

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

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PATH



LONG-STANDING

- When you *Face Death* or *Face Desolation*, and score a miss while you have at least one bond marked, you may envision how this moment breaks one of your bonds as you leave it behind, clear it, and count the miss as a strong hit. If you do, you no longer have this protection until you completely fill the next box on your bonds progress track.
- When you *Face Death*, envision your determination to hold to life. Then, add +1. On a hit, take +1 health or +1 momentum (your choice).
- When you *Face Desolation*, envision your determination to hold to sanity. Then, add +1. On a hit, take +1 spirit or +1 momentum (your choice).

**IRONSWORN
SYSTEM**



PATH