

An asset by Samuel Rondón
for the *Ironsworn* role-playing game system
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COMBAT TALENT



FLOGGER

If you wield a whip...

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

**IRONSWORN
SYSTEM**



**COMBAT
TALENT**