An asset by Samuel Rondón for the *Ironsworn* role-playing game system www.patreon.com/SamuelRondon

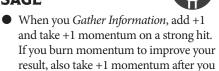
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reset.



O When you *Compel* someone by speaking reason or making use of your intellect, you may roll +wits (instead of +heart). If you do, take +1 momentum on a hit.

O When you *Face Danger* or *Secure an Advantage* by using your perception or intelligence, add +1 and take +1 momentum on a hit.

