

Ironswoosh

An Ironsworn quick reference for your eReader



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Ironsworn RPG by Shawn Tomkin
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This work is based on Ironsworn (found at www.ironswornrpg.com), created by Shawn Tomkin, and licensed for our use under the Creative Commons Attribution 4.0 International License (<https://creativecommons.org/licenses/by/4.0/>).

FOREWORD

While I like video games as much as the next person, I find roleplaying with pen and paper still very exciting. Contemplating how a portable Ironsworn pen and paper setup could look like, I had an idea to use my old Kindle to reference Moves and Oracles. The e-ink display looks almost like paper, the device supports hyperlinks for quick navigation and the battery life is fantastic. It's not 100% analog, but it's close enough.

This eBook is formatted in a way that each Move and Oracle fits on one page. Underlined text is hyperlinked, so it can be clicked to jump to another page. Each page title at the top can be clicked to return to the Moves list. Random Number Tables can be accessed by clicking on the stars (◆) in the footer, in case you don't have any dice.



Since this eBook is supposed to be a *quick* reference, it does not substitute the Ironsworn rulebook or the Lodestar reference. Once you're familiar with the game though, this eBook might come in handy.

To load it onto your Kindle, visit amazon.com/sendtokindle and upload the PDF file to your library.

Thanks for reading and have fun!

- Felix

MOVES

FACE DANGER

HEAL

SECURE AN ADVANTAGE

CHECK YOUR GEAR

UNTERTAKE A JOURNEY

COMPEL

DRAW THE CIRCLE

TEST YOUR BOND

ENTER THE FRAY

STRIKE

TURN THE TIDE

BATTLE

ENDURE HARM

COMPANION ENDURE HARM

FACE DESOLATION

SWEAR AN IRON VOW

REACH A MILESTONE

FORSAKE YOUR VOW

MARK YOUR FAILURE

TAKE A HIATUS

PAY THE PRICE

DISCOVER A SITE

FIND AN OPPORTUNITY

LOCATE YOUR OBJECTIVE

GATHER INFORMATION

RESUPPLY

MAKE CAMP

WIELD A RARITY

REACH YOUR DESTINATION

SOJOURN

FORGE A BOND

AID YOUR ALLY

WRITE YOUR EPILOGUE

CLASH

END THE FIGHT

MANAGING INITIATIVE

FACE DEATH

ENDURE STRESS

OUT OF SUPPLY

FACE A SETBACK

FULFILL YOUR VOW

ADVANCE

LEARN FROM YOUR FAILURES

ADVANCE A THREAT

ASK THE ORACLE

DELVE THE DEPTHS

REVEAL A DANGER (alternative)

ESCAPE THE DEPTHS

ORACLES

ACTION

THEME

ASPECT

FOCUS

COMBAT ACTION

COMBAT EVENT: METHOD

COMBAT EVENT: TARGET

MYSTIC BACKLASH

MAJOR PLOT TWIST

CHALLENGE RANK

CHARACTER ROLE

CHARACTER GOAL

CHARACTER DESCRIPTOR

CHARACTER DISPOSITION

REGION

CHARACTER ACTIVITY

LOCATION

COASTAL WATERS LOCATION

LOCATION DESCRIPTOR

SETTLEMENT TROUBLE

IRONLANDERS

FIRSTBORN

ANIMALS

BEASTS

HORRORS

ANOMALIES

MONSTROSITY SIZE & FORM

MONSTR. CHARACTERISTICS

SITE THEME & DOMAIN

MONSTROSITY ABILITIES

TRAP EVENT & COMPONENT

THREATS

MORE:

ASSETS

ASSETS: COMPANIONS

ASSETS: PATHS

ASSETS: COMBAT TALENTS

ASSETS: RITUALS

INSPIRATION: LOCATIONS

INSPIRATION: NPCs (friendly)

INSPIRATION: MYSTERIES

INSPIRATION: NPCs (unfriendly)

INSPIRATION: ITEMS

INSPIRATION: IMAGES

CHARACTER CREATION

EVEN MORE...

MOVES ORACLES ◆◆◆◆◆◆◆◆◆◆ ACT THM NPC COM CHR

CHARACTER SHEET

Name:

XP:

EDGE	HEART	IRON	SHADOW	WITS
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Momentum

Max:

Reset:

-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
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Health

0	1	2	3	4	5
---	---	---	---	---	---

Bonds

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Spirit

0	1	2	3	4	5
---	---	---	---	---	---

BG Vow:

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Rank:

Supply

0	1	2	3	4	5
---	---	---	---	---	---

Conditions:

- ___ Wounded
- ___ Shaken
- ___ Unprepared
- ___ Encumbered

Banes:

- ___ Maimed
- ___ Corrupted

Burdens:

- ___ Cursed
- ___ Tormented

Assets >

Character Creation >

Sample file

Sample file

CHARACTER CREATION

1. Envision your character
2. Choose a name
3. Set your stats (3, 2, 2, 1, 1)
4. Set your health, spirit and supply to +5
5. Set momentum to +2, max momentum to +10 and reset to +2
6. Mark up to three background bond ticks
7. Pick three Assets
8. Note any important equipment or items
9. Set your background vow (extreme or epic), envision your inciting incident and Swear an Iron Vow to start things off.
10. Start playing



EVEN MORE...

Progress Moves:

Tally the number of fully filled progress boxes (those with four ticks). This is your progress score. Then, roll your challenge dice (2d10), compare to your progress score, and resolve a strong hit, weak hit, or miss as normal.

You may not burn momentum when making a progress move, and you are not affected by negative momentum.

Inflicting Harm:

When you wield a deadly weapon, you inflict 2 harm. When you are unarmed, or wield an improvised or simple weapon, you inflict 1 harm.

Suffering Negative Momentum

When your momentum is < 0 and it matches your action die, cancel the action die. When your momentum would fall below -6, you will instead make the Face a Setback move.

Debilities

Each marked debility reduces max momentum by 1. One debility reduced momentum reset to +1, more than one to 0.

Wounded: You cannot increase health. Cleared by Heal.

Shaken: You cannot increase spirit. Cleared by Sojourn.

Unrepaired: You cannot increase supply. Cleared by Sojourn.

Banes are permanent. Burdens can be cleared by accomplishing the quest they bind your character to.