

Ironsworn RPG by Shawn Tomkin, see notes for details. Jump by Aehriman.

The Ironlands is a vast peninsula in the Northern Ocean. The people who now call themselves Ironlanders (for iron is everywhere, and only the iron men can survive this wretched place) settled here but two generations ago, cast out from their homelands by a catastrophic event. Since that time they have survived, but not prospered. The Ironlands are a harsh and dangerous place, so named because only men of Iron can survive and thrive here. The winters are long and brutal, the harvests uncertain, depending on your choices, monsters and dreaded horrors may be a constant threat.

The Champions of this land are the Ironsworn, who pledge themselves to a quest or cause for which they are willing to leave their homes, probably forever. To face the worst this harsh land has to offer. For vengeance, for salvation, for wealth or knowledge the Ironborn delve into the deep places of the Earth, walk the wilds and face impossible odds. Have **1,000 cp** to get by. Best of fortune, Ironsworn.

TRUTH

Much of the Ironlands is as a vague canvas to paint your adventures over. You may choose which of several things are true. The most dangerous version gives +50 cp, as does a random roll. D4, with four being free choice. The choice is yours.

LEGACIES

1. We are the first men to walk these lands.

2. We have found ancient ruins which perplex and confuse. Those who dwell near them are tormented by strange dreams and a longing to delve ever deeper.
3. Other humans sailed here from the Old World, untold years ago. But all that is left of them is a savage, feral people we call the Broken. Is their fate to become our own? (+50 cp)

COMMUNITIES

1. We have forged this land into a home. Villages within the Havens are connected by well-trod roads, and trade caravans go out to the outlying settlements. Even so, much of this land remains untamed.
2. We live in communities called Circles. Settlements range from steadings with just a few families to villages with hundreds of men. Some circles belong to nomadic folk, some powerful ones cover multiple villages. Circles trade and often feud with each other.
3. We are few in number in this accursed land. Most men rarely meet anyone from outside their small steading or village, and strangers are viewed with deep suspicion. (+50 cp)

LEADERS

1. Every community has a leader, called an Overseer. Every seventh spring the community votes to affirm their leader or choose a new one. Some wear the iron circlet reluctantly, others will scheme anything for power.
2. Leadership is as varied as the people. Some villages are ruled by the head of a powerful family, or have a council of elders to make decisions and settle disputes. In others, the priests hold sway. In still others, the dueling ground is the final judge.
3. Numerous clan-chiefs control petty domains. Almost to a man, they crave to be high-king. Their squabbles and grudges will be the undoing of us all. (+50 cp)

DEFENSE

1. Our warbands are rallied to defend our holdings or strike at our enemies. Though not nearly as impressive as the armies which once marched over the Old World, they are as well-trained and

equipped as their communities can manage. Their banners are adorned with Old World legends and Ironlands history.

2. The wardens are our soldiers, guards and militia. They serve their communities by standing sentry, patrolling, and organizing the civil defense. Most have strong ties to their community. Others, the so-called free wardens, serve as mercenaries and caravan guards.
3. Here in the Ironlands, supplies are too precious and the lands too sparsely populated to support a standing army or guard force of any kind. When a community or clan is threatened, the people arm themselves with whatever tools and weapons are available, stand shoulder to shoulder to protect their own, and pray it is enough. (+50 cp)

MYSTICISM

1. Many find comfort in the old ways. They consult a mystic to divine the fortunes of their newborns or ask them to perform rituals to invoke a bountiful harvest. Others act out of fear against those they suspect of having power. Most folks think that real magic - if it ever existed - is lost to the world now.
2. Magic is rare and dangerous, those gifted to wield it are even more so.
3. Magic courses through the land like rivers through the hills. The power is there for those who wish to harness it, and even common farmers will know a helpful ritual or two, along with baleful curses. (+50 cp)

RELIGION

1. A few still make signs or mumble prayers out of habit or tradition. Most believe the gods have abandoned them.
2. People honor the old gods and the new. In this harsh land, a prayer is a simple but powerful comfort.
3. The gods are many, and make themselves known by portents and miracles. Some say they secretly walk among us. As interpreters of their will and intricate doctrine, priests wield vast power over many communities. (+50 cp)

FIRSTBORN

1. The Firstborn have passed into legend. Some say the remnants of the old tribes still dwell in the deep wilds and the high mountains. Many doubt they were ever more than myth.
2. The Firstborn live in isolation and are fiercely protective of their lands.
3. These are the Firstborn's lands, not Man's. The elves of the deep forest and giants of the hills tolerate and sometimes trade with men - for now. All live in fear of the day their forbearance runs out. (+50 cp)

BEASTS

1. The beasts of old are naught but legend. A few who brave the deep wilds or mountains might return with tales of monsters, but they are clearly delusional. No such creatures exist… right?
2. Monstrous beasts stalk the wild parts of the Ironlands.
3. Beasts of all sorts roam the Ironlands. They dwell primarily in the reaches, but range into the settled lands to prey on cattle and sometimes men. (+50 cp)

HORRORS

1. There are no monsters. Nothing but stories, meant to frighten children.
2. We beware the dark forests and deep waterways, for monsters lurk in these places. In the depths of the night when all is wreathed in darkness, only fools leave their homes.
3. The dead do not rest in the Ironlands. At night we light torches, scatter salt, and post sentries at the gates. It is not enough. They are coming. (+50 cp)



LOCATION

Choose a starting region, or roll a random d10 for +100 cp

1. **Barrier Islands** - a string of islands just to the West, paralleling the Ragged Coast. Full of steep cliffs and waterfalls, populated only by fishermen whose villages are atop high views or flush against the sea. It is said a ghostly maiden appears sometimes and leads people safely through the rocks and shoals - for a price.
2. **Ragged Coast** - The West Coast of the Ironlands are full of valley and deep fjords, dotted with villages and both source and prey to fierce raiders.
3. **Deep Wild** - Forests seemingly without end. Few visit and fewer would settle, for this forbidding area is full of the Firstborn, elves and giants, and primeval monsters. To venture here is to experience the world before men.
4. **Flooded Lands** - The Peininsula's Southeast corner is a land of swamps, bogs, marshes and lakes, framed by lazily flowing rivers. A hardy few settle on hillocks, to fish and forage and scavenge peat. One wrong step after a flickering ghostlight, and your footing gives out dropping you into murky waters as skeletal arms encircle you and whispers bid you stay forever.
5. **Havens** - When your ancestors forced their way into the Ironlands interior, to gentle forests, rolling hills and plains, they thought their trials over, at last they had reached a safe haven and a home. Then they learned the bite of winter, the treacherous uncertainty of the harvest. The Havens remain the most settled area, dotted with villages and farms and occasionally even paved roads.
6. **Hinterlands** - The wooded hills are bitterly cold, even in spring. In winter, the snow routinely reaches higher than a man. What settlements exist are seasonal bases for hunters. Hungry beasts and savage Varou wolf-men prowl.
7. **Tempest Hills** - High hills and low mountains frame the North. Nomadic Ironlanders tend their herds and flocks here, while miners delve deep for iron and silver. Giants and mammoths keep a wary distance.

8. **Veiled Mountains** - The absolute Northern border of the Ironlands, this mountain range would be visible as far as the southernmost Havens, were they not almost continually shrouded in cloud, mist and snow. These mountains inspire awe and dread in all who see them. Occupied, and then only in summer, by adventurers and the most opportunistic of miners, the slopes are dotted with ruins and cairns marking where men thought to tame the mountains.
9. **Shattered Wastes** - No one knows what lands border the plains beyond the Veils, few have even glimpsed these lands, and fewer ever returned. Those who have speak of a jagged, broken ice field extending as far as the eye can see. Of deep crevasses, unimaginable cold, and terrible nameless *things* that stir beneath the ice.
10. **Free choice** - Pick your poison. Possibly literally.

ROLE

Choose a single role, and with a free bonus Ability. Any Ability may be purchased.

Leader - Chosen to lead from a young age, or all that was left after a crisis, yours is the strength of organizing and inspiring a community.

- **Banner-Sworn** (-200 cp) You know the secrets of how to inspire true loyalty and love from your comrades, quickly becoming fire-forged family who would never dream of forsaking each other. Your friends and followers fight all the harder when you stand beside them. You are also wise to the ways of tactics and strategy. Lead your forces to victory.

Scout - An experienced hunter, skilled at moving through the wilderness and observing unseen.

- **Skirmisher** (-200 cp) Experienced in raids, you move like a ghost through the moors and the heather, and shoot a bow as if reaching out to touch the target yourself. Anything you don't know about tracking or herblore isn't worth knowing.

Warrior - No Ironsworn lives a peaceful, quiet life, but you were fighting men long before you took the Vow.

- **Duelist** (-200 cp) You are a master of single combat, incredibly skilled with the blade. Further, none dispute your right to settle matters by duel or will deny you the spoils so won. Only beware that he who lives by the sword can easily die by the sword.

Mystic - From a master you have learned the rites needed to sway spirits and the forces of nature.

- **Ritualist** (-200 cp) The magic of the Ironlands isn't flashy. You draw a circle, maybe light some candles and call upon the spirits for wisdom, for fortune both good and ill, to turn the weather and grow or wither crops. You know all these rites, and in the future any magic rituals you lead are far more effective, and spirits are inclined to be friendly towards you.

Priest - Some believe the gods have forsaken them, some have faith only hardened by trials. You have made faith both your sword and shield. Do you believe?

- **Devotant** (-200 cp) The favor of the gods is upon you. You are fortunate in small matters, surrounded by auguries and omens of the divine will. Once per Jump, if it serves their cause and if you have kept faith and done well, you may ask your god(s) for a miracle, and be answered.



ABILITIES

Take three (3) 50 cp abilities for free. Discount three (3) 100 cp abilities.
After this, discount one at each price tier.

Basic Combat (free) An Ironsworn is assumed to be a skilled warrior. You are at least proficient with the awe, bow and spear. You have received some basic training on the rarest and most prized of weapons, the sword.

Harbinger (free) Many an Ironsworn picks up a nickname as their tale spreads. The Wayward Disciple of the Forgotten One, the Sharp-Eyed Hunter of the Hinterlands, the Hero of Wildwatch, and so on. You may choose such a title or name to be known by, and all shall associate it with you.

Iron Vow (free) The source of an Ironsworn's power, their limitless growth. As an Ironsworn you may swear a sacred oath on a piece of iron, a weapon or piece of armor. To slay an enemy, avenge a wrong, see the world, a suitable quest. When you fulfill this vow, or even reach a major milestone you gain experience based on how difficult it was (troublesome, dangerous, formidable, extreme or epic, 1-5). Experience can be traded in for suitable rewards, either material, to rapidly learn new skills or to refine and improve upon existing capabilities, pretty much without limit. Should you forsake the vow, you must abandon the item on which it was sworn forever. Use your own judgment, but you won't gain experience if the quest isn't at least moderately inconvenient or dangerous, nor is every errand worthy of a sacred vow to complete.

Capability (free/50/100 cp) In Ironsworn there are five stats, rated only to three. By default you are assumed to be at least one - above average - in each, for an ordinary Ironsworn will swiftly become an ordinary corpse. For fifty cp, you may upgrade one to be exceptional, among the best there are. For 100 cp, you may be legendary, of superhuman capability in this one area. You gain two free upgrades you may use to bump two stats to exceptional, or one to legendary. These are:

- **Edge:** speed, precision and agility
- **Heart:** charisma, courage and willpower
- **Iron:** strength, resilience, and intimidation
- **Shadow:** cunning, stealth and deception
- **Wits:** intelligence, knowledge and resourcefulness

Enter the Fray (-50 cp) Positioning can be everything in a fight. You reflexively know how to start a battle such that you enjoy the advantage. To make the most of an ambush, to find such ground as you can reach to make your stand.

Face Danger (-50 cp) Some men lose their nerve in a fight, or act irrationally when set on fire, but such men do not live to become Ironsworn. Adrenaline doesn't make you sloppy or skittery, it makes you sharp. You hit faster, run faster and longer. You're generally 'in the zone' when facing dramatic and death-defying odds, able to meet them with your very best.

Secure an Advantage (-50 cp) You know how to assess a situation, plan, prepare and leverage your best advantages in non-combat situations. Whether haggling at a market stall or hunting, you recognize the opportune time and manner to act.

Gather Information (-50 cp) You know how to follow a trail, spot a tail, ask questions and generally how to investigate and gather information in a city. Though this is always quicker and easier with friends, you are unlikely to ever hit a dead end.

Check Your Gear (-50 cp) A little flexibility. If you need a particular piece of kit from your bag, you'll find everything packed so it's on top. If you forgot to pack it, there's a reasonable chance you'll find it anyway.

Riddles (-50 cp) A common amusement and challenge of the times, you're very good at solving riddles and puzzles. And the quick wits and knowledge of wordplay tend to make you good at flyting, insults and put-downs.

Ride (-50 cp) You are highly skilled in the care and riding of horses, a luxury in the Ironlands, but incredibly useful.

Wayfinder (-50 cp) Your quest has taken you far, through deep woodland and over high hills. You are never turned around or lost in the wilderness, and can always find shelter, water and game.

Escape From the Depths (-100 cp) Many are the dungeons and mysterious sites of the Ironlands. Should you get in trouble, find a monster, or a cave-in cuts you off, you will find you can always find the quickest route out.

Delve the Depths (-100 cp) You're an experienced explorer of dungeons. When traversing such a perilous space, you are wary of traps, able to proceed with surprising speed or astonishing stealth to bypass most or all of the dangers. You have a mental map that ensures you never get lost.

Forge A Bond (-100 cp) You are incredibly good at making friends and allies. Don't be surprised if all sorts of people you meet are willing to help you out, or find some way to pay you back for your heroism.

Iron-Clad (-100 cp) Being of a similar substance inside, you and armor get along fantastically well. It's never too heavy, or uncomfortable, there is a noticeable lack of pinching, chafing or issues relieving yourself. Whenever someone tries to attack the chinks or joints, you move so they instead strike the toughest parts of your armor.

Skald (-100 cp) You have mastered the skills of a bard. You have a perfect memory, a lovely singing voice, skill with instruments and knowledge of local history and lore which updates in each new land and world.

Smith (-100 cp) You have learned to shape iron to your needs, to heat and pound it into shape, and thus to make, maintain and repair your own gear. Any circle would be pleased to have you.

Turn the Tables (-100 cp) You are very good at disrupting the rhythm and flow your opponents try to set up, seizing back the initiative in combat and generally thwarting their intentions.

Wield a Rarity (-100 cp) Magical items are few here, and hard to use. Not a problem for you. Whatever they might need, the rightful king, the worthy, a noble, the blood of a particular clan, whatever it is, you count. When you handle an enchanted Rarity, you will immediately and instinctively understand what it does and how to use it to best effect.

Clash (-200 cp) You are a master of arms, one move flowing naturally into the next. You could probably fight three peers on skill alone.

Heal (-200 cp) You know how to staunch bleeding, bind wounds, make and apply salves and tonics. Healing in the Ironlands isn't magical so much as operating on a compressed timeframe. The most grievous of illness and injuries you can treat in a few days. Minor wounds in minutes.

Sailor (-200 cp) You are a master sailor, able to circle the world guided only by the sun and stars, to pull a longship through the most tumultuous storms, and generally sail anywhere with admirable speed and skill.

Shield-Bearer (-200 cp) A coward's punishment is a life of fear. When you emblazon a shield with a sigil or colors, yours or your home's or somehow connected to you, it will never break but stand or flex as needed to keep you from harm, whatever force is brought against it.

Traps (-200 cp) You are a master of traps and ambushes, both the setting and avoiding of them, as well as improvised fortification. With some hours to work, a few or one can stand against many.

Compel (-300 cp) You are skilled at deescalation, and can often end a fight with your words. This may involve reason, trickery, or sheer force of personality. In extreme cases, you may need to surrender, but be assured you will almost certainly not be killed and have a chance to escape later. Your charisma and people-skills have countless other uses.

Take a Hiatus (-300 cp) Whenever you spend an extended period of time resting, your spirit recovers from stress, your body heals itself of wounds and purges itself of sickness. By morning, you'll feel like a new man.

Reveal Danger (-300 cp) You have keen instincts. Pause when they scream at you. Close your eyes and picture everything that could go wrong. Traps, ambush, wild animals sneaking up. If they're there, you will notice them.

Wyrd (-300 cp) The fate of an Ironsworn is to suffer and die for their chosen cause, but many never even sight the first hurdle. You however, have a special fate. You will not be laid low by disease, or accident, by exposure or

rotten food, you will not vanish in a churning sea or down some common beasts' gullet. You will either die of age in your bed, or to a worthy opponent, or in a heroic cause. Facing down an army to protect a village, slaying a giant after two days of battle or such. Beware, for one day a bright-eyed young man may come with a shining blade, and you learn too late that you are the prologue to another's legend.

Consult the Oracle (-400 cp) There are four oracles who may help your quest, but if you don't feel like making the walk, you can now ask the oracles one question each day, no matter where you are. Be aware their answers may be quite vague, but are never useless.

Face Death (-400 cp) When you are brought to the brink of death and glimpse the world beyond, it turns out Death has a favor he needs doing. You must swear an Iron Vow to see to his outstanding business, but you can go back. Try not to die again before you make good on that oath.

Face Desolation (-400 cp) When the stress gets too much, your SAN has reached its limit, and you're about to give in to horror, despair and/or madness, we can pile on just a little more with an apocalyptic worst-case vision. If you swear an Iron Vow to avert it, you will find your vigor for life renewed by your fresh purpose.



SUPPLIES

Discount two Items at each price tier. Discounted 50 cp Items are free.

Cloak (-50 cp) A hooded cape that keeps the rain off. Comfortable in all weather, self-cleaning and repairing. Also has a few pockets.

Hound (-50 cp) A faithful hunting companion, keen of senses and red of teeth. Their senses are always superior to yours. Is a very good boy/girl.

Raven (-50 cp) A raven friend who seems to understand your conversation. Good at scouting and passing messages.

Torches (-50 cp) You always have some torches and a tinderbox, a watertight container with flint and steel and dried shavings to let you spark a fire.

Rope (-50 cp) About a hundred feet of rope that can support a surprising amount of weight, and which you can always find with a quick search of your surroundings.

Coin (-50/100 cp) You've lucked into some extra money, enough to live frugally for a year or extravagantly for a month. At the start of each Jump you receive a similar quantity in local currency. For an extra 50 cp (100 cp total) your fortune is ten times larger.

Armor (-100 cp) Finely made armor. No matter what, it will always be tougher than you, and in roughly the same proportion.

Croft (-100 cp) Home isn't something most Ironsworn get, but you might buck the trend. You have a small farm and a lovely cottage, which is secure and hidden.

Mount (-100 cp) A horse is a horse (of course, of course) but yours is a magnificent steed. Swift and seemingly tireless, in fact, they always seem to have greater speed and endurance than you, no matter how you grow. They also don't spook easily.

Ship (-100 cp) Your own longship, weatherly as any vessel might hope to be, with a ghostly crew that appears when needed yet never seem to need to be fed or clothed.

Sword (-100 cp) A master-crafted blade. You cannot break or lose it, and in fact, it seems to become sharper and more powerful as you do. Can instead be an ax or warhammer or other weapon.



COMRADES

New Friends (-50 cp) Recruit any number of people you meet on your journeys here, if they're willing, to come on your adventures.

Old Friends (-100 cp) Import any number of Companions to help you out or enjoy the world. Each gets 800 cp. Companions cannot take drawbacks for additional points.



BANES

Starforged (+0 cp) The harsh Ironlands aren't for everyone. That's why there's a science fiction version. In the vastness of fiction, you can use this jump as a supplement for any fantasy or sci-fi property. After all, the discipline needed to make it here will serve just as well for a Jedi, or on Berk, the Iron Islands… Just keep in mind you cannot escape your Banes, and the points remain separate.

Time (+50 cp) Extend your stay by five years. This may be taken up to three times.

Satire (+100 cp) A mocking song about you and and your exploits has spread like wildfire. Farmers hum it as they reap, it is sung in every tavern.

Skulde (+100 cp) You are ethnically Skulde, one of the savage raiders who burned the Old World. As such, you are hated and distrusted, an outsider wherever you go.

Battle-Scarred (+100/200 cp) You have been grievously wounded in combat. For 100 cp, you are disfigured with terrible scars. For 200 cp, you have been maimed and are down a limb. This may be taken up to three times.

Brittle (+200 cp) Iron is hard, iron is sharp, but iron is not without its weaknesses. Just so, the gods have yet to forge a man without some flaw. Perhaps you are a quarrelsome one, with an explosive temper leading to duels. Perhaps you are prideful, unwilling to so much as bend your neck to an overseer. Or greedy, or craven, or lustful. Whatever you call it, you have a terrible failing of character, one that your enemies or the world may yet use to break you. This may be taken up to three times.

Grudge (+200 cp) A large and powerful clan has in it for you, they have declared you their mortal enemy and will pursue their vendetta from one side of the Ironlands to the other.

Invasion (+300 cp) The week your adventure begins, a small advance party of the savage Skulde makes landfall. Greater and greater numbers shall come, within two years it will be open war for control of the Ironlands.

Plague (+300 cp) It was not the Skulde alone that doomed the Old World, but a plague so horrific, any man woman or child even suspected of carrying it was weighted down and hurled from the ships your ancestors fled here in. Now the plague seems reborn, but instead of death, it ends in shambling, pestilent zombies. Can you save your home? Or even yourself?

Cursed (+400 cp) Are the very gods against you? For the duration of your adventure, whatever can go wrong will. Foul weather, your knapsack tears while fording a river, constant bandit attacks and more.

Truly Iron (+400 cp) For the duration of your stay here, your powers from other Jumps will not function, nor those of your boon Companions.

Notes:

This work is based on Ironsworn (found at www.ironswornrpg.com), created by Shawn Tomkin, and licensed for our use under the Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International license (creativecommons.org/licenses/by-nc-sa/4.0/). All credit and honors to the original creator.