever is your plan
- › They will not see through your lies even at the end

On a 6- hold none, and be prepared for the GM move.

PERCEPTION

When you observe and ponder, when you need to decide your course in battle, when there's something to notice, roll 2D6+Brains to study the situation. When you speak or interact with someone, or you observe them for long enough, roll 2D6+Brains to study this person. Given more time, you can read also a gang or a crowd.

Against another character, roll and hold as usual: the other Player must answer truthfully, but at the end they take 1 XP. On a 6-, they also hold one against you and you must answer to them truthfully.

On a 10+ hold two and take +1 on the Advantage Die; or hold three.

On a 7-9 hold one.

On a 6- hold one but the GM makes his move.

Spend your holds when you want, to ask a question about the current situation or about them. They, or the GM, must answer truthfully. You can ask any question you want, as long as it makes sense. If it's answered it stands, otherwise change it. The sample questions below must always be answered.

For situations:

- › What is the most solid way forward?
- › What is the best hideout or defense or escape route?
- › Where is my opposition most vulnerable?
- › Where is the most immediate threat, or a hidden one?
- › What can give me a significant advantage?
- › What or whom is my weakness?
- › What's important, but hidden or unnoticed?

For persons:

- › Are you telling the truth or are you hiding something?
- › What do you want to do about...? What is your feeling about...?
- › What are your intentions or your next move?
- › What do you expect from me or what do you offer?
- › If I do ... what will be your reaction?

HELP SOMEONE

When you want to help another character, say what you're doing. Probably you'll need to roll a move; together with the move results, take also the below. If the GM says that your help is automatically successful, take the 10+.

On a 10+ you help them and increase their success of one step (i.e. their 7-9 becomes a 10+), or obtain what you want for them.

On a 7-9, you still help them and increase their success, but you're exposed to danger or retribution and the GM makes his move against you.

On a 6- you decide:

- › You do not manage to help and the GM makes his move against you, or
- › You create even more trouble, decreasing their success of one step, but the GM makes his move against them rather than against you

CONFLICT

If you're opposing another character and there is a conflict of interests, if there is an active opposition of one against the other, each one of you rolls his appropriate Move. You might be rolling different moves, depending on the situation. The highest score prevails and all the choices within both of the Moves apply regularly if relevant. The winner also takes +1 to the AD (only once, ignore it if the other move also gives +1).

The winning side makes his choices first, within his Move's options; the losing side chooses afterwards, but cannot select an option that negates something chosen by the winner - this can reduce the number of options available to the loser, and the losing side can pick options only as long as they make sense.

In case of tie, it's a stall, but both sides pick their options anyway. There can be harm or action in fiction, but no winning side. Then either give up or escalate.



Players Handouts

PERIPHERAL MOVES

GEAR AND AMMO

When you need to gain holds for money (buy something, obtain shelter or resupply, bribe someone, etc.), or for gear (food and water while traveling, ammo for ranged weapons, materials for spells, a useful piece of gear), roll 2D6+Equipment. Roll when it's relevant; you don't need to roll for food while in town for example. Regardless of the result, take -1 Equipment for the usage of your resources.

On a 10+ hold two and take +1 on the Advantage Die, or hold three. On a 7-9 hold one.

On a 6- the GM can grant you something left, or direct you somewhere else or delay you to obtain it, but anyway makes a move.

Spend your holds one to one to:

- › Have what you need while on the road: a piece of gear, ammo for the fight, material for the spell, food for the day
- › Have more than enough, so you can support your companions. You can spend one hold per person, but for things you'd reasonably have
- › Have enough coin for a small purchase or bribe
- › If you're bribing or buying, the counterpart remains in good terms with you

Spend two holds at once to:

- › Be in posses of something special that is not typical for your profile
- › Have enough coin for a very significant purchase or bribe

TEST YOUR SPIRIT

When you do something out of the norm, when your background elements come into play, when you resist temptation or fear, roll 2D6+Spirit. This move can be called by the GM upon your character when appropriate. You can also tell the GM you're doing something that puts you to the test, but it's the GM to rule if to roll.

On a 10+ you resist, remain in control and do as you want, and take one:

- › +1 to the Advantage Die
- › +1 to Spirit itself

On a 7-9 the GM will pick one from the 6- list. If you don't do it, it requires a great deal of effort to control yourself, so take -1 Spirit.

On a 6- the GM can make a move, but also picks one of the below and your character must comply:

- › You give in to your urges or feelings, losing control
- › You show the worse of you (pride, anger, greed, fear, etc.)
- › You hear voices or have dreams that tell you to ...
- › If you are already Tainted, you show the marks of Taint on you: supernatural evil affects you in a visible way until you remove Tainted

Remember that you must comply with the GM's choice of the above on a 6-.

MILESTONE

When you achieve something important towards your mission target or something important for your character background, claim a Milestone; the GM will confirm if indeed this counts. At the end of the session/mission exchange each Milestone for:

- › One XP
- › A +1 consistent in fiction to Spirit or Equipment
- › A +1 (cumulative) for the related End Of A Mission move that you will roll

The same milestone can be claimed only by one character: the first one doing the decisive step should obtain the claim. If there is conflict about the claim, the GM will arbitrate the discussion to keep it short: all Players must agree on who takes the milestone. If a single Player is still in conflict, nobody gains it.

For personal Milestones, instead, the single Player claims it and the GM has to confirm or deny the milestone claim.

END OF A MISSION

When you complete an Iron Fist mission, or complete a Front, or in general when you complete a task for someone, and report back to them, to obtain your compensation or reward, each of the characters (even if not present when reporting), does the following:

- › Assign a +1 or a -1 to one of the other characters, not yourself. This is your personal and confidential report to the Magister
- › If there are only 2 or 3 Players, also the GM assigns a +1 or a -1 to one of the Players
- › Take a +1 in case of success of the mission or the task, or a -1 in case of failure. In case of uncertain outcome, do not apply
- › Take a -1 if not present in person
- › Take any +1 from the Milestone goals you assigned to this move

All the participants (even if not present reporting) roll 2D6+modifier (as per the above).

On a 10+ your position is undisputable, take two of the below. You can also pick the same twice. On a 7-9 you take only one, you could have done better.

On a 6- you still take one but only if the mission was successful, and the Iron Fist Magister or the client (or a Front threat) clearly resents you for something.

- › Take 1 XP
- › Take +1 to Spirit
- › Take +1 Equipment (it might be just gold) as compensation
- › Your character learns about the reports given by others

CONDITIONS

*Activate a condition when the related Counter goes to -1, or when taking a -1 to an already negative score.
For Equipment, the GM decides Debt or Unprepared.
For Spirit, you decide if Tainted or Infamous.
Clear the Condition on a +1 to the related Counter, if you want.*

ADVANTAGE DIE

*Start every session with the AD at one.
Increase the value with the moves, and use it to replace a die in any roll, whenever you want. When you do, reset it to one.
Remember that it goes back to one at the end of the session.*



Players Handouts

COMBAT MOVES

ENGAGE IN BATTLE

When you fight in close quarters, roll 2D6+Steel. If you are on a warhorse, you additionally inflict +1 harm (unless you have a better move for it).

On a 10+ inflict your harm and take two.

On a 7-9 inflict your harm and take one. The GM makes a move, contemporary to yours, but he cannot contradict your choice.

- › Superior tactics or position or weapon grant you an advantage, take +1 to the Advantage Die and describe
- › You outmaneuver them (push them back, or corner them, or charge past them) or your attack frightens or impresses or unsettles your opponent
- › Your attack is very powerful or fast and you can divide your harm against multiple opponents
- › Your attack is precise or hard and inflicts +1 harm ap
- › You want to try to end this fight: roll the Inflict Harm move

On a 6- you miss and the GM makes his Move.

DEFEND AND HOLD

When you protect or defend something or someone in battle, or hold your position, roll 2D6+Steel. If you do it with a ranged weapon, spend one Hold from Gear and Ammo and roll 2D6+Edge.

On a 10+ take two from this list or from the 7-9 list:

- › Inflict the weapon harm -2 (can become 0)
- › You want to try to end this fight: roll the Inflict Harm move

On a 7-9 take one. The GM makes a move, contemporary to yours, but he cannot contradict your choice.

- › Hold position for a while, they cannot go past, push you back, nor corner you
- › Maintain or make an escape route; make an ordinate retreat, or block someone
- › Open the enemy to a counterattack, take +1 to the AD or give it to an ally
- › Divert on you the enemy attacks or gain his attention for a while
- › Your defense is solid; take -1 harm or give it to an ally you're protecting

On a 6- your position is weak, the GM makes his Move.

FACE DEATH

When you face a large monster, a clearly much stronger opponent as indicated by the monster or NPC characteristics, or you are badly outnumbered, but still fight them weapon in hand against all odds, you must roll 2D6+Steel, first of all.

You might roll 2D6+Edge if you have an appropriate replacement move or you use ranged weapons and are subject to a counterattack. You might roll 2D6+Brains if the conflict is magical, and so on.

You must roll to Face Death as long as you remain engaged.

On a 10+ take one from this list or one from the 7-9 list:

- › You create a good, safe opening for one of your allies, to attempt a valid attack without rolling Face Death themselves; and avoid for now harm directed to you
- › You have a chance to escape unharmed, but leaving everybody else behind

On a 7-9 take one, but the GM will make a move contemporary to yours and harm will probably come your way, although the GM cannot contradict your choice.

- › You hold the enemy back with your sacrifice, giving others time to escape
- › You can fight with a Combat Move of your choice, but the GM makes a move against you first, typically an opponent custom Move or inflicting some harm

On a 6-, embrace the pain, and your move is interrupted.

TAKE YOUR SHOT

When you throw a weapon or use a ranged weapon, you're taking a shot. Name your target(s) and roll 2D6+Edge. To Take Your Shot you need to use one Hold from your Gear and Ammo move. One hold is usually enough for the entire fight.

On a 10+ inflict your harm and take two.

On a 7-9 inflict your harm and take one. The GM makes a move, contemporary to yours, but he cannot contradict your choice.

- › You keep them back or keep your distance for another shot
- › You are ready for melee, take +1 to the AD if you Engage In Battle next
- › You can take multiple shots and divide your harm against multiple opponents
- › You take cover and suffer -1 harm from possible counterattacks
- › Your shot is very precise and inflicts +1 harm ap
- › You want to try to end this fight: roll the Inflict Harm move

On a 6- you miss and the GM makes his Move.

INFLECT HARM

When you select the option to roll the move, or when circumstances inflict harm against them, add the Established Harm to the value of Harm Suffered (HS) of the NPC, then roll 2D6+Total HS for minions, 1D6+Total HS (yes, one die only) for relevant NPCs and monsters and demons.

On a 10+ the Player picks one for the opponent:

- › The opponent is killed or deadly wounded or badly maimed and incapacitated
- › The opponent is out of action or knocked out, or anyway defeated
- › Take instead two of the below

On a 7-9 the opponent picks one for themselves, but then the GM makes a move:

- › The wound is serious, the opponent takes +1 Harm ap
- › The character gains an advantage and +1 to the AD
- › The opponent is panicked, or disarmed or deprived of something

On a 6- it was just painful: the fight goes on, and the GM makes a move first.

SUFFER HARM

When you suffer harm, subtract the Established Harm from the Health counter and roll 2D6+Health.

On a 10+ pick one for your character:

- › It's not so bad: if you can take -1 AD, do it and take -1 harm
- › Ignore the pain and fight back; take +1 AD and keep whatever harm was suffered

On a 7-9 pick one for your character:

- › It really hurts: keep whatever harm was suffered marked on Health
- › The hit takes something away from you: make an offer to the GM, without negotiating. If he accepts you take 1 harm less (even going to zero). If the GM refuses, you keep whatever harm was inflicted, and take -1 AD

On a 6- mark the harm on Health and take -1 to the AD, plus the GM (or your adversary) will pick one - he can go in order as below, or not:

- › It's serious: you might lose something, be disarmed, pushed back, be knocked helpless to the ground
- › It's frightening: you might be trapped, panicked, put out of action for some moments, and suffer worse
- › It's bleeding badly or bone breaking or anyway critical: mark Unstable
- › It's deadly but only if you're at -3 Health: the wound is mortal unless you can take a debility instead



Players Handouts

HARM, HEALING, ARMORY

PvP

Remember that, according to Conflict:

- › Both the fighters will roll their moves according to what they decided to do in fiction
- › The winning side is the one that obtains the highest result, and gains +1 to the Advantage Die
- › The winner picks options first, then the loser also pick his options but cannot contradict the ones of the winner
- › In case of a stall (same result), options are considered to be applied at the same time and there are no restrictions
- › Nobody is rolling Inflict Harm, thus there is no need to pick that option. Instead, if a character suffered harm (Established Harm) they will roll Suffer Harm automatically
- › The opponent (the other Player) chooses options in case of a roll of 6-
- › There is no explicit option to take out the adversary, except from the options on a 6-; rest assured than when harm starts to bring Health down enough, Players will seriously consider withdrawing from the fight

HEALING

A period of rest of an hour or so will be enough to recover one point of Health, when the character is still at Health 0 or above. This is valid just once per day.

To recover more, the character needs at least a night or a day of sleep: this grants another point of Health, on the top of the one reasonably recovered with a one hour rest. Again, this is valid once per day. In other words, characters gain 1 Health with a short rest and another 1 Health with a night of sleep, or 2 Health in total with a night of sleep; but this is true only when Health was 0 or more to start with.

Serious wounds, with Health at -1 or less, and perhaps the Unstable condition activated, require special and dedicated attention, and will not heal just by resting a short time. Note that regular recover does not start until the character returns with some healing to at least Health 0.

Special healing moves, and perhaps friendly NPCs with healing or medical skills, will count as proper treatment for this kind of wounds: the effects of healing moves are described in the playbooks. If there is no Barber or another Playbook with healing moves, it should be reasonably easy for Players to find an NPC that can treat their wounds - for a fair price. A fair price is usually considered to be one hold of Gear And Ammo - in gold or goods to barter - for each single point of Health to recover through healing.

DEBILITIES

At any moment, when marking harm on Health, or after rolling the Suffer Harm move, the Player can take a debility instead of the consequences of harm of that round.

If the Player takes the debility when he should mark harm on Health, he does not mark the Established Harm, and he does not roll the Suffer Harm move.

If the Player takes the debility after rolling the Suffer Harm move, he keeps the harm marked, but ignores the Suffer Harm consequences.

ESTABLISHED HARM

Harm is always intended as Established Harm, which is equal to the weapon harm or the circumstances harm plus possible bonuses, minus the armor and shield value, or other relevant protection, if they apply. When multiple harms are inflicted to the same target, subtract the armor from each of them separately.

The Established harm is what characters and NPCs suffer and mark on their sheets. In some cases harm, or a part of it, can be armor piercing (ap); this type of harm ignores the armor value.

ADDITIONAL HARM SOURCES

5 harm or more, potentially lethal damage:

- › A magic explosion or a dragon fire breath (ap)
- › Being tortured nearly to death (ap), being attacked by a mighty monster while helpless
- › Falling or jumping desperately from heights (ap), or drowning in deep waters (ap)

4 harm, very serious harm:

- › Being run over by a heard of wild animals
- › Being tortured (ap), being hit by a war weapon
- › Falling or jumping from the roof of a 3-story building (ap) or nearly drowning (ap)

3 harm, serious harm:

- › Being hit by human weapons
- › The attack of a regular monster or a large predator
- › Being hit or run over by a warhorse in battle
- › Falling or jumping from the roof of a house or farm (ap)

2 harm, medium harm:

- › Being beaten by a group of unarmed man
- › The attack of a medium-sized wild predator
- › Falling badly from the first floor of a building (ap)

1 harm, scratches and bruises:

- › Being beaten by an unarmed men, being hit with rocks and stones
- › Being seriously fatigued by a hard day and night of marching (ap), or by a full day without food and water (ap)
- › Jumping from the first floor of a building (ap)

WEAPONS AND ARMORS

Range Tags:

- › [hand]: reaches within arm range approximately
- › [close]: reaches further thanks to its size
- › [throw]: reaches a few meters, for thrown weapons
- › [ranged]: reaches far, for ranged weapons
- › [reload]: requires a dedicated action to reload

Weapons Tags:

- › [hide]: can be concealed easily under regular clothing
- › [2hands]: require both hands to wield properly, use with a single hand for -1 harm and gaining the tag [hand] instead
- › [ap]: armor piercing damage (ignores armor)
- › [+1 ap-close]: +1 harm armor piercing when at close range

Armors Tags (Edge and Steel penalties are cumulative):

- › [arm]: should be on the arm to provide protection
- › [worn]: should be worn, of course, to provide protection
- › [light]: no significant penalty, you can do regular movements
- › [clumsy]: if worn or at arm, it gives -1 Edge
- › [heavy]: if worn gives -1 Edge and -1 Steel, unless on horseback

Small weapons:

- › Throwing Knives: 1 harm [hand, hide, throw]
- › Knife, Dagger: 2 harm [hand, hide, throw]
- › Shortsword, Wood Axe, Club: 2 harm [hand, throw]

Large Weapons:

- › Battleaxe, Sword, Mace, Morningstar: 3 harm [hand]
- › Longsword, Halberd: 4 harm [close, 2hands]
- › Greataxe, Spear: 4 harm [close, 2hands, throw]

Ranged Weapons:

- › Bow: 3 harm [ranged, 2hands]
- › Crossbows: 3 harm [ranged, 2hands, reload, +1 ap-close]

All protections:

- › Chainmail, heavy leather, or partial metal: 1 armor [worn, light]
- › Shield: 1 armor [arm, clumsy]
- › Heavy chainmail or plate armor: 2 armor [worn, heavy]

