

IRONSWORN STARFORGED

PLAYKIT

This file includes print-and-play materials for the
Ironsworn: Starforged tabletop roleplaying game.

MOVE REFERENCE SHEETS

Printable reference sheets for Starforged moves. Keep this handy while you play.

CHARACTER SHEET

Track your character's status, condition, and experience.

CONNECTIONS WORKSHEET

Track your connections as you establish and build relationships with them.

SECTOR WORKSHEET

Create sector maps and make note of important locations.

DATA READOUT

Try this for a quick method of resolving batches of oracle rolls.
Print out a sheet and mark off results as you use them.

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PREVIEW EDITION

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ADVENTURE MOVES

FACE DANGER

When you attempt something risky or react to an imminent threat, envision your action and roll. If you act...

- * With speed, mobility, or agility: Roll +edge
- * With resolve, command, or sociability: Roll +heart
- * With strength, endurance, or aggression: Roll +iron
- * With deception, stealth, or trickery: Roll +shadow
- * With expertise, focus, or observation: Roll +wits

On a **strong hit**, you are successful. Take +1 momentum.

On a **weak hit**, you succeed, but at a troublesome cost. Make a suffer move (-1).

On a **miss**, you fail, or a momentary success is undermined by a dire turn of events. 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, mobility, or agility: Roll +edge
- * With resolve, command, or sociability: Roll +heart
- * With strength, endurance, aggression: Roll +iron
- * With deception, stealth, or trickery: Roll +shadow
- * With expertise, focus, or observation: Roll +wits

On a **strong hit**, take both. On a **weak hit**, choose one.

- * Take +2 momentum
- * Add +1 on your next move (not a progress move)

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

GATHER INFORMATION

When you search for clues, ask questions, analyze evidence, or do research, roll +wits.

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 learn. Then, take +2 momentum.

On a **weak hit**, the information provides new insight, but also complicates your quest. Envision what you discover. Then, take +1 momentum.

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

COMPEL

When you try to persuade someone or make them an offer, envision your approach. If you...

- * Charm, pacify, encourage, or barter: Roll +heart
- * Threaten or incite: Roll +iron
- * Lie or swindle: Roll +shadow

On a **strong hit**, they'll do what you want or agree to your conditions. Take +1 momentum.

On a **weak hit**, as above, but their agreement comes with a demand or complication. Envision their counteroffer.

On a **miss**, they refuse or make a demand which costs you greatly. Pay the Price.

AID YOUR ALLY

When you act in direct support of an ally, envision how you aid them. Then, Secure an Advantage or Gain Ground to take action. If you score a hit, they (instead of you) take the benefits of the move.

If you Gain Ground and score a strong hit, you are both in control. On a weak hit, your ally is in control but you are in a bad spot.

CHECK YOUR GEAR

When you check to see if you have a specific helpful item or resource, roll +supply.

On a **strong hit**, you have it, and are ready to act. Take +1 momentum.

On a **weak hit**, you have it, but must choose one.

* Your supply is diminished: Sacrifice Resources (-1)

* It's not quite right, and causes a complication or delay: Lose Momentum (-2)

On a **miss**, you don't have it and the situation grows more perilous. Pay the Price.

COMMON TERMS

"WHEN YOU..."

This is the move trigger. When you do this thing, or encounter this situation, make the move. Only you, the character, makes moves. You or the guide don't use moves for non-player characters or creatures.

"ROLL +[STAT]"

Add the value of the indicated stat to your action die. This is the basic action roll. Most moves indicate the stat you should use, such as "roll +iron". If it doesn't, or gives you a choice, use the most appropriate stat. Some moves and asset abilities will prompt you to roll using the value of a condition meter instead of a stat (for example, "roll +supply").

"ADD +X"

Add this number to your action die. This is in addition to other bonuses you receive, such as your stat. Your action die + your stat + adds is your final action score.

"TAKE +X"

Add this number to the indicated meter. For example, "Take +2 momentum" tells you to add 2 to your current momentum meter.

Some assets may offer additional bonuses. Unless stated otherwise, this bonus is added to anything else you gain as a result of your move. If you take +2 momentum as part of a move, and you are using an asset which gives you +1 momentum on the same move, you take a total of +3 momentum.

"MARK PROGRESS"

When a move prompts you to mark progress, check the rank of the challenge and fill in the appropriate number of boxes or ticks in your progress track.

If a move prompts you to mark progress, and you have an asset ability which also rewards you with progress for that action, you may mark progress again. In other words, progress stacks. Every instance of "mark progress" earned within the same action allows you to mark the appropriate number of boxes or ticks per the rank of the challenge.

"MARK PROGRESS TWICE"

If a move or asset ability prompts you to "mark progress twice," mark double the number of ticks or boxes per the rank of the challenge. For example, marking progress twice on a troublesome challenge would mean marking 6 boxes (instead of 3). Any additional instances of "mark progress" in the same action stack on top of this reward.

"PROGRESS MOVE"

This is a special type of move to resolve the outcome of a goal or challenge. When you make a progress move, tally the number of filled boxes on your progress track as your progress score. Only add fully filled boxes (those with four ticks). Then, roll your challenge dice, compare to your progress score, and resolve a strong hit, weak hit, or miss as normal. You may not burn momentum on this roll, and you are not affected by negative momentum.

QUEST MOVES

SWEAR AN IRON VOW

When you swear upon iron to complete a quest, write your vow and give it a rank. Then, roll +heart. If you swear this vow to a connection, add +1; if you share a bond, add +2.

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 make progress on your quest. Envision what stands in your way, and do what you must to overcome this obstacle.

REACH A MILESTONE

When you make headway in your quest by doing any of the following...

- * overcoming a critical obstacle
- * gaining meaningful insight
- * completing a perilous expedition
- * acquiring a crucial item or resource
- * earning vital support
- * defeating a notable foe

...you may mark progress per the rank of the vow.

FORSAKE YOUR VOW

When you renounce your quest, betray your promise, or the goal is lost to you, clear the vow.

Then, envision the impact of this failure and choose one or more as appropriate to the nature of the vow. Any allies who shared this vow may also envision a cost.

- * You are demoralized or dispirited: Endure Stress.
- * A connection loses faith: Test Your Relationship when you next interact.
- * You must abandon a path or resource: Discard an asset.
- * Someone else pays a price: Envision how a person, being, or community bears the cost of the failure.
- * Someone else takes advantage: Envision how an enemy gains power.
- * Your reputation suffers: Envision how this failure marks you.

FULFILL YOUR VOW

Progress Move

When you reach the end of your quest, roll the challenge dice and compare to your progress.

On a **strong hit**, your vow is fulfilled. Mark a reward on your quests legacy track per the vow's rank: troublesome=1 tick; dangerous=2 ticks; formidable=1 box; extreme=2 boxes; epic=3 boxes. Any allies who shared this vow also mark the reward.

On a **weak hit**, as above, but there is more to be done or you realize the truth of your quest. If you Swear an Iron Vow to set things right, take your full legacy reward. Otherwise, make the reward one rank lower.

On a **miss**, your vow is undone through an unexpected complication or realization. Envision what happens and choose one.

- * Give up on the quest: Forsake Your Vow.
- * Recommit to the quest: Roll both challenge dice, take the lowest value, and clear that number of progress boxes. Then, raise the vow's rank by one (if not already epic).

CONNECTION MOVES

MAKE A CONNECTION

When you search out a new relationship or give focus to an existing relationship (not an ally or companion), roll +heart.

On a **strong hit**, you create a connection. Give them a role and rank. Whenever your connection aids you on a move closely associated with their role, add +1 and take +1 momentum on a hit.

On a **weak hit**, as above, but this connection comes with a complication or cost. Envision what they reveal or demand.

On a **miss**, you don't make a connection and the situation worsens. Pay the Price.

DEVELOP YOUR RELATIONSHIP

When you reinforce your relationship with a connection by doing any of the following...

- * swearing a vow to undertake a perilous quest in their service
- * completing a quest to their benefit
- * leveraging their help in desperate circumstances
- * giving them something of worth
- * sharing a profound moment
- * standing with them against hardship
- * overcoming a test of your relationship

...you may mark progress per the rank of the connection.

FORGE A BOND

Progress Move

When your relationship with a connection is ready to evolve, roll the challenge dice and compare to your progress.

On a **strong hit**, you now share a bond. Mark a reward on your bonds legacy track per the connection's rank: troublesome=1 tick; dangerous=2 ticks; formidable=1 box; extreme=2 boxes; epic=3 boxes. Any allies who shared this connection also mark the reward. Then, choose one.

- * Bolster their influence: When your connection aids you on a move closely associated with their role, add +2 instead of +1.
- * Expand their role: Give your connection an additional role. When your connection aids you on a move closely associated with their new role, add +1 and take +1 momentum on a hit.

On a **weak hit**, as above, but they ask something more of you first. To gain the bond and the legacy reward, envision the nature of the request, and do it (or Swear an Iron Vow to see it done).

On a **miss**, they reveal a motivation or background which puts you at odds. If you recommit to this relationship, roll both challenge dice, take the lowest value, and clear that number of progress boxes. Then, raise the connection's rank by one (if not already epic).

TEST YOUR RELATIONSHIP

When your relationship with a connection is tested through conflict, betrayal, or circumstance, roll +heart. If you share a bond, add +1.

On a **strong hit**, this test has strengthened your relationship. If you share a bond, mark one tick on your bonds legacy track. Otherwise, Develop Your Relationship.

On a **weak hit**, as above, but maintaining the relationship comes with a demand or complication. Envision the fallout of this test.

On a **miss**, this relationship does not survive the test. Choose one.

- * Lose the connection: Envision how this impacts you and Pay the Price.
- * Prove your loyalty to the connection: Envision what you offer or what they demand, and Swear an Iron Vow (formidable or greater) to see it done. Until you complete the quest, take no benefits for this connection. If you refuse or fail the quest, the connection is permanently undone.

EXPLORATION MOVES

UNDERTAKE AN EXPEDITION

When you trailblaze a route through perilous space, journey over hazardous terrain, or survey a mysterious site, give the expedition a name and rank.

Then, for each segment of the expedition, envision your approach. If you...

- * Move at speed: Roll +edge
- * Keep under the radar: Roll +shadow
- * Stay vigilant: Roll +wits

On a **strong hit**, you reach a waypoint. Envision the location and mark progress per the rank of your expedition.

On a **weak hit**, as above, but this progress costs you. Choose one.

- * Suffer costs en route: Make a suffer move (-2), or two suffer moves (-1).
- * Face a peril at the waypoint: Envision what you encounter.

On a **miss**, you are waylaid by a crisis, or arrive at a waypoint to confront an immediate hardship or threat. Do not mark progress, and Pay the Price.

EXPLORE A WAYPOINT

When you divert from an expedition to examine a notable location, roll +wits.

On a **strong hit**, choose one. On a **strong hit with a match**, you may instead Make a Discovery.

- * Find an opportunity: Envision a favorable insight, situation, resource, or encounter. Then, take +2 momentum.
- * Gain progress: Mark progress on your expedition, per its rank.

On a **weak hit**, you uncover something interesting, but it is bound up in a peril or reveals an ominous aspect of this place. Envision what you encounter. Then, take +1 momentum.

On a **miss** you encounter an immediate hardship or threat, and must Pay the Price.

On a **miss with a match**, you may instead Confront Chaos.

FINISH AN EXPEDITION

Progress Move

When your expedition comes to an end, roll the challenge dice and compare to your progress.

On a **strong hit**, you reach your destination or complete your survey. Mark a reward on your discoveries legacy track per expedition's rank: troublesome=1 tick; dangerous=2 ticks; formidable=1 box; extreme=2 boxes; epic=3 boxes. Any allies who shared this expedition also mark the reward.

On a **weak hit**, as above, but you face an unforeseen complication at the end of your expedition. Make the legacy reward one rank lower, and envision what you encounter.

On a **miss**, your destination is lost to you, or you come to understand the true nature or cost of the expedition. Envision what happens and choose one.

- * Abandon the expedition: Envision the cost of this setback and Pay the Price.
- * Return to the expedition: Roll both challenge dice, take the lowest value, and clear that number of progress boxes. Then, raise the expedition's rank by one (if not already epic).

SET A COURSE

When you follow a known route through perilous space, across hazardous terrain, or within a mysterious site, roll +supply.

On a **strong hit**, you reach your destination and the situation there favors you. Take +1 momentum.

On a **weak hit**, you arrive, but face a cost or complication. Choose one.

- * Suffer costs en route: Make a suffer move (-2), or two suffer moves (-1).
- * Face a complication at the destination: Envision what you encounter.

On a **miss**, you are waylaid by a significant threat, and must Pay the Price. If you overcome this obstacle, you may push on safely to your destination.

MAKE A DISCOVERY

When your exploration of a waypoint uncovers something wondrous, roll on the table below or choose one. Then, envision the nature of the discovery and how it is revealed. When you first experience or engage with the discovery, you and your allies may mark two ticks on your discoveries legacy track.

1-4	Advanced technology waiting to be harnessed or salvaged
5-8	Ancient archive or message
9-10	Artificial consciousness evolved to a higher state
11-12	Clues to a crucial resource or uncharted domain
13-14	Envoy from another time or reality
15-22	Extraordinary natural phenomenon
23-24	First contact with intelligent life
25-26	Gateway to another time or alternate reality
27-28	Key to unlocking a language or method of communication
29-34	Lost or hidden people
35-42	Majestic or unusual lifeforms
43-46	Marvel of ancient engineering
47-50	Miraculously preserved artifact or specimen
51-56	Monumental architecture or artistry of an ancient civilization
57-62	Mysterious device or artifact of potential value
63-66	New understanding of an enduring mystery
67-68	Pathway or means of travel to a distant location
69-70	Person or lifeform with phenomenal abilities
71-78	Place of awe-inspiring beauty
79-86	Rare and valuable resource
87-88	Safeguarded or idyllic location
89-90	Visions or prophecies of the future
91-100	Roll Twice

CONFRONT CHAOS

When your exploration of a waypoint uncovers something dreadful, decide the number of aspects: one, two, or three. Roll that number of times or choose that number of aspects on the table below. Then, envision how the encounter begins.

For each result, when you first confront that aspect within the scope of the encounter, you and your allies may mark one tick on your discoveries legacy track.

1-4	Baneful weapon of mass destruction
5-9	Cataclysmic environmental effects
10-12	Dead given unnatural life
13-17	Destructive lifeform of monstrous proportion
18-20	Dread hallucinations or illusions
21-24	Harbingers of an imminent invasion
25-27	Horde of insatiable hunger or fury
28-32	Horrific lifeforms of inscrutable purpose
33-36	Impostors in human form
37-41	Machines made enemy
42-45	Malignant contagion or parasite
46-50	Messenger or signal with a dire warning
51-53	Passage to a grim alternate reality
54-58	People corrupted by chaos
59-63	Powerful distortions of time or space
64-68	Signs of an impending catastrophe
69-72	Site of a baffling disappearance
73-77	Site of a horrible disaster
78-82	Site of terrible carnage
83-87	Technology nullified or made unstable
88-92	Technology warped for dark purpose
93-96	Vault of dread technology or power
97-100	Worshippers of great and malevolent powers

COMBAT MOVES

ENTER THE FRAY

When you initiate combat or are forced into a fight, envision your objective and give it a rank. If the combat includes discrete challenges or phases, set an objective with a rank for each.

Then, roll to see if you are in control. If you are...

- * On the move: Roll +edge
- * Facing off against your foe: Roll +heart
- * In the thick of it at close-quarters: Roll +iron
- * Preparing to act against an unaware foe: Roll +shadow
- * Caught in a trap or sizing up the situation: Roll +wits

On a **strong hit**, take both. On a **weak hit**, choose one.

- * Take +2 momentum
- * You are in control

On a **miss**, the fight begins with you in a bad spot.

GAIN GROUND

When you are in control and take action in a fight to reinforce your position or move towards an objective, envision your approach and roll. If you are...

- * In pursuit, fleeing, or maneuvering: Roll +edge
- * Charging boldly into action, coming to the aid of others, negotiating, or commanding: Roll +heart
- * Gaining leverage with force, powering through, or making a threat: Roll +iron
- * Hiding, preparing an ambush, or misdirecting: Roll +shadow
- * Coordinating a plan, studying a situation, or cleverly gaining leverage: Roll +wits

On a **hit**, you stay in control. On a **strong hit**, choose two. On a **weak hit**, choose one.

- * Mark progress
- * Take +2 momentum
- * Add +1 on your next move (not a progress move)

On a **miss**, your foe gains the upper hand, the fight moves to a new location, or you encounter a new peril. You are in a bad spot and must Pay the Price.

REACT UNDER FIRE

When you are in a bad spot and take action in a fight to avoid danger or overcome an obstacle, envision your approach and roll. If you are...

- * In pursuit, fleeing, dodging, getting back into position, or taking cover: Roll +edge
- * Remaining stalwart against fear or temptation: Roll +heart
- * Blocking or diverting with force, or taking the hit: Roll +iron
- * Moving into hiding or creating a distraction: Roll +shadow
- * Changing the plan, finding a way out, or cleverly bypassing an obstacle: Roll +wits

On a **strong hit**, you succeed and are in control. Take +1 momentum.

On a **weak hit**, you succeed, but face a troublesome cost. Make a suffer move (-1). You stay in a bad spot.

On a **miss**, the situation worsens. You stay in a bad spot and must Pay the Price.

IN CONTROL / IN A BAD SPOT

In a fight, your character is in one of two positions: **in control** or **in a bad spot**. If you are in control, you can make proactive moves such as Gain Ground and Strike. When in a bad spot, you must make reactive moves such as React Under Fire and Clash. The outcome of a combat move will describe your current position. When you make a move which doesn't define your position (such as a suffer move), follow these guidelines: On a strong hit, you are in control; on a weak hit or miss, you are in a bad spot.

STRIKE

When you are in control and assault a foe at close-quarters, roll +iron; when you attack at a distance, roll +edge.

On a **strong hit**, mark progress twice. You dominate your foe and stay in control.

On a **weak hit**, mark progress twice, but you expose yourself to danger. You are in a bad spot.

On a **miss**, the fight turns against you. You are in a bad spot and must Pay the Price.

CLASH

When you are in a bad spot and fight back against a foe at close-quarters, roll +iron; when you exchange fire at a distance, roll +edge.

On a **strong hit**, mark progress twice. You overwhelm your foe and are in control.

On a **weak hit**, mark progress, but you are dealt a counterblow or setback. You stay in a bad spot and must Pay the Price.

On a **miss**, your foe dominates this exchange. You stay in a bad spot and must Pay the Price.

FACE DEFEAT

When you abandon or are deprived of an objective, envision the consequence of this failure, clear the objective, and Pay the Price.

If the fight continues, you may create a new objective and give it a rank to represent the changing situation. If any objectives remain, the fight continues and you are in a bad spot.

TAKE DECISIVE ACTION

Progress Move

When you seize an objective in a fight, envision how you take decisive action. Then, roll the challenge dice and compare to your progress.

If you are in control, check the result as normal. If you are in a bad spot, count a strong hit as a weak hit, and a weak hit as a miss.

On a **strong hit**, you prevail. Take +1 momentum. If any objectives remain and the fight continues, you are in control.

On a **weak hit**, you achieve your objective, but not without cost. Roll on the table below or choose one. If the fight continues, you are in a bad spot.

1-40	It's worse than you thought: You or an ally make a suffer move (-2)
41-52	The victory is short-lived: A new peril or foe is revealed
53-64	You face collateral damage: Something is lost, damaged, or broken
65-76	Others pay the price: Someone else suffers the cost
77-88	Others won't forget: You are marked for vengeance
89-100	It gets complicated: The true nature of a foe or objective is revealed

On a **miss**, you are defeated or your objective is lost. Pay the Price.

BATTLE

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

- * Fight at range, or using your speed and the environment to your advantage: Roll +edge.
- * Fight depending on your courage, leadership, or companions: Roll +heart.
- * Fight in close to overpower your foe: Roll +iron.
- * Fight using trickery to befuddle your foe: Roll +shadow.
- * Fight using careful tactics to outsmart your foe: Roll +wits.

On a **strong hit**, you achieve your objective unconditionally. You and any allies who joined the battle may take +2 momentum.

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

On a **miss**, you are defeated or the objective is lost to you. Pay the Price.

SUFFER MOVES

LOSE MOMENTUM

When **you are delayed or disadvantaged**, suffer -1 momentum for a minor setback, -2 for a serious setback, or -3 for a major setback.

When your momentum is at its minimum (-6) and you must suffer -momentum, choose one.

- * Envision how the price is paid and apply the cost to a different suffer move.
- * Envision how this undermines your progress on a vow, expedition, connection, or combat. Then, clear 1 unit of progress on that track per its rank: troublesome=3 boxes; dangerous=2 boxes; formidable=1 box; extreme=2 ticks; epic=1 tick).

ENDURE HARM

When **you face physical injury, fatigue, or illness**, suffer -1 health for minor harm, -2 for serious harm, or -3 for major harm. If your health is 0, Lose Momentum equal to any remaining harm.

Then, if your health is 0 or you choose to resist the harm, roll +health or +iron, whichever is higher.

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

- * Shake it off: If you are not wounded, take +1 health
- * Embrace the pain: Take +1 momentum

On a **weak hit**, if you are not wounded, you may Lose Momentum (-1) in exchange for +1 health. Otherwise, press on.

On a **miss**, it's worse than you thought. Suffer an additional -1 health or Lose Momentum (-2). If your health is 0, you must also mark **wounded** or **permanently harmed**, or roll on the table below.

1-10	You suffer mortal harm. <u>Face Death</u> .
11-20	You are dying. Within an hour or two, you must <u>Heal</u> and raise your health above 0, or <u>Face Death</u> .
21-35	You are unconscious and out of action. If left alone, you come back to your senses in an hour or two. If you are vulnerable to ongoing harm, <u>Face Death</u> .
36-50	You are reeling and fighting to stay conscious. If you engage in any vigorous activity before taking a breather for a few minutes, roll on this table again (before resolving the other move).
51-100	You are still standing.

ENDURE STRESS

When **you face mental strain, shock, or despair**, suffer -1 spirit for minor stress, -2 for serious stress, or -3 for major stress. If your spirit is 0, Lose Momentum equal to any remaining stress

Then, if your spirit is 0 or you choose to resist the stress, roll +spirit or +heart, whichever is higher.

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

- * Shake it off: If you are not shaken, take +1 spirit
- * Embrace the darkness: Take +1 momentum

On a **weak hit**, if you are not shaken, you may Lose Momentum (-1) in exchange for +1 spirit. Otherwise, press on.

On a **miss**, it's worse than you thought. Suffer an additional -1 spirit or Lose Momentum (-2). If your spirit is 0, you must also mark **shaken** or **traumatized**, or roll on the table below.

1-10	You are overwhelmed. <u>Face Desolation</u> .
11-25	You give up. <u>Forsake Your Vow</u> .
26-50	You give in to fear or compulsion, and act against your better instincts.
51-100	You persevere.

WITHSTAND DAMAGE

When **your vehicle faces a damaging situation or environment**, suffer -1 integrity for minor damage, -2 for serious damage, or -3 for major damage. If your integrity is 0, Lose Momentum equal to any remaining damage.

Then, if your integrity is 0 or you choose to resist the damage, roll +integrity.

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

- * Bypass the damage: If your vehicle is not battered, take +1 integrity
- * Ride it out: Take +1 momentum

On a **weak hit**, if your vehicle is not battered, you may Lose Momentum (-1) in exchange for +1 integrity. Otherwise, press on.

On a **miss**, it's worse than you thought. Suffer an additional -1 integrity or Lose Momentum (-2). If your integrity is 0, also suffer a cost according to the vehicle type.

- * **Command vehicle:** Mark the vehicle as **battered** or **cursed**, mark a module as **broken**, destroy a broken module by discarding it, or roll on the table below. If the command vehicle is destroyed, Overcome Destruction.
- * **Support vehicle:** Mark the vehicle as **battered** or roll on the table below. If the vehicle is destroyed, discard the asset.
- * **Incidental vehicle:** Roll on the table below.

1-10	Immediate catastrophic destruction. All aboard must <u>Endure Harm</u> or <u>Face Death</u> , as appropriate.
11-25	Destruction is imminent and unavoidable. If you do not have the means or intention to get clear, <u>Endure Harm</u> or <u>Face Death</u> , as appropriate.
26-40	Destruction is imminent, but can be averted if you <u>Repair</u> your vehicle and raise its integrity above 0. If you fail, see 11-25.
41-55	You cannot <u>Repair</u> this vehicle until you <u>Resupply</u> and obtain a crucial replacement part. If you roll this result again prior to that, see 11-25.
56-70	The vehicle is crippled or out of your control. To get it back in action, you must <u>Repair</u> and raise its integrity above 0.
71-85	It's a rough ride. All aboard suffer must make the <u>Endure Harm</u> , <u>Endure Stress</u> , or <u>Companion Takes a Hit</u> move, suffering a serious (-2) cost.
86-95	You've lost fuel, energy, or cargo. <u>Sacrifice Resources</u> (-2).
96-100	Against all odds, the vehicle holds together.

COMPANION TAKES A HIT

When **your companion faces physical hardship**, they suffer -1 health for minor harm, -2 for serious harm, or -3 for major harm. If your companion's health is 0, Lose Momentum equal to any remaining harm.

Then, if their health is 0 or you choose to test their resilience, roll +your companion's +health.

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

On a **weak hit**, if your companion's health is not 0, you may Lose Momentum (-1) and give them +1 health. Otherwise, they press on.

On a **miss**, it's worse than you thought. They suffer an additional -1 health or you Lose Momentum (-2). If your companion's health is 0, they are out of action until given aid. If their health is 0 and you rolled a miss with a match on this move, they are dead or destroyed; discard the asset.

SACRIFICE RESOURCES

When **you lose or consume resources**, suffer -1 supply for a minor loss, -2 for a serious loss, or -3 for a major loss.

If your supply is exhausted (reduced to 0), mark **unprepared**. When you suffer a loss of resources while unprepared, envision how this causes you hardship and apply the cost to a different suffer move.

THRESHOLD MOVES

FACE DEATH

When you encounter a situation where death is an immediate and unavoidable outcome, you are dead. When you are instead brought to the brink of death with a chance for recovery or redemption, roll +heart.

On a **strong hit**, 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.
- * There is more to be done. Envision what is revealed to you or asked of you at death's door, and Swear an Iron Vow to complete an extreme quest. You return to the mortal world and must mark **doomed**. When you complete the death-bound quest, clear the impact.

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

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 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, and Swear an Iron Vow to prevent it through an extreme quest. You return to your senses and must mark **tormented**. When you complete the soul-bound quest, clear the impact.

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

OVERCOME DESTRUCTION

Progress Move

When your command vehicle is destroyed or irrevocably lost, you must discard the asset, along with any modules and docked support vehicles.

If you survive, you may use your connections to replace some of what was lost. To learn the cost, roll the challenge dice and compare to the progress on your bonds legacy track.

On a **strong hit**, you may call in a favor. This comes without conditions.

On a **weak hit**, you owe someone. You must mark **indebted** and Swear an Iron Vow to complete an extreme quest in their service. When you complete the duty-bound quest, clear the impact.

On a **miss**, as with the weak hit result, but this quest is against your nature, forces you to Forsake Your Vow on another quest, or is in the service of an enemy.

If you accept the cost, take 1 experience for every marked ability on the discarded assets (minimum 3 experience). Spend this experience only on a new command vehicle, modules, and support vehicles.

RECOVER MOVES

SOJOURN

When you spend time recovering within a community, roll +heart.

On a **strong hit**, this is a safe refuge. You and your allies may each choose two recover moves: Heal, Hearten, Repair, or Resupply. Instead of rolling, assume an automatic strong hit for each. An individual move can be taken more than once.

On a **weak hit**, as above, but time is short or resources are strained. You and your allies each make one recover move instead of two, with no more than three moves total among the group.

On a **miss**, choose one.

- * The community needs your help, or makes a costly demand in exchange for safe harbor. Envision what they ask of you. If you do it, or Swear an Iron Vow to see it done, resolve this move as a strong hit.
- * You find no relief, and the situation grows worse. Pay the Price.

HEAL

When you receive medical care or provide treatment, envision the situation and roll. If you...

- * Receive treatment from someone (not an ally): Roll +iron
- * Mend your own wounds: Roll +iron or +wits, whichever is lower
- * Obtain treatment for a companion: Roll +heart
- * Provide care: Roll +wits

On a **strong hit**, the care is helpful. If you (or the ally under your care) are wounded, clear the impact and take or give +2 health. Otherwise, take or give +3 health.

On a **weak hit**, as above, but the recovery costs extra time or resources. Choose one: Lose Momentum (-2) or Sacrifice Resources (-2).

On a **miss**, the aid is ineffective and the situation worsens. Pay the Price.

HEARTEN

When you socialize, share intimacy, or find a moment of peace, roll +heart.

On a **strong hit**, you find companionship or comfort and your spirit is strengthened. If you are shaken, clear the impact and take +1 spirit. Otherwise, take +2 spirit. If you make this move as you Sojourn, take +1 more.

On a **weak hit**, as above, but this indulgence is fleeting. Envision an interruption, complication, or inner conflict. Then, Lose Momentum (-1).

On a **miss**, you take no comfort and the situation worsens. Pay the Price.

REPAIR

When you make repairs to your vehicles, modules, mechanical companions, or other devices, envision the situation and roll. If you...

- * Make your own repairs, or direct a companion to make repairs: Roll +wits
- * Obtain repairs from someone (not an ally): Roll +supply

On a **hit**, you gain repair points as appropriate to the situation, per the table below. Additionally, you may Sacrifice Resources and exchange each -1 of supply for 1 extra repair point (up to 3 points).

Situation	Strong Hit	Weak Hit
At a facility	5 points	3 points
In the field	3 points	1 points
Under fire	2 points	0 points

Spend repair points as follows. Unused points are discarded.

- * Clear the battered impact on a vehicle: 2 points
- * Fix one broken module: 2 points
- * Take +1 integrity on a vehicle: 1 point
- * Take +1 health for a mechanical companion: 1 point
- * Repair any other device: 3 points
- * Repair any other device, but with a complication or malfunction: 2 points

On a **miss**, the repairs are not made and the situation worsens. Pay the Price.

RESUPPLY

When you attempt to bolster your readiness, envision the opportunity and your approach. If you...

- * Barter or make an appeal: Roll +heart
- * Threaten or seize: Roll +iron
- * Steal or swindle: Roll +shadow
- * Scavenge or craft: Roll +wits

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

- * If you are unprepared, clear the impact and take +1 supply. Otherwise, take +2 supply.
- * If you are in need of a specific item or resource which can reasonably be obtained, you acquire it. Take +1 momentum.

On a **weak hit**, as above, but you must first deal with a cost, complication, or demand. Envision the nature of this obstacle.

On a **miss**, you encounter an unexpected peril. Pay the Price.

LEGACY MOVES

ADVANCE

When you fill a box (four ticks) on any legacy track, take 2 experience. You may spend 2 experience to upgrade an asset, or 3 experience to add a new asset.

Once you completely fill the tenth box on any legacy track, clear that track. You may start again marking progress on the cleared track, but earn experience at a reduced rate of 1 experience (instead of 2) for each filled progress box. If you make a progress roll against this track, resolve the outcome as if at 10 progress.

CONTINUE A LEGACY

Progress Move

When you retire from your life as Ironsworn, or succumb to death or desolation, you may create a new character in your established setting. If you do, roll the challenge dice and compare to each of the former character's legacy tracks: Quests, bonds, and discoveries (one roll per track).

For each **strong hit**, choose one from below, or one from the weak hit or miss options.

- * Follow their path: Take one path or companion asset from the former character (at no cost), including any marked abilities.
- * Share a connection: Take one connection from the former character, including any accrued progress or bond benefits.
- * Accept an inheritance: Take the former character's command vehicle and one module or support vehicle (at no cost), including any marked abilities.

For each **weak hit**, choose one from below, or one from the miss options.

- * See it through: Choose one of the former character's unfinished quests, and Swear an Iron Vow (with an automatic strong hit) to see it done. You may immediately mark up to half their earned progress (round down) on this quest.
- * Rebuild a connection: Name one of the former character's connections, and envision how time or circumstances have changed them in a dramatic way. When you Make a Connection with them, take an automatic strong hit and mark two ticks on your bonds legacy track.
- * Explore familiar ground: Name a location which was meaningful to the former character. When you first visit that place, envision how it has changed or is endangered. Then, mark two ticks on your discoveries legacy track.

For each **miss**, choose one.

- * Deal with the aftermath: Envision how one of your former character's foes has gained power or influence.
- * Switch loyalties: Envision how you begin in opposition to your former character's beliefs, goals, or allegiances.
- * Open Pandora's Box: Envision how an advancement or discovery has unleashed unexpectedly dire consequences.

FATE MOVES

PAY THE PRICE

When you suffer the outcome of an action, choose one.

- * Make the most obvious negative outcome happen.
- * Ask the Oracle for inspiration. Interpret the answer as a hardship or complication appropriate to the current situation.
- * Roll on the table below. If you have difficulty interpreting the result to fit the current situation, roll again.

1-2	A trusted individual or community acts against you
3-4	An individual or community you care about is exposed to danger
5-7	You encounter signs of a looming threat
8-10	You create an opportunity for an enemy
11-14	You face a tough choice
15-18	You face the consequences of an earlier choice
19-22	A surprising development complicates your quest
23-26	You are separated from something or someone
27-32	Your action causes collateral damage or has an unintended effect
33-38	Something of value is lost or destroyed
39-44	The environment or terrain introduces a new hazard
45-50	A new enemy is revealed
51-56	A friend, companion, or ally is in harm's way (or you are, if alone)
57-62	Your equipment or vehicle malfunctions
63-68	Your vehicle suffers damage
69-74	You waste resources
75-81	You are harmed
82-88	You are stressed
89-95	You are delayed or put at a disadvantage
96-100	Roll twice

ASK THE ORACLE

When you seek to resolve questions, discover details, reveal locations, 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.
- * Spark an idea: Use an oracle table or other random prompt.
- * 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.

Odds	The answer is 'yes' if you roll...
Almost Certain	11 or greater
Likely	26 or greater
50/50	51 or greater
Unlikely	76 or greater
Small Chance	91 or greater

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

NAME

PRONOUNS

CALLSIGN

CHARACTERISTICS

MOMENTUM

+10

+9

+8

+7

+6

+5

+4

+3

+2

+1

0

-1

-2

-3

-4

-5

-6

MAX

RESET

EDGE

HEART

IRON

SHADOW

WITS

LEGACIES

QUESTS

BONDS

DISCOVERIES

BACKGROUND VOW

IMPACTS

MISFORTUNES

LASTING EFFECTS

BURDENS

CURRENT VEHICLE

OTHER IMPACTS

MAX MOMENTUM: STARTS AT +10 / REDUCE BY 1 FOR EACH IMPACT

MOMENTUM RESET: 0 IMPACTS = +2 / 1 IMPACT = +1 / 2 OR MORE IMPACTS = 0

HEALTH

+5

+4

+3

+2

+1

0

SPIRIT

+5

+4

+3

+2

+1

0

SUPPLY

+5

+4

+3

+2

+1

0

IRONSWORN
STARFORGED

BOND

NAME

ROLE

ROLE

NOTES

BOND

NAME

ROLE

ROLE

NOTES

BOND

NAME

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NOTES

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NOTES

BOND

NAME

ROLE

ROLE

NOTES

SECTOR

REGION

FACTION/CONTROL

SECTOR MAP

LOCATIONS

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DATA READOUT / 001

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DATA READOUT / 002

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DATA READOUT / 003

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98	76	92	85	67	97	32	51	83	14	5	38	99	64	20	9	67	79	50	53	21	85	65
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47	1	48	50	58	21	6	26	13	5	57	1	60	37	14	3	13	89	96	58	37	27	87
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47	53	66	46	57	24	60	28	36	47	1	46	23	20	95	34	43	66	7	5	30	79	15
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7	100	63	16	97	26	61	23	58	61	32	100	30	31	88	66	66	51	91	54	57	26	14
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71	25	31	31	18	28	50	18	34	62	88	52	17	60	67	52	91	48	1	8	66	40	67
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90	12	75	94	60	64	10	34	25	41	52	8	27	68	21	41	54	55	61	12	48	80	19
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