

IRONSWORN STARFORGED

ASSET CARDS

This file includes print-and-play asset cards for the
Ironsworn: Starforged tabletop roleplaying game.

PRINTING THESE ASSETS

You may print these assets for personal use. They are sized for use with standard 3.5x2.5in (88x63mm) card protectors. A printed deck of assets is also available for Kickstarter backers. Check the Kickstarter for details at: www.kickstarter.com/projects/shawntomkin/ironsworn-starforged.

CREDITS

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Icon and card design by Nathen Græy

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PREVIEW EDITION

Updated 4/27/21

COMMAND VEHICLE STARSHIP



NAME _____

- Your armed, multipurpose starship is suited for interstellar and atmospheric flight. It can comfortably transport several people, has space for cargo, and can carry and launch support vehicles. When you Advance, you may spend experience to equip this vehicle with module assets.
- When you Finish an Expedition (dangerous or greater) and score a hit, this journey strengthened your ties to your ship and any fellow travelers. You and your allies may mark 1 tick on your bonds legacy track.
- When you Withstand Damage, you may roll +heart. If you do, Endure Stress (-1) on a weak hit or miss.



MODULE ENGINE UPGRADE



- Your vehicle's finely-tuned engines speed your travels. When you Undertake an Expedition (+edge) and roll a strong hit with 6 on your action die, take +2 momentum.
- When you Enter the Fray, choose one (before rolling).
 - * Maneuver: Add +1 and take +1 momentum on a strong hit.
 - * Boost: Take +2 momentum on a hit.
- When you make a desperate move to pursue a foe, escape a threat, or get in range, you may push your engines to their limit. If you do (decide after rolling), reroll any dice and count a weak hit as a strong hit. Then, Withstand Damage (-2).

MODULE EXPANDED HOLD



- Your vehicle carries up to 3 cargo. When you gain +supply, you may convert it to +cargo. When you make a move +supply, you may add +cargo. When you Sacrifice Resources, you may instead suffer -cargo for any portion of the cost.
- When you roll a miss or weak hit as you make a move to barter or negotiate, and you have at least 1 cargo, you may sweeten the pot. If you do, reroll all dice and add +cargo. Then, suffer -1 cargo.
- When you make a move to outrun a threat and have at least 1 cargo, you may first lighten your load by dropping cargo. If you do, suffer -cargo by the amount dropped, add +that amount, and take +2 momentum on a hit.



MODULE HEAVY CANNONS



- When you aim your cannons and use them to Strike, choose one.
 - * Strafing run: Add +1 and take +1 momentum on a hit.
 - * Focus fire: Mark progress on a hit, but Lose Momentum (-1).
- Once per fight, when you Clash by committing to an all-or-nothing exchange of fire, add +1, count a weak hit as a strong hit, and mark progress on a hit. On a miss, you must suffer a dire outcome.
- When you Compel, Enter the Fray, or Gain Ground by bringing your cannons to bear and sending a promise of violence to your foe over communication channels, add +1 and take +1 momentum on a hit. On a strong hit with a match, take another +1 momentum.

MODULE INTERNAL REFIT



- You have customized the cabins, common spaces, and environment of the ship to your needs. When you Undertake an Expedition (dangerous or greater), reroll any dice for the first leg of your journey. On a hit, you and your allies may envision how you make yourself at home; if you do, take +2 momentum or +1 spirit.
- Your vessel is stocked with reserves. When you Sacrifice Resources and your supply is reduced to 0, first roll +integrity instead of marking unprepared. On a strong hit, take +1 supply. Otherwise, mark unprepared.
- When you Enter the Fray to oppose an invader within your vessel, reroll any dice. On a strong hit, take +momentum equal to integrity. On a strong hit with a match, also mark progress.

MODULE MEDBAY

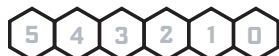


- When you use your medbay to Heal yourself or another patient, you may reroll your action die if its value is less than your vehicle's integrity.
- When you or an ally mark the permanently harmed impact and are brought to the medbay without delay (less than an hour or so), you have a shot at making things right. If you Heal and score a strong hit, clear the impact (in addition to the other benefits of the move). Then, envision the scar that now serves as a reminder of the incident.
- When you Face Danger by performing a risky medical procedure, or if you Gather Information through an autopsy or internal scan, reroll any dice and take +1 momentum on a hit.

MODULE MISSILE ARRAY



- You have 5 ammo. When you Strike or Clash with a missile attack, suffer -1 ammo and mark progress on a hit. If you Resupply in a place where your missiles can be replenished, you may exchange any earned +supply for +ammo.
- When you have at least 1 ammo and Gain Ground by locking a missile on target, add +1 and take +1 momentum on a hit.
- When you have at least 3 ammo and Take Decisive Action by unleashing them all, roll an action die before making the progress roll. If your action die is equal to or less than ammo, you may reroll each challenge die. Then, set ammo to 0.



MODULE OVERSEER



NAME _____

- Your AI module keeps watch over the vehicle's systems and sensor data. When you Secure an Advantage or Gain Ground by talking through a situation with the overseer, you may roll +integrity. If you do, take +1 momentum on a hit.
- When you Withstand Damage and roll on the miss table, the overseer will do what it can to help. Roll twice on the table and choose either result.
- The overseer can pilot the vehicle independently. When you Face Danger to hand over control to the AI in an emergency, or to summon the vehicle remotely, you may roll +integrity. If you do, take +1 momentum on a hit.

MODULE REINFORCED HULL



- Your vehicle is clad in iron. When you Withstand Damage, add +1. On a strong hit, take +1 momentum.
- Your plated hull is given a fierce and distinctive color or design. When you arrive at a place where your reputation is a factor, take +1 momentum. When you Enter the Fray against a foe who would know your reputation, take +momentum equal to your vehicle's integrity on a strong hit.
- When you React Under Fire by letting your plated hull take the hit, add +1 and take +1 momentum on a hit. On a strong hit with a match, take another +1 momentum as you surge through the chaos and put yourself in perfect position. On a miss, Pay the Price by marking this component as broken.

MODULE RESEARCH LAB



- When you use your lab to Secure an Advantage or Gather Information through careful analysis or experimentation, add +1 and take +1 momentum on a hit.
- When you Face Danger to isolate or secure a hazardous specimen, reroll any dice.
- When you Swear an Iron Vow to undertake a long-term research project, reroll any dice. When you obtain crucial samples, equipment, or data, Reach a Milestone. When you have what you need and devote extended time to the project in your lab, Face Danger and add +1 to see how you fare. On a hit, Reach a Milestone. On a strong hit with a match, mark progress. When you Fulfill Your Vow, make the legacy reward one rank higher (1 extra box if already epic).

MODULE SENSOR ARRAY

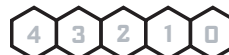


- Your advanced sensors scan the paths ahead to help spot dangers. When you Undertake an Expedition (+wits), and roll a 10 on only one challenge die, you may reroll that die.
- When you Secure an Advantage or Gather Information by scanning your vehicle's surroundings or analyzing a nearby object, choose one and take +1 momentum on a hit.
 - * Manual scan: Add +1
 - * Automated scan: Instead of rolling the action die, make it the value of your vehicle's integrity
- When you Enter the Fray against an ambush, or Face Danger to detect a hidden threat, you may roll +integrity. If you do, reroll any dice and take +1 momentum on a hit.

MODULE SHIELDS



- When you raise your shields, roll +your vehicle's integrity or +wits. On a strong hit, set your shields to +4. On a weak hit, make them +3. On a miss, make them +2 but Lose Momentum (-1). Then, if you Withstand Damage, ignore damage up to the value of your shields and suffer -1 shields. Raised shields last for a few minutes. If reduced to 0, they cannot be raised again for an hour or so.
- You may React Under Fire by letting your shields take the blow. If you do, roll +shields and take +2 momentum on a hit.
- When you Enter the Fray and score a strong hit, you may raise your shields to +3 without rolling. If you do, take +1 momentum.



MODULE STEALTH TECH



- When you make a move against a specific foe or threat to avoid detection, add +1. If you Enter the Fray by ambushing an unaware foe, add +1 and mark progress on a strong hit.
- When you Undertake an Expedition (+shadow), and roll a 1 on your action die, you may reroll it.
- When you are poised to Strike from hiding, you may roll +shadow. If you do, choose one (before rolling).
 - * Strike true: Reroll any dice.
 - * Strike hard: Mark progress on a hit.
 On a strong hit with a match, you also remain totally undetected; take +2 momentum and add +1 on your next Strike.

MODULE VEHICLE BAY



- You may purchase or upgrade a support vehicle for 1 less experience. When you Repair a battered support vehicle, spend 1 repair point (instead of 2).
- When a support vehicle is destroyed, and you are able to retrieve its wreckage, you may Ask the Oracle using the yes/no table if something can be salvaged from the mess. Make it '50/50'. On a yes, spend 2 experience to restore the support vehicle asset with all previously marked abilities. Until you Repair and bring it back to full working order, the vehicle is battered with 0 integrity.
- When you make a move to launch from or land on your command vehicle in a perilous situation or environment, reroll any dice and take +1 momentum on a hit.

MODULE WORKSHOP



- When you Repair in the field, add +1.
- When you make a move in your workshop to craft, modify, deactivate, or disassemble a device or machine, you may reroll your action die if its value is less than your vehicle's integrity.
- When you Swear an Iron Vow to undertake a long-term engineering project, reroll any dice. When you obtain a crucial part or resource, Reach a Milestone. When you have what you need and devote extended time in your workshop to the project, Face Danger and add +1 to see how you fare. On a hit, Reach a Milestone. On a strong hit with a match, mark progress. When you Fulfill Your Vow, make the legacy reward one rank higher (1 extra box if already epic).

SUPPORT VEHICLE EXOSUIT



NAME _____

- Your lumbering rig houses one pilot, is sealed against hostile environments, and is armed with fixed or held weapons. When you make a forceful, damaging, or resistant move, you may (after rolling) replace the value of your action die with the rig's integrity; if you do, Lose Momentum (-1).
- Your exosuit is equipped with thrusters. You can maneuver in zero-g, make thrust-assisted leaps, and drop to a surface from altitude. When you burn fuel to overcome a critical obstacle (decide after rolling), you may reroll any dice. If you do, Sacrifice Resources (-1).
- When you Withstand Damage, you may reroll one challenge die



SUPPORT VEHICLE HOVERBIKE



NAME _____

- Your unarmed hoverbike provides speedy planetside transport, and is equipped to carry up to two people and their gear. When you Undertake an Expedition (+edge), take +1 momentum on a hit. On a strong hit with a match, you also surge ahead or find a new path; mark progress.
- When you Set a Course over planetside terrain, you may roll +integrity (instead of +supply); if you do, take +2 momentum on a hit.
- When you Face Danger or React Under Fire by outrunning or dodging a threat, take +1 momentum on a hit.

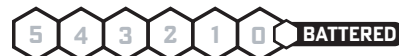


SUPPORT VEHICLE ROVER



NAME _____

- Your unarmed rover provides protected planetside transport. When you Undertake an Expedition or Set a Course, add +1. When you Finish an Expedition in your rover, you may reroll one challenge die.
- At no extra cost, you may equip your rover with one module asset. When you Withstand Damage, this module can be broken or destroyed as with a command vehicle. If you want to reconfigure your rover, spend 1 experience, discard the module, and equip another with the same number of abilities.
- Your rover is kept fully stocked. When you Check Your Gear, add +1 and take +1 momentum on a hit.



SUPPORT VEHICLE SERVICE POD



NAME _____

- Your utility vehicle houses one pilot for short-range, low gravity operations. When you make a move using the pod's manipulator arms to perform a delicate or forceful task, add +1 and take +1 momentum on a hit.
- When you Face Danger, Gain Ground, or React Under Fire by maneuvering your pod through a hazardous or obstructed area, choose an approach and roll +integrity.
* Careful: Add +2 and Lose Momentum (-1)
* Reckless: Take +1 momentum on a hit
- When you make a move while controlling the pod and push its capabilities to the limit, you may take an automatic strong hit. If you do, Withstand Damage (-2).

4 3 2 1 0 BATTERED

SUPPORT VEHICLE SHUTTLE



NAME _____

- Your unarmed shuttle provides short-range transport for several people and equipment through space or atmosphere. When you travel to a location (not your command vehicle), you and your allies may take +1 momentum when you arrive
- When you Face Danger or React Under Fire to navigate through hazardous skies or around obstacles, add +1 and take +1 momentum on a hit.
- You shuttle is sealed against high pressure environments, can travel underwater, and is more resistant to damage; when you Withstand Damage, add +1.

4 3 2 1 0 BATTERED

SUPPORT VEHICLE SNUB FIGHTER



NAME _____

- Your snub fighter carries a single pilot for space or atmospheric flight and combat. When you Enter the Fray, you may roll +integrity; if you do, take +2 momentum on a hit.
- When you Strike or Clash, add +1. On a strong hit with a match, mark progress.
- When you personally defeat a notable foe in your snub fighter, envision the victory mark you make on the fuselage. Track your victories in this box. For every five, mark 2 ticks on your quests legacy track.

4 3 2 1 0 BATTERED

PATH ACE



- When you Face Danger or React Under Fire by guiding your vehicle through a hazard or out of harm's way, add +1 and take +1 momentum on a hit.
- When you Gain Ground by maneuvering your vehicle against a foe, add +1. If you roll a strong hit with a 4, 5, or 6 on the action die, you may put yourself in firing position. If you do, set side the action die or note its value. If you or an ally Strike using the vehicle's weapons, use that value for the action die (rolling only the challenge dice). This persists until you fail to score a strong hit on that move, or until you make another move which changes your vehicle's position.
- When you must Endure Stress while piloting a vehicle, you may roll +integrity. If you do, take +1 momentum on a strong hit.

PATH AGENT



- When you make a move to break into a secure site, infiltrate a protected area, or hack or manipulate a secure system, add +1 and take +1 momentum on a hit.
- When you Face Danger or Secure an Advantage to establish a false identity, add +1. On a hit, you may add +1 when using that identity to deceive or influence others. If you roll a miss with a match when using that identity, your deception is completely and dramatically undone.
- When you covertly Gather Information, you may roll +shadow. If you do, take +1 momentum on a hit. On a strong hit with a match, you uncover a surprising aspect of an adversary's plan or a connection to another quest or relationship; take +2 momentum and Reach a Milestone.

PATH ARCHIVIST



- You wield an archive of esoteric knowledge. When you recall lore from your studies to Secure an Advantage or Gather Information, add +1. If you have ample time to search the archive, add +2. On a hit, envision the obscure but helpful knowledge you put to use (Ask the Oracle if unsure), and take +1 momentum.
- When you Swear an Iron Vow (formidable or greater) to recover knowledge from a perilous location, reroll any dice. When you Fulfill Your Vow and score a hit, also mark 2 ticks on your discoveries legacy track.
- One time only, once you fill 6 boxes on your discoveries legacy track, you may browse the archive's forbidden depths. If you do, raise your wits by 1 and roll an action die. On 1-2, also mark traumatized or Face Desolation (ignore momentum).

PATH ARMORED



If you wear your finely crafted set of personal armor...

- When you Face Danger, React Under Fire, or Clash against physical attacks or impact, you may put trust in your armor's protection. If you do, set the value of your action die to 4 and roll only the challenge dice.
- You add an important new piece to your set of armor, or upgrade its materials. As above, but set the value of your action die to 5 instead of 4.
- When you must Endure Harm, you may instead let your armor take the hit. If you do, roll your action die. On a 4 or greater, ignore the harm. On a 1-3, ignore the harm but your armor is now broken; you must Repair and spend 5 repair points to bring it back to working condition.

PATH AUGMENTED



ONE _____

TWO _____

- You are rigged with an advanced prosthetic, implant, or mechanical enhancement. When you make a move directly aided by the augment, envision how it gives you exceptional capabilities and add +1. On a strong hit with a match, your augment exceeds expectations; take +2 momentum. On a miss with a match, the augment is broken; you must Repair and spend 3 repair points to bring it back to working condition.
- You are rigged with a second augment. It functions as above, but benefits for the two augments do not stack.
- When you must Endure Harm or Face Death, you may instead mark an augment as broken. Repair it as detailed above.

PATH BANNERSWORN



IDEOLOGY _____

- You are bound to a clan, faction, or creed. When you Swear an Iron Vow in service to this ideology, reroll any dice. On a hit, mark 1 tick on your bonds legacy track.
- When you or an ally Sojourn and score a strong hit with a match, you may envision meeting someone of the same ideology. If you Make a Connection with them and score a hit, mark 1 tick on your bonds legacy track. When you Forge a Bond with anyone of your ideology, make the legacy reward one rank higher (1 extra box if already epic).
- When you make a progress move in direct service to your ideology, you may reroll one challenge die. If you then score a strong hit with a match, mark 1 tick on your bonds legacy track.

PATH BLADEMASTER



If you wield a bladed weapon...

- When you Clash or Strike in close-quarters, add +1. On a strong hit with a match, mark progress. Also, once per fight, you may reroll any dice as you make a move to attack or defend using your blade.
- If you Gain Ground by moving into close-quarters against your foe, choose your approach.
 - * Charge: Roll +heart, and mark progress on a hit.
 - * Evade: Roll +edge, and take +1 momentum on a hit.
- When you Swear an Iron Vow and bind the oath to your blade, add +1. On a hit, take +2 momentum or +2 spirit.

PATH BOUNTY HUNTER



- When you take a bounty contract and Swear an Iron Vow to see it done, add +1. On a strong hit, you've got a solid lead and may immediately Reach a Milestone. When you Fulfill Your Vow, make the legacy reward one rank higher (1 extra box if already epic).
- When you Gather Information related to a bounty, add +2. On a strong hit with a match, you reveal a surprising aspect of the contract; envision what you discover, and choose one.
 - * Forge ahead: Reach a Milestone and mark progress.
 - * Change loyalties: Forsake Your Vow and mark 2 ticks on your bonds legacy track.
- When you Take Decisive Action in a fight against a bounty target or their agents, you may reroll one challenge die.

PATH BRAWLER



If you fight unarmed or with a close-quarters weapon...

- When you Gain Ground by attempting to disarm, trip, shove, grapple, or stun your foe, add +1 and take +1 momentum on a hit.
- When you Clash in close-quarters, you may draw on your momentum to gain advantage. If you do, Lose Momentum (-2) and choose one (before rolling).
 - * Aggressive: Count a weak hit as a strong hit.
 - * Defensive: Count a miss as a weak hit.
- When you Enter the Fray already positioned in close-quarters against your foe, mark progress on a hit. On a strong hit with a match, your initial assault leaves them stunned; also take +2 momentum.

PATH COMMANDER



- When you Aid Your Ally through leadership, coordination, or planning, add +1. On a strong hit, all allies who are present take +1 momentum.
- When you Enter the Fray (+heart) by coordinating with your team as they wade into the fight, make your move before your allies act. On a strong hit, all allies may take an automatic strong hit. On a strong hit with a match, also mark progress on any objectives in this fight.
- When you make a move to influence someone (not an ally) through leadership, add +1 and take +1 momentum on a hit. On a strong hit with a match, your command galvanizes them into unexpected action. Take another +1 momentum, and mark one tick on your bonds legacy track.

PATH COURIER



- When you Swear an Iron Vow to transport and protect something precious, set its safety to 5. When you Undertake an Expedition or Set a Course and score a weak hit or miss, you may suffer -1 safety as the cost. On a miss with a match, you must suffer -2 safety as the cost. When safety falls to 0, envision a major complication related to this mission. If you overcome the threat, Reach a Milestone and mark progress twice. Then, set safety to 3.
- When you Sojourn during a courier mission, you may roll +safety. On a strong hit, take +1 safety or +1 momentum.
- When you Fulfill Your Vow to a connection by finishing a courier mission, you may Advance a Relationship and mark progress twice.



PATH DEVOTANT



STAT _____

NAME _____

- You worship a god, power, or entity. Give it a name and choose one of your stats to represent its nature. When you Face Danger or Secure an Advantage by calling on it for guidance or blessings, roll +linked stat. On a hit, take +1 momentum or +1 spirit. On a strong hit with a match, a miracle or sign manifests; take another +1 momentum or +1 spirit.
- When you Swear an Iron Vow (formidable or greater) in service to your faith, roll +linked stat. On a strong hit, Reach a Milestone. When you Fulfill Your Vow and score a hit, also mark 2 ticks on your bonds legacy track.
- When you Hearten through contemplation or sharing of your faith, you may roll +linked stat. If you do, take +1 spirit or +1 momentum on a strong hit.

PATH DIPLOMAT



- When you Swear an Iron Vow (formidable or greater) to resolve a dispute, negotiate an agreement, or gather allies, add +1. On a strong hit, Reach a Milestone. When you Fulfill Your Vow and score a hit, also mark 2 ticks on your bonds legacy track.
- When you make a move in a charged situation to defuse, reason, or negotiate, add +1. If you roll a miss, you may try a different tact. Envision this new approach and reroll all dice. If you roll a miss yet again, face a dire complication or blow to your reputation as you Pay the Price.
- When you Make a Connection or Sojourn, add +1. If you Sojourn and roll a strong hit with a match, you are shown great respect; take +momentum equal to your heart.

PATH EMPATH



- When you read the intent, emotions, or memories of a being in your presence, roll +heart. On a strong hit, you glimpse a helpful aspect of their inner self. Envision what you learn, take +2 momentum, and add +1 as you make moves to interact with them in this scene. On a weak hit, the visions are murky; take +1 momentum. On a miss, you reveal a troubling motive or secret; Pay the Price.
- As above, and on a hit you may subtly influence their attitude or actions, such as making a hostile being hesitate. Take another +1 momentum. If in a fight, mark progress.
- When you Face Danger to soothe a being's emotional distress through an empathic bond, you may roll +spirit. If you do, take +1 momentum on a hit. If they are an ally, also give them +2 spirit on a hit.

PATH EXPLORER



- When you Explore a Waypoint, take +1 momentum on a hit. When you Finish an Expedition and score a hit, mark 1 extra tick on your discoveries legacy track.
- When you come across a wondrous sight or phenomenon, such as an extraordinary planet, majestic creature, or dazzling stellar object, choose one:
 - * Find inspiration: Take +1 momentum
 - * Soak it all in: Hearten; add +1, and take +1 momentum on a hit.
- When you Secure an Advantage by studying a newfound place from a safe position, add +1 and take +1 momentum on a hit. On a strong hit with a match, take another +1 momentum and envision an unusual aspect of the site.

PATH FATED

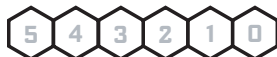


- Once you fill a box on your background vow progress track, mark 1 tick on your quests legacy track. When you Fulfill Your Vow on the background vow, your fate is at hand. Envision your final sacrifice and take an automatic strong hit.
- When you Face Death or Face Desolation while your background vow is unfulfilled, it is not yet your time. Instead of rolling, you may take an automatic strong hit. If you do, this asset counts as an impact (and you no longer have this protection) until you next Reach a Milestone on the background vow.
- When you make any progress move directly related to your background vow, and roll a 10 on either challenge die, you may reroll that die. On a strong hit, take +2 momentum.

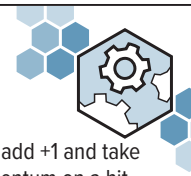
PATH FIREBRAND



- You wield fiery energy. When you rest and meditate to gather this energy, roll +spirit. On a strong hit, take up to +3 fire. On a weak hit, take +2. On a miss, take +2 fire but Endure Harm (-2). Your max fire is +5. When you make moves aided by this energy to attack or overcome obstacles, add +2 and suffer -1 fire.
- When you Endure Harm and roll a strong hit with a match, you may instead ignore the harm and take +fire equal to the amount of harm faced (+1, +2, or +3).
- When you have at least +3 fire, you may Gain Ground or Strike by unleashing hell. If you do, take an automatic strong hit and mark progress. Then, set your fire to 0.

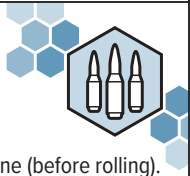


PATH GEARHEAD



- When you Repair (+wits), add +1 and take +1 repair point or +1 momentum on a hit.
- When you Gather Information by studying or disassembling a piece of equipment or technology, or if you Resupply by breaking down and repurposing an item, add +1 and take +1 momentum on a hit.
- When you Face Danger to rig, modify, or enhance a device for a powerful but limited function, envision your approach and add +1. On a hit, the device is ready for use. One time only, if you make a move in a critical moment aided by the device, do all of the following.
 - * Reroll any dice
 - * Take +1 momentum on a hit
 - * On a strong hit, mark 1 tick on your quests legacy track

PATH GUNNER



If you wield a heavy ranged personal weapon...

- When you Strike, choose one (before rolling).
 - * Pin them down: Add +1 and take +1 momentum on a hit.
 - * Make them hurt: Mark progress on a hit.
- When you Take Decisive Action by emptying your gun (decide before rolling), you may Sacrifice Resources (-1) and reroll one challenge die. If the fight continues or you are caught up another fight, Check Your Gear to see if you have more ammo on-hand.
- Give your favorite gun a name. When you Clash with it, add +1. When you Enter the Fray or Endure Stress while wielding it, add +1 and take +1 momentum on a hit.

NAME _____

PATH GUNSLINGER



If you wield a pistol...

- When you Enter the Fray by facing off against your foe (+heart), or by preparing to act without tipping them off (+shadow), add +1 and take +1 momentum on a hit. On a strong hit with a match, you may immediately take a shot (without making a move) and mark progress twice.
- When you Gain Ground or React Under Fire by moving into cover, add +1. On a strong hit, you may then add +2 (one time only) if you pop out of cover to Strike.
- When you Compel or Gain Ground with the threat of violence by holding someone at gunpoint, add +1 and take +1 momentum on a hit.

PATH HAUNTED



- You are haunted by the spirit of someone whose death you caused or mourn (or both). When you make a move to call upon their insight, add +1. On a weak hit, also Endure Stress (-1). On a strong hit with a match, mark 1 tick on your bonds legacy track.
- When you Face Death guided by the spirit, add +1. On a strong hit, envision what you learn from them or about them, and mark 2 ticks on your bonds legacy track.
- One time only, when you Fulfill Your Vow (extreme or greater) in service to the spirit, take this ability at no cost and choose one.
 - * Let them go: Mark 2 ticks on your bonds legacy track for each marked ability, and discard this asset.
 - * Bolster your link: When you leverage an asset ability, take +1 momentum on a hit.

PATH HEALER



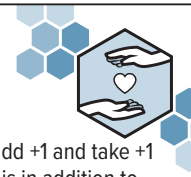
- When you give medical care to Heal yourself or another character, add +1. If you are treating someone other than yourself, take +1 spirit or +1 momentum on a hit.
- When you Gather Information by studying medical evidence or biological remains, add +1 and take +1 momentum on a hit. On a strong hit with a match, you also reveal an unexpected medical anomaly; mark 1 tick on your discoveries legacy track.
- Once every day or so, when you are in a safe place with plenty of time on your hands, you may Sacrifice Resources (-1) and provide basic medical care for yourself, companions, or allies without risk. If you do, automatically give +1 health to everyone whose health is greater than 0.

PATH KINETIC



- You wield kinetic powers. By focusing, you may remotely push, pull, lift, or constrict objects and beings that are about your size or smaller. When you are in a risky situation and draw on your powers to make a move, add +2 and Lose Momentum (-2).
- As above, but you may instead draw on your powers in a desperate effort to change the outcome of an action. If you do, add +2 (after you roll) and Lose Momentum (-3).
- If you have at least +8 momentum, you may attempt great kinetic feats, such as manipulating large objects and creating destructive bursts of concussive force. To do so, first reset your momentum. Then, as you make a single move fueled by your powers, take an automatic strong hit. If you are in a fight, mark progress.

PATH LOYALIST



- When you Aid Your Ally, add +1 and take +1 momentum on a hit. This is in addition to the benefits taken by your ally. On a strong hit with a match, envision how this moment marks a breakthrough or milestone in your relationship; both of you may mark 1 tick on your bonds legacy track.
- When any ally must Pay the Price, and you are in a position to suffer the the cost of that move, your ally may take +1 momentum.
- When you stand with your ally as they make a progress move, envision how you support them. Then, roll one challenge die. On a 1-9, your ally may replace one of their challenge dice with yours. On a 10, envision how you inadvertently undermine their action; your ally must replace their lowest challenge die with yours.

PATH MERCENARY



- When you agree to wage war or defend others from war in exchange for payment or promises, you may Swear an Iron Vow to see the mission done. If you do, reroll any dice. When you Fulfill Your Vow, make the legacy reward one rank higher (1 extra box if already epic).
- When you Make a Connection by searching out or making contact with someone in need of your services, add +1 and take +1 momentum on a hit. On a strong hit with a match, this mission pits you against an unresolved aspect of your past or a hated foe; mark 2 ticks on your quests legacy track.
- When you Check Your Gear in the midst of a fight, or Resupply by looting the field of battle in the aftermath of a fight, add +2.

PATH NATURALIST



- When you Secure an Advantage or Gather Information using your knowledge of lifeforms or planetside ecosystems, add +1 and take +1 momentum on a hit. On a strong hit with a match, you also confirm an obscure theory or reveal a surprising aspect of the encounter; mark 1 tick on your discoveries legacy track.
- When you make a move by taking a risky action to pacify, avoid, or outwit a creature (decide before rolling), you may reroll any dice, but must Lose Momentum (-2).
- You are skilled at planetside survival. When you Resupply to scavenge resources in a life-bearing natural environment, take +1 supply on a hit. When you Face Danger against an environmental threat, add +1 and take +1 momentum on a hit.

PATH NAVIGATOR



- When you Set a Course, choose one.
 - * Follow the fastest path: Take +2 momentum on a hit.
 - * Follow the safest path: Add +1
 On a strong hit with a match, you charted a new path during the journey; mark 1 tick on your discoveries legacy track.
- When you Secure an Advantage by charting the way forward, Face Danger to find a path around a hazard, or Gather Information about a location by studying your charts, add +1 and take +1 momentum on a hit.
- Once per expedition, when you or an ally Undertake an Expedition and score a weak hit or miss, you may ignore that result, plot an alternate path, and make it an automatic strong hit.

PATH OUTCAST



- When you Hearten in isolation, you may attempt to find solace in fond memories or a hopeful wish. If you do (decide before rolling), reroll any dice but count a strong hit as a weak hit.
- When you Sacrifice Resources and your supply is reduced to 0, roll +wits. On a strong hit, you manage to scrape by and take +1 supply. On a weak hit, you may suffer -1 momentum in exchange for +1 supply. On a miss, your supply remains at 0 and you Lose Momentum (-1).
- When you Sojourn and score a strong hit with a match, you encounter someone who knows or understands you. You may Make a Connection with an automatic strong hit and mark one extra tick on your bonds legacy track.

PATH SCAVENGER



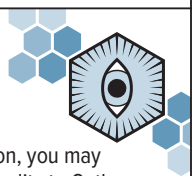
- When you Gather Information or Resupply by scavenging a wreck, ruin, or abandoned site, add +1 and take +1 momentum on a hit. On a strong hit with a match, you also find something of unique value, significance, or function; envision the nature of this discovery, take +2 momentum, and mark 2 ticks on your discoveries legacy track.
- When you Face Danger to cobble together an ad hoc tool, device, or weapon, envision what you intend to create. On a hit, you may add +1 when making a move aided by the item. If you roll a 1 on your action die while using the item, it is permanently broken, lost, or depleted.
- When you Check Your Gear, roll +wits or +supply (whichever is highest) and take +1 momentum on a hit.

PATH SCOUNDREL



- When you make a move by lying, bluffing, stealing, or cheating, add +1. On a strong hit with a match, your deception creates an unexpected opportunity; take the value of your shadow as +momentum.
- When you Make a Connection to search out a new contact, you may roll +shadow. If you do, reroll any dice on a miss and envision how your reputation or underworld contacts lead you to a disreputable connection.
- When you make a quick escape or con your way out of a situation and burn momentum to gain a strong hit, take +1 momentum after you reset. If you envision how this momentary success leaves you fated for future trouble, mark 2 ticks on your quests legacy track.

PATH SEER



- Through focused meditation, you may peer through the veils of reality to Gather Information about a place, being, or event (in person or at a distance). If you do, roll +spirit. On a strong hit with a match, you experience a surprising but helpful revelation; take +2 momentum. On a miss with a match, you are plagued by visions of a dire threat or complication; Endure Stress (-3).
- When you Endure Harm or Endure Stress and roll on the miss table, you may roll twice and pick either result. If you do, take +1 momentum and envision how this moment was foreseen.
- When you Sojourn and roll a match, you may gain insight about this place through an unbidden vision; take +2 momentum on a strong hit and +1 momentum on a miss.

PATH SHADE



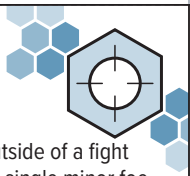
- Drawing on esoteric energies, you may instantly cloak your form in the shadowy veil of the void. While you are veiled and make a move to ambush, hide, or sneak, set the value of your action die as 5 instead of rolling that die. In places of shadow or darkness, make it 6. On a miss, you are revealed and can't veil yourself again until the current situation is resolved.
- When you expand your veil to immerse your surroundings in darkness, roll +shadow. On a strong hit, the darkness extends to all adjacent spaces. On a weak hit, only your immediate surroundings are made dark. On a miss, you fail and draw unwanted attention.
- When you Secure an Advantage by dropping your veil in a dramatic moment, take +1 momentum (before rolling) and add +1.

PATH SLAYER



- When you make a move to investigate, track, or stalk a hostile creature, add +1 and take +1 momentum on a hit.
- When you Swear an Iron Vow to slay a hostile creature in service to a community, reroll any dice. When you Fulfill Your Vow and score a hit, also mark 2 ticks on your bonds legacy track.
- When you Enter the Fray against a hostile creature (dangerous or greater), take +2 momentum. If you choose to face the creature on its own terms, envision the crucial weapon, protection, or aid you set aside, and set the objective one rank higher. If you Take Decisive Action after making this sacrifice and score a strong hit, take a trophy of your victory and mark 2 ticks on your quests legacy track.

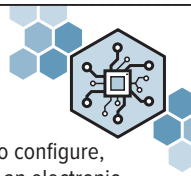
PATH SNIPER



If you wield a rifle...

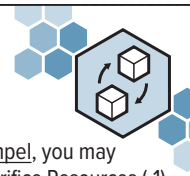
- When you Face Danger outside of a fight to preemptively take out a single minor foe from a distance, add +1. On a hit, they are out of action and no longer a threat. If other foes remain and you Enter the Fray against them, mark progress.
- When you Strike from a distance with time enough to line up your shot, you may roll +wits. If you do, mark progress on a hit.
- When you Secure an Advantage by studying a distant situation through the scope of your rifle, or Gain Ground by readying your shot and taking careful aim, you may sacrifice time in exchange for greater certainty. If you do (decide before rolling), Lose Momentum (-1, -2, or -3) and add that amount. Then, take +1 momentum on a strong hit.

PATH TECH



- When you make a move to configure, optimize, hack, or disrupt an electronic system, add +1. On a weak hit, you can choose to press your luck. If you do, reroll all dice and add +2 (instead of +1).
- When you Withstand Damage and score a miss, you may attempt to reroute power or reboot critical systems. If you do, first Lose Momentum (-2). Then, reroll all dice, add +wits instead of +integrity, and count a weak hit as a miss.
- When you Face Danger or Secure an Advantage by creating a computer program to perform a specific, complex function, add +2 and take +1 momentum on a hit. One time only, when you trigger the program to fulfill its purpose, reroll any dice.

PATH TRADER



- When you Sojourn or Compel, you may roll +supply. If you do, Sacrifice Resources (-1).
- When you Make a Connection with a merchant or supplier, add +1. When you Resupply by bartering with them, reroll your action die if its value is less than your supply. On a strong hit, take +1 momentum or +1 supply.
- When you Sojourn and roll a strong hit with a match, you also have a chance to secure a unique item or valuable payload. Envision the nature of the opportunity and the obstacle you must overcome to acquire it. If you are successful, mark 2 ticks on your quests legacy track. One time only, you may use this acquisition to gain an automatic strong hit on any move where your resources are a factor.

PATH VESTIGE



LAST OF

- You are all that remains of a people, culture, or tradition. When you Face Death or Face Desolation, memories or visions of your heritage give you the strength to carry on. Envision how this manifests, and reroll any dice. On a strong hit with a match, a surprising new aspect of your heritage is revealed; take +2 momentum and mark 2 ticks on your bonds legacy track.
- When you Secure an Advantage or Compel through a tale, performance, or ceremony, envision what you reveal of your legacy. Then, add +1 and take +2 momentum on a hit.
- When you Hearten by taking solace in the power of your legacy, add +1 and take +1 momentum on a hit.

PATH VETERAN



- When you are in a fight, increase your momentum reset by 1. Then, if you burn momentum to improve your result, add +1 on your next move.
- When you Make a Connection, add +1. If you roll a match, you have a history.
 - * On a strong hit with a match, you once fought beside them, and they owe you a favor. Mark 1 tick on your bonds legacy track, and Develop Your Relationship now.
 - * On a miss with a match, you once fought against them, and they hold a grudge.
- When you Secure an Advantage or Gain Ground by recounting or recalling a hard-won lesson from your battlefield experiences, envision the memory and add +1. On a hit, take +1 momentum.

PATH VOIDBORN



- You are most suited to life in the limitless void. When you are in space (or a spacebound vehicle or station), increase your momentum reset by 1. When you enter a planetside or high gravity environment, Lose Momentum (-1).
- When you Sojourn or Make a Connection within a spacebound community, add +1. If you Hearten there and score a strong hit, take +1 spirit or +1 momentum.
- When you make a move to perform an agile physical maneuver (such as leaping or evading) in a low gravity environment, add +1 and take +1 momentum on a hit. On a strong hit with a match, you build speed or put yourself in perfect position; take another +1 momentum.

PATH WEAPON MASTER



- You are a walking armory, with a weapon for every occasion. When you Enter the Fray in personal combat, add +1 and take +1 momentum on a hit. Once per fight, when you Gain Ground by switching weapons or changing tactics, take an automatic strong hit.
- When you Strike using a personal weapon which has limited ammo or a single-use mode, add +1 and mark progress on a hit. Then, Sacrifice Resources (-1). If you score a strong hit on this attack and immediately Take Decisive Action, you may retain the value of one challenge die from your Strike action instead of rolling that die.
- When you Secure an Advantage by suiting up and gathering your gear for a perilous encounter or mission, you may roll +supply. If you do, take +2 momentum on a hit.

COMPANION BANSHEE



NAME _____

- Your banshee accompanies you on planetside missions, using its echolocation to help guide the way. When you ride your banshee as you Undertake an Expedition or Set a Course, you may roll +its health.
- When you make a move astride your banshee to detect a threat or avoid a fight, add +1 and take +1 momentum on a hit. On a strong hit with a match, you're gone in a flash; take another +1 momentum.
- When you make a combat move and roll a 1 on your action die, your banshee senses the danger and emits a powerful scream to alert you or distract your foes. You may reroll that die, but must first Lose Momentum (-1).

4 3 2 1 0 OUT OF ACTION

COMPANION COMBAT BOT



NAME _____

- Your combat bot fights at your side. When you Strike aided by your bot, add +1; if you Clash, take +1 momentum on a hit.
- When you use the threat of violence to Compel or Gain Ground while your bot brings its weapons to bear, you may roll +its health. If you do, take +1 momentum on a hit. On a strong hit with a match, the bot's display is especially persuasive; take another +1 momentum.
- Once per fight, when you React Under Fire by using your bot to draw fire or create a diversion, roll +its health. On a strong hit, mark progress. On a weak hit, face the cost as normal, but then you are in control.

5 4 3 2 1 0 OUT OF ACTION

COMPANION GLOWCAT



NAME _____

- Your glowcat companion perceives the inner emotions and intentions of people and creatures in its vicinity, and embodies those impressions through the colors and intensity of its luminescent fur. When you Secure an Advantage by studying your glowcat's reactions in a charged situation, you may add +your companion's health.
- When you Compel, your glowcat's reactions will help guide your approach. If the value of your action die is less than your glowcat's health, you may reroll it.
- When you Endure Stress in the company of your glowcat, add +1. On a strong hit with a match, take +momentum equal to their health.

3 2 1 0 OUT OF ACTION

COMPANION ROCKHORN



NAME _____

- Your rockhorn uses its resilient, stone-like hide and brute strength to overcome threats. When you make a move by sending your rockhorn to directly attack a foe or smash an obstacle, roll +its health.
- When you make the Companion Takes a Hit move for your rockhorn, count a weak hit as a strong hit. On a strong hit with a match, its rapid healing makes it unstoppable; give it another +1 health or take +1 momentum.
- Your rockhorn will come to your aid in your most vulnerable moments. When you Endure Harm or Endure Stress and roll a miss, you may reroll your action die if its value is less than your rockhorn's health.

5 4 3 2 1 0 OUT OF ACTION

COMPANION SIDEKICK



NAME _____

EXPERTISE _____

- Your sidekick has a helpful expertise. When you make a move outside of a fight directly aided by their expertise, you may reroll your action die if its value is less than your sidekick's health. If you then score a strong hit with a match, mark 1 tick on your bonds legacy track.
- When you Enter the Fray with the support of your sidekick, take +2 momentum on a hit. When you Clash together, add +1.
- When your sidekick acts to get you out of a tough spot, you may Face Danger or React Under Fire and roll +their health (instead of your own stat). On a hit, take +1 momentum.

4 3 2 1 0 OUT OF ACTION

COMPANION SURVEY BOT



NAME _____

- Your survey bot scans the path ahead. When you Undertake an Expedition (+wits) overland or within a site, add +1.
- Once per expedition, when you Secure an Advantage by sending your bot to scout ahead, roll +its health. On a hit, also mark progress on the expedition. On a strong hit with a match, your bot uncovers an unexpected feature or location; envision what it reveals and take +2 momentum.
- When you Gather Information using your bot's sensors to analyze an object or carefully search a location, or Face Danger to detect a threat, roll +its health and take +1 momentum on a hit.

3 2 1 0 OUT OF ACTION

COMPANION SYMBIOTE



NAME _____

- You are physically bound to a being with +2 health. When you make aggressive moves while giving yourself to the symbiote's power, add +its health. If you face physical harm, choose either the Endure Harm or Companion Takes a Hit move. To restore the symbiote's health, you must Endure Stress and give the symbiote +health equal to the -spirit you face. If you make a move aided by the symbiote and roll a 1 on your action die, your fragile bond is broken for several hours.
- When you make a move and heed the symbiote's guidance (decide after rolling), you may reroll any dice. Then, Endure Stress (-2).
- The symbiote gains power and has +3 health.

3 2 1 0 OUT OF ACTION

COMPANION UTILITY BOT



NAME _____

- Your utility bot has helpful tools at-hand. When you make a move by directing it to access a system, cut through an obstacle, analyze a mechanical issue, or assemble or disassemble a device, roll +its health and take +1 momentum on a hit. On a strong hit with a match, it reveals an unexpected advantage or insight; take another +1 momentum.
- When you Repair aided by your bot, add +1. On a miss, it reveals an alternative approach which will take extra time; you may reroll any dice, but first Lose Momentum (-2).
- When you Check Your Gear to see if the bot has a specific tool or technique available, roll +its health and take +1 momentum on a hit.

4 3 2 1 0 OUT OF ACTION

COMPANION VOIDGLIDER



NAME _____

- Your voidglider cruises in your starship's energy wake, and helps guide the way on spacebound expeditions. When you Undertake an Expedition and roll a strong hit, take +1 momentum.
- Your voidglider is harnessed and trained as a mount, and can be ridden for short-range spacebound transport. When you are riding your voidglider and make a move to detect or evade a threat by relying on its instincts, roll +its health.
- When you make a move by signaling your voidglider to distract or attack a spacebound foe, roll +its health and take +1 momentum on a hit.

4 3 2 1 0 OUT OF ACTION

DEED HOMESTEADER



NAME _____

Once you fill 4 boxes on your bonds legacy track...

- You have chosen or established a community as your home. When you Swear an Iron Vow (formidable or greater) in service to your home, reroll any dice. On a hit, mark 1 tick on your bonds legacy track. When you Fulfill Your Vow and score a hit, also mark 2 ticks on your bonds legacy track.
- When you Sojourn in your home, choose one.
 - * Don't linger: Take an automatic weak hit
 - * Stay a bit: Add +1 and take +1 momentum on a hit
- When you Set a Course for home, you may reroll your action die if its value is less than your spirit.

DEED MARKED



IDENTIFIER _____

Once you fill 5 boxes on your quests legacy track...

- Envision the title, sigil, uniform, or tattoo you bear in recognition of your achievements. When you Compel or Make a Connection among those who would know or recognize your reputation, add +1 and take +1 momentum on a hit. On a strong hit with a match, your notoriety grows; mark 2 ticks on your bonds legacy track.
- When you risk your reputation to overcome failure, reroll any dice. If you score a miss, make a mark on this asset. When you have 5 such marks, discard this asset.
- Once per fight, when you Gain Ground through threat or leadership, you may reroll any dice and mark progress on a hit.

DEED OATHBREAKER



Once you Forsake Your Vow...

- This asset counts as an impact. One time only, when you Swear an Iron Vow (extreme or greater) to redeem yourself, give that vow a special mark. When you Reach a Milestone on the marked vow, take +2 momentum. If you Forsake Your Vow on the marked quest, discard this asset and retain the impact.
- When you Secure an Advantage or Compel by reaffirming your commitment to your marked vow, add +1 and take +1 momentum on a hit.
- When you Fulfill Your Vow on the marked quest and score a hit, you find redemption and automatically activate this ability at no cost. You may then improve one of your stats by +1 and discard this asset. Once the asset is discarded, you may not take it again.

DEED REVENANT



Once you Face Death...

- When you are at 0 health, and Endure Harm or Face Death, add +1. You may then reroll your action die if its value is less than your spirit.
- When you Take Decisive Action by bringing death to a foe, you may burn momentum to zero out one (not both) of the challenge dice if your momentum is greater than the value of that die. If you do, Endure Stress (-2).
- When you Gather Information by studying a place where death left its mark, you may roll +heart. If you do, take +1 momentum on a hit. On a strong hit with a match, you experience a detailed vision or insightful revelation of what occurred here; take +1 momentum more.

DEED VANGUARD



Once you fill 6 boxes on your discoveries legacy track...

- When you seek safe haven in a remote environment, make a progress roll against your discoveries legacy track. On a strong hit, you find or establish a safe location and may add +2 whenever you make a recovery move there. If you roll a miss when making a recovery move, the place is no longer safe. On a weak hit, as above, but add +1 when you make a recovery move. On a miss, you are drawn into a bad situation and must Pay the Price.
- When you make a move +wits and score a strong hit with a match, your hard-won experience lends insight; take +1 momentum.
- When you Endure Stress, you may roll +wits. If you do, take +1 momentum on a hit.