

PART THREE: MOVES

MAKING MOVES

Moves are self-contained systems to resolve an action, scene, or question. There are moves to cover most uncertain or risky situations you encounter in *Starforged*. Moves are centered on the players and your protagonists. Other characters do not make moves.

When you do something or encounter a situation within the scope of a move, refer to the move and follow its instructions. When a move's name is referenced by another move, you'll see it as underlined text.

If you have a question about a specific term used within a move, check the Move Glossary below.

Moves are preceded and followed by the fiction — the imagined narrative of your game. Take the time to envision the situation which triggers the move and what changes as a result of the move.

MOVE OUTCOMES

Roll your action die (d6) and two challenge dice (2d10). Then, add a stat to your action die. The move will tell you what stat to add (phrased as "roll +stat"), or may give you a choice. Some moves will tell you to use a condition meter, such as health or supply, in place of a stat. You may also have an opportunity to apply one or more bonuses called adds (phrased as "add +X").

The total of your action die, your stat, and any adds is your action score. Your action score is never greater than 10.

To determine the outcome of your move, check if the action score beats the individual values of the challenge dice.

- ♦ **Strong hit:** Your action score beats the value of both challenge dice. You succeed at what you are trying to do.
- ♦ **Weak hit:** Your action score beats only one of the challenge dice. You succeed, but with a cost or lesser effect.
- ♦ **Miss:** Your action score doesn't beat either challenge die. You fail, or must make serious concessions.

Remember: Your action score needs to beat — not equal — the challenge dice to count as a hit. Ties go to the challenge dice. Since your action score can't exceed 10, this means you never beat a 10 on a challenge die.

Matches. When you make an action roll, check the value of your challenge dice. If they are the same, you've rolled a match. Some moves and assets offer specific outcomes on a match. Otherwise, you can use a match as a prompt to add a twist, create a new complication, or introduce a new peril. On a strong hit, a match represents an interesting twist or new opportunity. On a miss, a match represents a heightened negative outcome, a complication, or new danger. If you're not sure what a match means for the current situation, Ask the Oracle. Matches are not mandates — they are just an opportunity to season your story with occasional dramatic turns.

A progress roll is a variation of the action roll used for progress moves — see Making Progress Moves below.

MAKING GROUP MOVES

When you are adventuring with allies — protagonists portrayed by other players — one of you often makes moves to resolve a challenge for the group. This represents that character taking the lead in a particular scene.

Unless a move specifically offers benefits for your allies, any mechanical bonus you gain from a move is applied only to the character making the move. Everyone else benefits from the narrative success.

When you make a move for your group and face a negative outcome, you should apply mechanical and narrative costs to an individual or the group in a way that best fits the current situation.

MAKING PROGRESS MOVES

There are several key moves, called progress moves, which utilize progress tracks to resolve the outcome of challenges.

You don't make an action roll when making a progress move. Instead, tally the number of fully filled progress boxes (those with four ticks). This is your progress score. Then, roll only the challenge dice and compare your progress score to the value of the dice.

Momentum is ignored on a progress move. You cannot burn momentum on a progress roll, and you do not suffer negative momentum.

As with an action roll, if your progress score beats the challenge dice, it's a strong hit. If you beat one of the challenge dice, it's a weak hit. If you fail to beat either die, it's a miss. The progress move will tell you how to resolve the challenge based on the outcome of your roll.

EQUIPMENT AND MOVES

Your supply meter is an abstract representation of your overall readiness. You are otherwise armed, armored, and equipped as appropriate to your vision of your character.

Make note of equipment at whatever level of detail you like. Envision how it enables you to make moves where that gear is important, or perhaps allows you to avoid the risky nature of a move altogether.

If you ever need to know if you have a specific helpful item, make the Check Your Gear move.

POSITION

Unlike Ironsworn's Initiative mechanic, Starforged frames the same idea through your position in a fight: you are either in control or in a bad spot.

In a fight (using combat moves), 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, your foes have the upper hand and you must make reactive moves such as React Under Fire and Clash.

When you make a move that doesn't define whether you are in control or in a bad spot (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.

MOVE GLOSSARY

There are several common phrases, terms, and prompts you'll see as part of moves and assets. They are summarized here (in alphabetical order).

"Add +X"

Add this value to your action die. For most action rolls, your action die + stat + adds is your final action score. If you gain multiple prompts to "add +x" for a single action, those bonuses stack.

"Action Score"

When making an action roll, the total of your action die, your stat, and any adds is your action score. The action score is never greater than 10—anything over that is ignored.

"Allies / Ally"

An ally is a protagonist character controlled by another player.

"Before Rolling"

Some asset abilities include a benefit at a risk that must be decided prior to rolling the dice. When activating this ability, you must commit to the choice or cost before the dice hit the table.

"Burn Momentum"

When you have positive momentum, after you make an action roll, you may replace your action score with your current momentum value to improve your result.

Some assets may offer additional benefits when you burn momentum, or will alter the result. But note that you cannot burn momentum unless it actually improves the outcome of the move (making a miss a hit or a weak hit a strong hit). After you burn momentum, you must reset your momentum.

"Companion"

A companion is an NPC asset.

"Companion Takes a Hit (-X)"

Make the Companion Takes a Hit move, suffering the indicated amount of harm to your companion's health.

"Choose"

The move will provide a list of options and the number you may select. Unless the move says otherwise, you may not select a single option more than once.

“Endure Harm (-X)”

Make the Endure Harm move, suffering the indicated amount of harm.

“Endure Stress (-X)”

Make the Endure Stress move, suffering the indicated amount of stress.

“Envision”

When you see “envision” as a prompt during gameplay, that’s your reminder to take a moment and put the focus on the fiction by imagining, describing, or discussing what is happening. If you’re unsure, Ask the Oracle, using the Starforged oracles to generate the details of a situation, location, person, creature, and more.

“In Control” / “In a Bad Spot”

In a fight (using combat moves), 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, your foes have the upper hand and you must make reactive moves such as React Under Fire and Clash.

When you make a move that doesn’t define whether you are in control or in a bad spot (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.

“Lose Momentum (-X)”

Make the Lose Momentum move, reducing your momentum meter by the indicated amount.

“Make a Suffer Move (-X)”

Select a suffer move appropriate to the situation, and reduce the related condition meter by the listed amount.

“Mark [Reward] on Your Quests/Bonds/Discoveries Legacy Track”

Moves and asset abilities may prompt you to mark ticks or fill boxes in one or more of your legacy tracks. This is called a legacy reward. For example, if you Make a Discovery, you and your allies mark two ticks on your discoveries legacy track.

If you are successful as you make a progress move to Fulfill Your Vow, Forge a Bond, or Finish an Expedition, anyone who was part of the shared challenge earns the legacy reward and marks the appropriate legacy track. However, bonus legacy rewards granted by an asset are only for the character making the move, unless the ability specifically provides a reward for allies.

Legacy tracks are not given a rank, but are otherwise treated the same as standard progress tracks. It takes four ticks to fill a box. When you fill a legacy track box, make the Earn Experience move.

“Mark Progress”

When a move or asset ability 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 that also instructs you to mark progress for that action, you may mark progress again. In other words, “mark progress” stacks. Every instance of progress earned within the same action allows you to mark the appropriate number of boxes or ticks per the rank of the challenge.

When you and your allies are working together to resolve a challenge—a quest, expedition, connection, or fight—you share a progress track. When a move prompts someone to mark progress for that challenge, it is marked on your shared progress track.

“Mark Progress Twice”

When 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). Marking progress twice on an epic challenge would result in 2 ticks (instead of 1).

Any additional instances of “mark progress” gained through an asset ability stack on top of this reward.

“Match”

A match occurs when you roll the same value on both challenge dice. If a move or ability prompts a specific result for a match, such as “on a match” or “on a strong hit with a match,” act on those instructions. If not, you can use the match as a trigger to introduce a twist or more dramatic outcome.

“On a Hit” / “If You Score a Hit”

Act on these instructions if you score a weak or strong hit on a move (your action score beats one or both of the challenge dice).

“On a Miss” / “If You Score a Miss”

Act on these instructions if your action score does not beat (is not greater than) either of the challenge dice. Ties are always in the favor of the challenge dice.

“On a Strong Hit” / “If You Score a Strong Hit”

Act on these instructions if your action score beats (is greater than) both challenge dice.

“On a Weak Hit” / “If You Score a Weak Hit”

Act on these instructions if your action score beats (is greater than) one challenge die, but does not beat the other.

“Pay the Price”

When you suffer a negative outcome on a move, you’ll often see a prompt to Pay the Price. This move helps you resolve the cost of that action. If you’re playing without a guide, you make the most obvious or interesting bad outcome happen based on the current circumstances, roll on the Pay the Price table to see what happens, or Ask the Oracle. If you’re playing with a guide, they can decide what happens, ask you to roll on a table, or talk it through with you.

“Preset Your Action Die”

Some asset abilities enable you to set your action die to an automatic value instead of rolling that die. If you take that option, roll only the challenge dice and use the preset value to determine your action score.

“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. In addition, assets abilities do not affect progress rolls unless they define a specific benefit for a progress move.

“Progress Score”

When making a progress move, tally the number of fully filled progress boxes (those with four ticks) in your progress track for that challenge. This is your progress score, and is used to resolve the move in place of an action score.

“Reroll”

After you roll your move, you may pick up and reroll the indicated dice. The move or ability will tell you what dice are eligible for the reroll; for example: “reroll your action die,” or “reroll any dice.” Unless stated otherwise, you may not reroll when making a progress move.

You may reroll only once, using a single throw for all dice you are rerolling. The new result for all dice must stand, even if it is a worse outcome than the original roll.

In rare cases, you might have multiple asset abilities that each allow a reroll on the same action. If so, you may make one reroll for every instance of a “reroll” prompt, following the process above. Unless indicated, a reroll is never required. If you are happy with the first result, let it stand.

“Reset Momentum”

After you burn momentum, or if prompted to “reset momentum” by a move or asset ability, you must adjust your momentum meter to its reset value.

The default momentum reset is +2, but this value is reduced when you suffer from an impact.

- ♦ If you have one impact marked, your momentum reset is +1.
 - ♦ If you have more than one impact marked, your momentum reset is 0.
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After you reset your momentum, resolve the move. If the move or an asset provides a momentum bonus as a reward for the move outcome, adjust the meter appropriately.

“Roll +[Stat/Meter/Other]”

This is the basic action roll. Most action rolls are made by adding the value of a stat to your action die. Moves may indicate a stat you should use, such as “roll +iron.” If it doesn’t, or gives you a choice, use the stat that best fits the situation and your approach.

Some moves and asset abilities will prompt you to use the value of a condition meter instead of a stat (for example, “roll +supply”). Others may include their own custom value or meter in place of a stat.

“Sacrifice Resources (-X)”

Make the Sacrifice Resources move, suffering the indicated loss of supply.

“Suffer -X”

Subtract this number from the indicated condition meter. For example, “suffer -1 supply” tells you to reduce your current supply meter value by 1.

“Take +X”

Add this number to the indicated meter. For example, “take +2 momentum” tells you to add 2 to your current momentum meter. Your assets may offer additional bonuses for a move. Unless stated otherwise, this bonus is added to anything else you gain as a result of the action. If you take +2 momentum as part of a move, and you are aided by an asset that tells you to “take +1 momentum” on the same move, you gain a total of +3 momentum.

“When You...”

This is a move trigger. When you do this thing, or encounter this situation, make the move.

Moves are player-facing. You or the guide don’t make moves for non-player characters or creatures. If you’re just checking to see if something happens or how someone acts, you can Ask the Oracle.

Asset abilities also use the “when you” trigger to give you additional options and bonuses when making a move. This might be a limited to a specific move (“When you Strike”), or can sometimes apply to any move that fits the scope of a situation (“When you make a move to...”). However, unless an asset specifically defines a benefit for a progress move, you may not leverage an asset ability when making one of those moves.

“Withstand Damage (-X)”

Make the Withstand Damage move, suffering the indicated amount of damage.

SESSION MOVES

The **session moves** fit into the flow of mechanics and fiction before, during, and after play. They provide methods for setting up content boundaries, adjusting content in the midst of play, and starting and ending your Starforged sessions. They are intended for solo, co-op, and guided modes.

Unlike most other moves, these session moves function primarily from the perspective of the players instead of your characters. They are a tool to moderate and facilitate safe and enjoyable play.

BEGIN A SESSION: SESSION MOVE

When you begin a significant session or chapter of play, do all of the following.

- ♦ Identify or adjust flagged content and Set a Flag.
- ♦ Review or recap what happened last session.
- ♦ Set the scene by envisioning your character's current situation and intent.

In addition, you may spotlight a new danger, opportunity, or insight. This can include a scene hidden from your character's perspective. If you do, envision a brief vignette (you may roll or choose on the table below for inspiration). Then, all players take +1 momentum as you return to play from the viewpoint of your characters.

ROLL	RESULT
1-10	Flashback reveals an aspect of your background or nature
11-20	Flashback reveals an aspect of another character, place, or faction
21-30	Influential character or faction is introduced or given new detail
31-40	Seemingly unrelated situations are shown to be connected
41-50	External factors create new danger, urgency, or importance for a quest
51-60	Important character is put in danger or suffers a misadventure
61-70	Key location is made unsafe or becomes mired in conflict
71-80	Unexpected return of an enemy or threat
81-90	Peril lies ahead or lurks just out of view
91-100	Unforeseen aid is on the way or within reach

SET A FLAG: SESSION MOVE

When you identify situations or topics you don't want to include, don't want to envision in detail, or otherwise may need mindfulness when approaching, that content is now flagged.

When you encounter content flagged as something to approach mindfully, pause to consider or discuss its role in your story. When you come across flagged content that you would rather adjust or omit, Change Your Fate.

CHANGE YOUR FATE: SESSION MOVE

When you encounter flagged content, reject an oracle, resist a consequence, or otherwise need to shift your circumstances within the game for your comfort or enjoyment, pause and identify what needs to be changed. Choose as many options as appropriate.

- ♦ **Reframe:** This didn't happen the way you first thought. Envision the moment from another perspective in a way that diminishes or changes the content.
- ♦ **Refocus:** This is not the most important thing happening right now. Envision how the spotlight shifts to change the focus.
- ♦ **Replace:** This happens but with a small adjustment. Switch out an element and envision how this new detail changes the scenario.
- ♦ **Redirect:** Adjust the trajectory to involve a helping hand. Envision how another person or party becomes involved.
- ♦ **Reshape:** The situation changes completely. Envision what happened instead.

TAKE A BREAK: SESSION MOVE

When you resolve a progress move or complete an intense scenario, take a few deep breaths and take some time to attend to the needs of your body. Reflect on what just happened and how it made you feel. Then, choose one.

- ♦ **Move on:** Continue the session. You or an ally may add +1 on the next move (not a progress move), bolstered by your reflection and past experiences.
- ♦ **Stop for now:** End a Session.

END A SESSION: SESSION MOVE

When you end a significant session or chapter of play, reflect on the events of the game and identify any missed opportunities to mark progress.

- ♦ If you strengthened your ties to a connection, Develop Your Relationship.
- ♦ If you moved forward on a quest, Reach a Milestone.

If there is a quest, connection, or other situation you would like to give focus in your next session, make note of it and take +1 momentum.

ADVENTURE MOVES

The **adventure moves** encompass broadly useful actions to overcome obstacles, reinforce your position, conduct investigations, influence others, and support your fellow protagonists. When you face a peril or try to gain leverage, and another move does not apply, you'll likely find your answer among these moves.

FACE DANGER: ADVENTURE MOVE

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 not without a 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: ADVENTURE MOVE

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 **hit**, you succeed. 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: ADVENTURE MOVE

When you search for clues, conduct an investigation, 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: ADVENTURE MOVE

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 that costs you greatly. Pay the Price.

AID YOUR ALLY: ADVENTURE MOVE

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: ADVENTURE MOVE

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.

QUEST MOVES

In the fiction of the *Starforged* setting, those who swear vows are the Ironsworn, and their promises are binding. Vows can be made to yourself, as a solemn representation of your personal commitment, or as a promise to someone else. Some vows might be made grudgingly—out of duty, necessity, or tradition. Others will be made with your whole heart.

Make these **quest moves** when you swear vows, make progress on your quests, and resolve vows.

SWEAR AN IRON VOW: QUEST MOVE

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 must overcome a significant obstacle before you begin your quest. Envision what stands in your way.

REACH A MILESTONE: QUEST MOVE

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.

FULFILL YOUR VOW: QUEST MOVE

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 quest's 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).

FORSAKE YOUR VOW: QUEST MOVE

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.

CONNECTION MOVES

Connections are NPCs (non-player characters) who represent a deep, vital, or interesting relationship in your story. They are your tethers to the people and places of the Forge.

Make these **connection moves** when you introduce connections and as you build influence or understanding with them.

MAKE A CONNECTION: CONNECTION MOVE

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: CONNECTION MOVE

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.

If you already share a bond with the connection, do not mark progress. Instead, roll +their rank to learn the impact on your legacy: troublesome=+1; dangerous=+2; formidable=+3; extreme=+4; epic=+5. On a **strong hit**, mark 2 ticks on your bonds legacy track. On a **strong hit with a match**, you may also envision how recent events bolstered your connection's standing and raise their rank by one (if not already epic). On a **weak hit**, take +2 momentum. On a **miss**, take no lasting benefit.

TEST YOUR RELATIONSHIP: CONNECTION MOVE

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**, Develop Your Relationship.

On a **weak hit**, Develop Your Relationship, but also envision a demand or complication as a fallout of this test.

On a **miss**, or if you have no interest in maintaining this relationship, choose one.

- ♦ Lose the connection: Envision how this impacts you and Pay the Price.

Prove your loyalty: 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 benefit for the connection. If you refuse or fail the quest, the connection is permanently undone.

FORGE A BOND: CONNECTION MOVE

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 share this connection also mark the reward. Then, choose one.

- ♦ Bolster their influence: When they aid you on a move closely associated with their role, add +2 instead of +1.
- ♦ Expand their influence: Give them a second role. When they aid you on a move closely associated with either 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 that 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).

EXPLORATION MOVES

The Forge is a vast, chaotic, and largely unexplored galaxy. Your sworn vows will take you through uncharted space, across the surface of inhospitable planets, and into the depths of foreboding derelicts, enigmatic alien vaults, and other perilous sites.

Will you survive these expeditions? What will they cost you? What wonders and horrors will you face? Use the **exploration moves** to find out.

UNDERTAKE AN EXPEDITION: EXPLORATION MOVE

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 the 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: EXPLORATION MOVE

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.

MAKE A DISCOVERY: EXPLORATION MOVE

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.

ROLL	RESULT
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 prophesies of the future
91-100	Roll twice

CONFRONT CHAOS: EXPLORATION MOVE

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.

ROLL	RESULT
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

FINISH AN EXPEDITION: EXPLORATION MOVE

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: EXPLORATION MOVE

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.

COMBAT MOVES

The Forge is a perilous galaxy. Factions fight for control. Pirates hunt the spaceways. Raiders prey on vulnerable settlements. Dangerous creatures and chaotic terrors stalk the unwary. Dreaded foes and powerful forces will oppose your sworn quests. Eventually, you'll be forced to fight.

When you face one or more foes in high-stakes, action-oriented conflict, use the **combat moves**. These moves encompass on-foot action and vehicle sorties—or both as part of the same challenge.

ENTER THE FRAY: COMBAT MOVE

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: COMBAT MOVE

When you are in control and take action in a fight to reinforce your position or move toward 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: COMBAT MOVE

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 avoid the worst of the danger or overcome the obstacle, but not without a 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.

STRIKE: COMBAT MOVE

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: COMBAT MOVE

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.

TAKE DECISIVE ACTION: COMBAT MOVE

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 without a match 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.

ROLL	RESULT
1-40	It's worse than you thought: Make a suffer move (-2)
41-52	Victory is short-lived: A new peril or foe appears
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.

FACE DEFEAT: COMBAT MOVE

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.

BATTLE: COMBAT MOVE

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. Pay the Price.

SUFFER MOVES

When you bear the brunt of a failed action or make a concession, the suffer moves help resolve the cost. These moves are typically made when you must Pay the Price and face a hardship that directly impacts your well-being and readiness, or as prompted by a move or asset.

LOSE MOMENTUM: SUFFER MOVE

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: SUFFER MOVE

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.

ROLL	RESULT
1-10	You suffer mortal harm. Face Death.
11-20	You are dying. Within an hour or two, you must Heal and raise your health above 0, or Face Death.
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, Face Death.
36-50	You are reeling. If you engage in any vigorous activity before taking a breather, roll on this table again (before resolving the other move).
51-100	You are still standing.

ENDURE STRESS: SUFFER MOVE

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.

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

COMPANION TAKES A HIT: SUFFER MOVE

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: SUFFER MOVE

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.

WITHSTAND DAMAGE: SUFFER MOVE

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: 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.

ROLL	RESULT
1-10	Immediate catastrophic destruction. All aboard must Endure Harm or Face Death, as appropriate.
11-25	Destruction is imminent and unavoidable. If you do not have the means or intention to get clear, Endure Harm or Face Death, as appropriate.
26-40	Destruction is imminent, but can be averted if you Repair your vehicle and raise its integrity above 0. If you fail, see 11-25.
41-55	You cannot Repair this vehicle until you Resupply 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 Repair and raise its integrity above 0.
71-85	It's a rough ride. All aboard must make the Endure Harm, Endure Stress, or Companion Takes a Hit move, suffering a serious (-2) cost.
86-95	You've lost fuel, energy, or cargo. Sacrifice Resources (-2).
96-100	Against all odds, the vehicle holds together.

RECOVER MOVES

Life as an Ironsworn is not easy or comfortable. When your resources are strained, your health and spirit ebbing, your equipment and vehicles in disrepair, you'll need to find relief from the perils of the Forge and the burdens of your sworn oaths.

Make these **recover moves** when you attempt to rest, recover, or refit.

SOJOURN: RECOVER MOVE

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: RECOVER MOVE

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: RECOVER MOVE

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.

RESUPPLY: RECOVER MOVE

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 that 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.

REPAIR: RECOVER MOVE

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.

THRESHOLD MOVES

Despite your best efforts to overcome the perils of the Forge, calamitous events may bring you to the precipice of life and death, redemption and desolation, perseverance and destruction.

In these moments you face your greatest tests. What will become of you when all seems lost? Will you see your character undone, or find yourself on a path of renewed purpose? Make these **threshold moves** to find out.

FACE DEATH: THRESHOLD MOVE

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 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 deathbound quest, clear the impact.

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

FACE DESOLATION: THRESHOLD MOVE

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: THRESHOLD MOVE

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.

LEGACY MOVES

The three **legacy tracks**—quests, bonds, and discoveries—are a special type of progress track to show the evolution of your character. As you fulfill vows, build relationships, and explore the Forge, you'll mark progress on these tracks and gain experience. This experience is then spent on character assets to represent your character's growing skills, influence, and resources. Make these **legacy moves** to gain and spend experience, and when you face a final test to learn how your accomplishments and failures will echo through time.

EARN EXPERIENCE: LEGACY MOVE

When you fill a box (four ticks) on any legacy track, take 2 experience. This experience may be spent when you Advance.

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.

ADVANCE: LEGACY MOVE

When you develop your abilities, improve your resources, gain a reward, or boost your influence, you may spend 3 experience to add a new asset, or 2 experience to upgrade an asset. Choose from the following categories as appropriate to your focus and opportunities.

- ♦ Module: Upgrade your command vehicle
- ♦ Support Vehicle: Acquire or improve a secondary vehicle
- ♦ Path: Bolster your personal capabilities or follow a new calling
- ♦ Companion: Gain or improve a trusted helper
- ♦ Deed: Learn from your experiences or build a legacy

CONTINUE A LEGACY: LEGACY MOVE

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 that 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

In solo and co-op play, the **fate moves** mediate the result of other moves or serve as inspirational prompts for your story. When you face the uncertain outcome of a move, want to know what happens next, or have a question about people, places, and events, these moves help reveal the answer.

ASK THE ORACLE: FATE MOVE

When you seek to resolve questions, reveal details, discover 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...
Small Chance	10 or less
Unlikely	25 or less
50/50	50 or less
Likely	75 or less
Almost Certain	90 or less

On a match, envision an extreme result or twist.

PAY THE PRICE: FATE MOVE

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 situation.
- ◆ Roll on the table below. If the result doesn't fit the situation, roll again.

ROLL	RESULT
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

SCENE CHALLENGE MOVES

A **scene challenge** is an optional structured approach for resolving an extended non-combat scene against a threat or other characters, particularly when a time limit or looming danger adds extra urgency.

Examples of a scene challenge include disarming a timed explosive, hacking a system while evading digital countermeasures, participating in a formal debate before a council, or competing in a hoverbike race.

BEGIN THE SCENE: SCENE CHALLENGE MOVE

When you face an extended or complex challenge outside of a fight, name your objective and set its rank as formidable.

Then, envision the situation and choose the number of segments for the scene's tension clock.

- ♦ You are severely disadvantaged: Four segments
- ♦ You are on equal footing: Six segments
- ♦ You have strong advantage: Eight segments

When the clock is full, you must Finish the Scene.

FACE DANGER (SCENE CHALLENGE): SCENE CHALLENGE MOVE

When you attempt something risky or react to an imminent threat within a scene challenge, 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 and mark progress. On a **strong hit with a match**, mark progress twice.

On a **weak hit**, you are successful and mark progress, but also encounter a complication or setback. Envision what occurs and fill a clock segment.

On a **miss**, you fail, or a momentary success is undermined by a dramatic turn of events. Fill a clock segment and Pay the Price. On a **miss with a match**, fill two segments and Pay the Price.

SECURE AN ADVANTAGE (SCENE CHALLENGE): SCENE CHALLENGE MOVE

When you assess a situation, make preparations, or attempt to gain leverage within a scene challenge, 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 **strong hit with a match**, take both and mark progress. 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. Fill a clock segment and Pay the Price. On a **miss with a match**, fill two segments and Pay the Price.

FINISH THE SCENE: SCENE CHALLENGE MOVE

When the scene challenge tension clock or progress track is filled, or when events lead to the scene's conclusion, roll the challenge dice and compare to your progress.

On a **strong hit**, you achieve your objective unconditionally.

On a **weak hit**, you succeed, but not without cost. You must Pay the Price. Make this a minor cost relative to the scope of the scene.

On a **miss**, you fail or are undermined by a dire and costly turn of events. Pay the Price.