

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



SAGE

- When you *Gather Information*, add +1 and take +1 momentum on a strong hit. If you burn momentum to improve your result, also take +1 momentum after you reset.
- 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.
- When you *Face Danger* or *Secure an Advantage* by using your perception or intelligence, add +1 and take +1 momentum on a hit.

**IRONSWORN
SYSTEM**



PATH