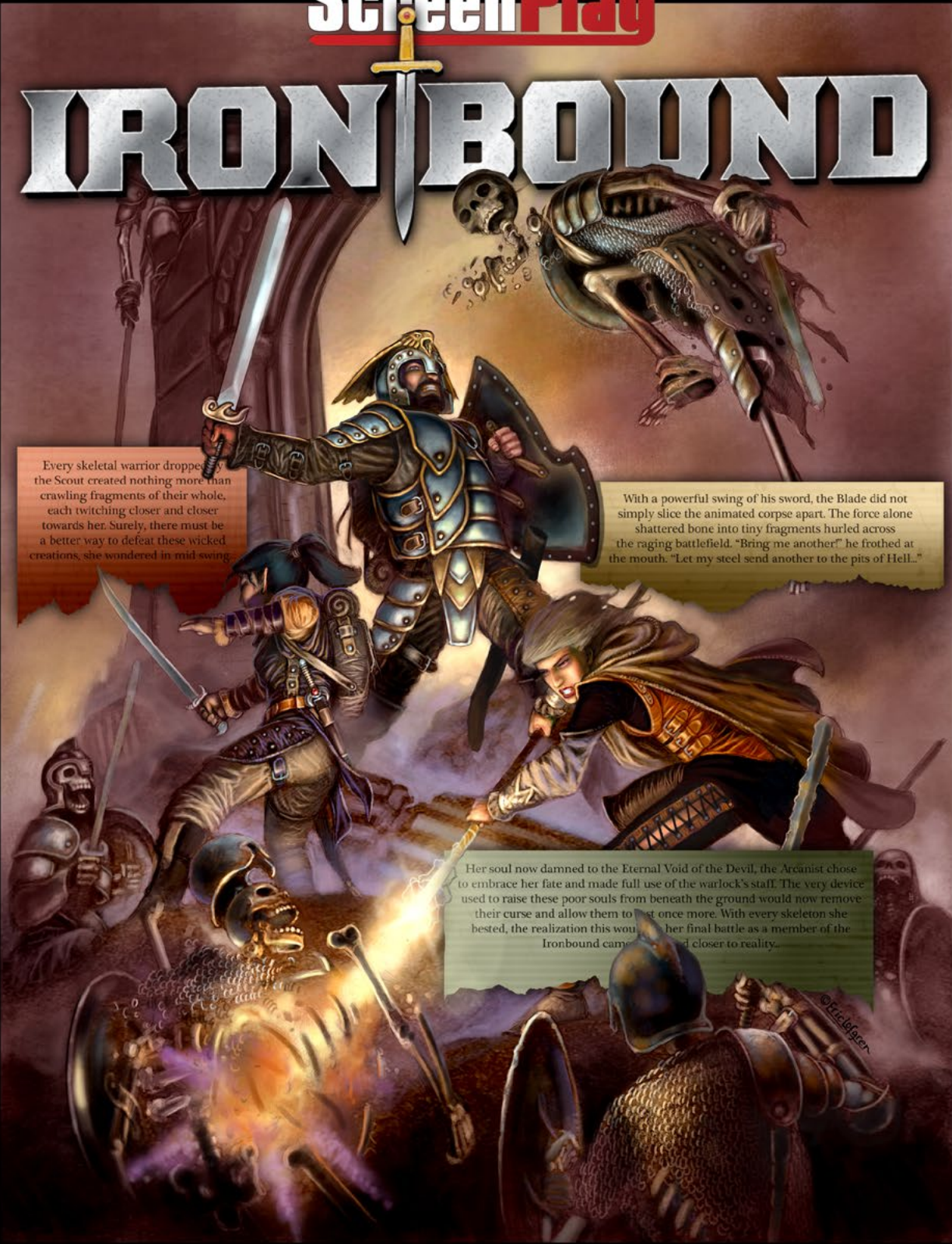


IRON BOUND



Every skeletal warrior dropped by the Scout created nothing more than crawling fragments of their whole, each twitching closer and closer towards her. Surely, there must be a better way to defeat these wicked creations, she wondered in mid-swing.

With a powerful swing of his sword, the Blade did not simply slice the animated corpse apart. The force alone shattered bone into tiny fragments hurled across the raging battlefield. "Bring me another" he frothed at the mouth. "Let my steel send another to the pits of Hell..."

Her soul now damned to the Eternal Void of the Devil, the Arcanist chose to embrace her fate and made full use of the warlock's staff. The very device used to raise these poor souls from beneath the ground would now remove their curse and allow them to rest once more. With every skeleton she bested, the realization this would be her final battle as a member of the Ironbound came closer and closer to reality.

An Introduction to Co-Operative Storytelling featuring Holy Warriors Battling Evil Magick in a Dark Fantasy Setting

ScreenPlay

IRONBOUND

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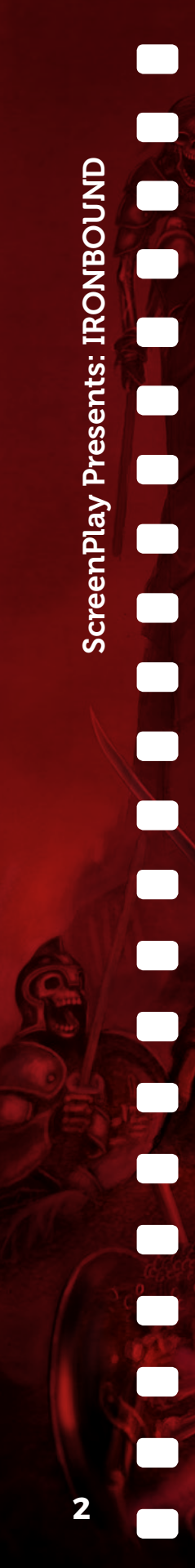
Learn more about ScreenPlay at brokenrulergames.net/screenplay



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In the long forgotten **Kingdom of Alduire**, dark times always loom on the horizon. The Kingdom was forged in iron and blood as wicked beasts and foul spellcasters – **witches and warlocks** – tempted the weak-willed into undertaking pacts with **the Devil** for access to powerful magicks. Rising from the shadows, Alduire became a beacon of light and hope against the despair and savagery of the wild. Championing that cause was, and always has been, the holy crusaders known as the **Ironbound**, loyal warriors and scholars sworn to punish those who would turn to magick.

Using only their skills in the sword, arrow, and tome, the Ironbound are a dedicated few. Scattered to the far corners of the Kingdom, they have been fundamental in establishing an expansive and dominant force across the land, making Alduire a haven for technology, education, and gospel. Fealty to **the Almighty** is mandatory and each of the Ironbound are holy warriors first, citizens second. The King's command is taken as an order from the Almighty and **all those who would use spells and rituals are considered damned**, fit for termination by any means necessary.

Introduction



The Ironbound is a brotherhood of outcasts. Assigned to units of no more than five, all bring their own speciality to the cause. Teamwork is of the essence to defeat those who can breathe fire, summon the undead, charm the weak-minded, even change forms. **All members study their prey and are the select few granted permission to comprehend magick's power, though they are forbidden to use it.** It is a harsh life devoid of family and a place to call home, yet their dedication and servitude bring them closer together in the bonds of battle. To serve in the Ironbound is to pledge one's life to the pursuit of purity and the elimination of every last magick-user in Alduire.

Their tales are too many to recall and many have acted in the shadows, their exploits undetected and forgotten for generations. Too many have been the fallen and too few have been their accolades. Yet some have become the stories of legend, bedtime stories of one such Ironbound unit that stood up against the foulest plots to ruin Alduire. Who were those brave souls? How did it all come to pass? These and countless other questions are waiting to reach the ears of every person eager to listen...

It is time to tell your story.

Welcome to Ironbound, an introduction to the co-operative storytelling game we call ScreenPlay. This is but a single story you can tell with your friends as you gather around a table or connect online to create something from within these few pages and expand them into something epic and eternal, something to call your own.

This is a game of limitless imagination told within the sphere of a dark fantasy tale. What you read at this moment is the seed from which your own story of the Ironbound will grow and the guidelines you and your fellow players will use to nurture and nourish into a rich tale of your own. This is a game about the craft of writing, of conceiving the first draft of something new, of something no other group will be able to create. No other group will create the same version of Ironbound as yours and each will have its own strengths and memorable events. In here are the rules for playing and creating, plus the foundations from which all versions of Ironbound will begin. The rest is up to you.

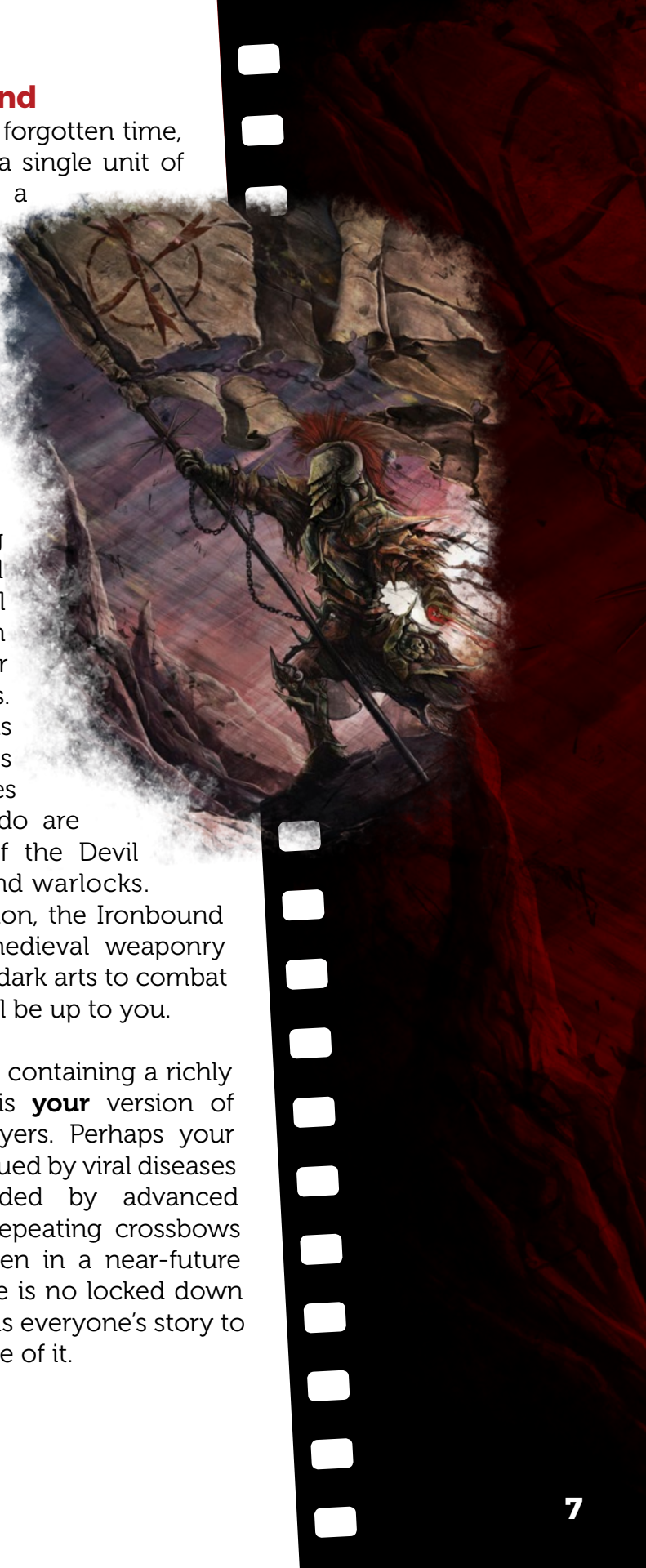
Are you up for the challenge?

The Time of the Ironbound

A tale of dark magick in a long forgotten time, Ironbound tells the legend of a single unit of five holy warriors discovering a dark plot behind the throne of Alduire that threatens to bring everything the Ironbound fight for crashing to the ground. Your lead characters, each of them a member of a single Ironbound unit, will struggle to overcome great obstacles and save Alduire from damnation.

Despite its fantasy setting and use of magick, the lead characters and those loyal to the throne are forbidden from actually casting spells or conducting magickal rituals. Anyone who prays to and reads scriptures of the Almighty is forbidden from the practises of the dark arts; those who do are considered to be followers of the Devil and labelled as witches and warlocks. To compensate for this limitation, the Ironbound have developed impressive medieval weaponry and detailed knowledge of the dark arts to combat evil... but how that all works will be up to you.

This is not a predestined world containing a richly detailed organization – this is **your** version of Ironbound. You and your players. Perhaps your heroes exist in harsh times plagued by viral diseases and vague superstitions, aided by advanced medieval weaponry such as repeating crossbows and holy grenades, maybe even in a near-future of magick in deep space. There is no locked down version of this story because it is everyone's story to tell. The world is what you make of it.



What Is ScreenPlay?

If Ironbound is the story put to paper, ScreenPlay is the pen. This book contains a condensed, quick-start version of this cooperative storytelling game where players take turns to create a dynamic, exciting story of witchcraft, knighthood, and dangers all their own. As a shared narrative experience, all players will be able to assemble their own version of Ironbound with scenes of intense action, political machinations, character driven drama, bloody horror, or any other elements the group wishes to embed into this particular rendition of the story. Think of this book as a treatment laying down the basic foundations for what the core of the story is to be about; the next step is to write the script and make it come alive. That's what ScreenPlay does.

ScreenPlay recreates the screenwriting experience as a roleplaying/storytelling game where the players gathered together become either Writers or the Director. Together, they build off the establishing features of this treatment and introduce their story scene-by-scene, round-by-round, and turn-by-turn. Together, they present character descriptions, provide outcomes and determine if any character's progress faces a complication. Rather than lay out the entire setting before play, everyone can establish as much as they desire as a means to strengthen the plot or build on character motivations and hindrances.

Everything you need to tell your version of Ironbound is contained in this book with the quick-start version of the rules provided in **Act One: How To Fight The Devil**. Only one player – the Director – needs to read and recall the information herein and if you're currently reading this book, odds are you've chosen to accept the challenge.

While the world of Alduire and those who inhabit it will be your own, there are some key foundations to help guide you on the path to the exciting conclusion all of you will create. **Act Two: The Oath of the Ironbound** assembles the key roles of your Ironbound unit, along with some secondary options, a collection of supporting characters, and guidelines for using magick in your story.

The fun begins with a possible opening to your version of Ironbound with **Act Three: A Rising Shadow Over Alduire** offering a sample of scenes to help Directors get a feel for the rules and establish core initiatives necessary to provide material on which the other players can build.

Put it all together with the tools you'll need to start telling your group's rendition of the story, from blank character and scene notes to pre-generated characters perfect for quick one-shots and convention games. It's all in the **Appendix: Tools of the Trade**.

To learn more about this game, including details on complete rulebooks, supplements, and additional treatments, go to the ScreenPlay section of brokenrulergames.net.

Now... turn the page and begin. Your story awaits you.

The Full Story of ScreenPlay

As a quick start adventure, this is only the beginning of what ScreenPlay is all about. If everyone has enjoyed this experience, you can purchase the complete rules for ScreenPlay from our website and take your story to the next level. There you can discover new rules to help lead characters grow more powerful, create stronger supporting characters, expand the uses of Stamina, and so much more.



Act 1: How To Fight The Devil

Games are best played with a common agreement on rules and principles, especially when dealing with the imagination. Each of us can conceive of whatever we want; the rules are there to ensure everyone has equal opportunity to create their share of the story and visualize the same events as they are created. In this Act, we will go through a step-by-step process introducing you to how the ScreenPlay system works and how everyone will work together to create something memorable.

Whenever a new term is introduced for the first time, it is written in **bold red text**. Should you ever need to reference the definition of these terms during play, look for this text.

Stage 1: **Writers and Directors**

There are two types of players: Writers and Directors. **Writers** are charged with telling the story from the point of view of the story's lead characters and describe how they interact with the world and move the plot forward. They may also take on additional supporting characters as they desire. Each story typically has one **Director** (though there could easily be more), who responds to the Writers' descriptions with outcomes,

fleshes out the story they create, and challenges them with physical, emotional, and moral conflicts. Writers must work together to face the outcomes and problems thrown at them by the Director to move the story forward, but while you may try to overcome the Director's challenges, you must also work with your Director to help create a fun and exciting story.

As a Writer, you have access to the following characters.

Lead Characters: Each Writer creates a **lead character** who will significantly influence the story. These characters are your primary source of storytelling and if there are no more lead characters left alive, the story is over. On your turn, you will use your lead character to provide descriptions and react to the outcomes provided by the Director and help the story progress, engage in exciting combat, and so much more.

Supporting Characters (Optional): Should you so desire, you can also create additional **supporting characters**. These work the same as lead characters in many ways, yet do not have the same influence or significance as your leads. But they can add that extra little bit of fun and roleplaying uncharacteristic of your lead. Some supporting characters may be created by the Director and provided to Writers, others are strictly for Director control only.

As the Director, you have access to the following characters.

Supporting Characters: Functioning exactly like those described by Writers, a Director-controlled supporting character is a major player in the story and can offer serious aid or be major obstacles to lead characters' achievements. Unlike a

Players and Characters

There's an important distinction to make between players and characters. Anytime this book references an individual playing the game at a table (whether wooden or virtual), it is the **player**. Whenever it involves an individual character in the story, even if the actions are actually controlled by a player, it is referenced as the **character**. Because it is plausible (and encouraged) for players to use multiple characters – particularly the Director – this distinction exists.



A Step-By-Step Guide To Character Creation

What follows is a detailed breakdown of character creation for Ironbound.

1. Choose a character type.
 - Lead, Supporting, or Extras
2. Choose a role.
3. Create your potentials.
 - Lead characters have 3 potentials (1x d8/5/3, 2x d6/3/2)
 - Supporting characters have 2 potentials (1x d8/5/3, 1x d6/3/2)
 - Extras have 1 potential (d6/3/2)
4. Create resources for your first scene.
 - Lead characters have 3 resource slots
 - Supporting characters have 2 resource slots
 - Extras have 1 resource slot
5. Create at least one motivation. For every additional motivation, your character must have a hindrance.
6. Mark your character's maximum Stamina.
 - Lead characters = 15 Stamina
 - Supporting characters = 7 Stamina
 - Extras = 3 Stamina

Writer's supporting character, there is no limit to how powerful yours can become.

Extras: Any nameless thug or background character in a story is considered an **extra**. They provide minimal challenge and exist as a means of boosting the lead characters' efforts in the story or attempting to thwart their attempts in a limiting way. Extras can enter a scene as an individual, a collection of individuals, or as a group of multiple extras using the same potential.

Each of these character types have their own guidelines for character creation and are explained through this Act. For a quick reference, consult the sidebar to the left.

Stage 2: Who Do You Want To Play?

Each unit serving Alduire as guardians against the forces of magick consists of five highly trained individuals, each with his or her own skills applicable to a range of situations. These are known as **roles** for your story's lead characters. Choose from one of the following and see Act Two for more details.

The Commander: Leader of the ragtag band of witch hunters, the Commander takes responsibility for ensuring the success of every mission by evaluating the situation at hand and guiding her unit to victory.

The Blade: Standing at the forefront of battle, the Blade is the Ironbound's assault weapon. Specializing in a unique weapon of his choosing, there are few who can match a Blade's prowess in combat.

The Scout: Those who practise magick keep secrets and fall back into the shadows, perfect territory for the Scout's skill set. Scouts are also highly trained woodsmen and hunters for those long treks across open terrain.

The Shieldbearer: Keeping the Ironbound alive is the Shieldbearer's job. With shield in hand and a weapon at the ready, they also look to the innocent lives and ensure all casualties in this war are with the damned.

The Arcanist: Knowing your enemy's tactics and weaknesses is the key to victory, even if it does lead to the occasional bout of madness. The Arcanist studies witchcraft and deciphers ways to counter it without breaking the Ironbound code.

Stage 3: Motivations & Hindrances

Everyone is driven by motivations pushing them forward against the powerful spells and rituals of magick-users but the scars of this never-ending war also create hindrances. All characters have at least one motivation and can be upgraded with more so long as the upgrades are balanced by hindrances.

Note: Motivations and hindrances only exist for Writer-controlled characters.

Motivations

A **motivation** is a personal goal laid down during the course of a story for characters to achieve by the end of the story. They may be directly related to the main plot or they could create subplots players can help weave into the central storyline. Motivations can be major accomplishments of great strength or inner struggles as the character seeks to understand the events of the past. Motivations can reward players for achieving a scene's goal, so the more motivations you can provide the better your chances of gaining these rewards.

Each lead and supporting character can start the story with one motivation written as a single sentence on the character notes. For every additional motivation assigned to a single character, they must take a hindrance (see below).

Steps

All potentials, Difficulties, and details are measured using steps, a term for the amount of influence or variety these applications provide. There is a **base step**, considered the automatic value whenever no other application applies. For example, if a Writer cannot choose a viable potential for their character's next description, it defaults to the base step of d4. Each one provides a different value with each step and increases with step bonuses or decreases with step penalties. If a step bonus increases the dice above a d12, add a flat +1 bonus for each step; if a step penalty decreases the dice below a d4, subject a flat -1 penalty for each step. Consult the chart below for the individual components of each step.

Potential	Difficulty	Details
d4 or less*	1	1
d6	3	2
d8	5	3
d10	7	4
d12 or higher	9	5

*This is the base step for all potentials, Difficulties and details.

AVENGE MY FALLEN BROTHERS AND SISTERS
IN BATTLE AGAINST ALL SINNERS.

DISCOVER WHO TAUGHT MY MOTHER TO USE
MAGICK AND SLAY THIS MENTOR.

IS THERE AN ORIGIN TO ALL MAGICK IN THE
KINGDOM I CAN USE TO END THE WAR?

Hindrances

Hindrances are physical, mental, or emotional obstacles that slow a character's progress and increase the effort required at various moments in the story. A bad knee, a violent temper, post-traumatic stress disorder, and a fear of heights are all examples of hindrances. For every additional motivation beyond the first, a character must take on a hindrance. They work like motivations (a single sentence on your character notes) but can be manipulated by the Director spending challenges (see Stage 8) to create problems for your character.

MY RAGE FOR VENGEANCE WILL HURT THOSE
AROUND ME.

I HAVE SEEN TERRIBLE THINGS...

SUCKER FOR A PRETTY FACE.

Stage 4: Potentials

There is no failure. There is no success. There are only complications, efforts made by other characters (or the Director) to make future descriptions harder, restricted, or bring a character's impact in the story to an end. All characters will face conflicts over the course of the story where complications will be a real possibility. When this happens, Writers must roll dice against target numbers to determine possible complications. When this happens, you will use a character's potentials, Difficulties and details to make that happen.

A **potential** is a wide-ranging, yet also specific, aspect of a character that defines her above all others. Each potential demonstrates her nature, abilities, and capabilities in the story without being limited to any pre-determined approaches. The exact name of a potential is entirely up to its creator; they can be brief descriptions, a single adjective, or a personal mantra. The choice is up to you.

At the start of a character's turn, one of their potentials is chosen to determine any dice rolled (if triggered) and the number of details allowed. When another character tries to roll against you, the same or another potential can be selected for the Difficulty. If there is no potential you can apply to a description, it defaults to the base step.

FEARSOME WARRIOR SHARP LIKE A TACK

EXCELLENT JUDGE OF CHARACTER

ALWAYS EAGER TO LEARN NEW THINGS

A WAY WITH PEOPLE BUILT FOR BATTLE

A potential's base step starts at a 4-sided die (known as a d4) and moves as high as a 12-sided die (a d12). Each step is an increase or decrease in the number of sides in the die you roll. Increasing the steps is known as a **step bonus**, while decreasing them is known as a **step penalty**. If you are reduced to a step below a d4, then it becomes a d4-1 (subtract 1 from the value rolled) and gains an additional -1 for every additional step penalty until it reaches d4-4 and automatically fails. If you gained step bonus above a d12, then it becomes a d12+1 (add 1 to the value rolled) and continues on indefinitely (d12+2, d12+3, and so on).

Some Of These Characters Are Not Like The Others

Some of the supporting characters provided in Act Two feature higher values for their potentials and other character features available here. These characters were created using the complete rules; should you wish to create stronger supporting characters for your story, consult the ScreenPlay rulebook.



Minimum Difficulties

Regardless of how many obstacles a character faces, a Difficulty cannot be reduced below 1 and simple becomes a matter of determining which character gets to create the complication.

Lead characters start Ironbound with 3 potentials: one at a d8 and two at d6.

Supporting characters have only 2 potentials, one at a d8 and another at d6.

Extras have only a single Potential listed at a d6.

Difficulties

You will not be the only one rolling dice, as other characters will attempt to achieve their own ends and thwart your efforts during the course of the story. When this happens, **Difficulties** are used to determine the target number against which a potential must roll to be considered effective.

Difficulties are always listed as odd numbers and range from the base step of 1 (practically automatic) to 11 (next to impossible). Every step increases the Difficulty's value by 2 (1, 3, 5, 7, 9, 11). For your characters, each potential also comes with a Difficulty. Whenever the Director rolls dice against your character, choose an appropriate potential's Difficulty. If you do not have one that applies, then the Difficulty defaults to the base step of 1.

Challenge-based Difficulties

There will be moments in the story when a Difficulty is determined by the situation at hand, requiring the Director to determine the Difficulty based on the complexity of the situation provided. For example, being on top of a speeding train without falling off will be Damn Hard and therefore set at a Difficulty of 7. In these cases, the Director chooses a Difficulty Level and will use the chart below based on the number of challenges spent (see Stage 8).

Difficulty Level	Difficulty
Tricky	5
Damn Hard	7
Foolhardy	9

Details

Whenever a character provides a description in the story, he is restricted to a maximum number of possible actions based on the potential chosen at the beginning of the turn. These actions are known as **details**. Step modifiers only apply to details when a character benefits from an ongoing step modifier gained from a previous round.

One of these details is considered the **key detail** and is the primary action performed in the description. If a complication roll is triggered, it will be to determine this key detail's effectiveness, leaving all others to work as additional flourishes and actions related to or assisting in building up to the key detail. The last detail in a description is normally the key detail, but this is not a requirement and remains at the describing character's discretion.

Required Details: Certain events require the use of a detail; these are listed below for your convenience. Many of these are explained in greater depth later in this Act.

Required Details	# of Details Required
Equipping a prop	1
Gain the cover/concealment modifier	1
Move forward	1 detail per range category

Step Modifiers

Certain events or situations allow characters to raise their die's step or force it to drop. The following chart provides the most common step modifiers. Certain modifiers require a full description to apply and are marked with an asterisk (*).

Modifier	Step Bonus/Penalty
Aid Another Character *	+1 steps
Attacking Multiple Targets	-1 steps for every additional target beyond the 1st
Cover/Concealment	+1 steps for light, +2 steps for heavy
Long Range	-1 steps

Stage 5: Resources

Unless you plan on characters starting the first scene naked, they will need clothes, supplies, weapons, and more. They will likely have learned important facts and fields of study before the story began. Not all of these facets will have a mechanical influence in every scene, but some of them will. When they do, they are known as resources and some will provide a dramatic benefit to your characters.

A **resource** is an item, moment of history, skill, or knowledge of any type that aids your character's performance during a description. Each one can be as unique as a grain of sand or as common as the cold. What makes them stand out during the story is how they affect chances of a complication happening, by whom, and to what effect. While you may come across any number of items during the course of the story, you will only have so many resources.

Each character type has a maximum number of resource slots for your character.

Lead characters have 3 resource slots.

Supporting characters have 2 resource slots.

Extras have 1 resource slot.

Within each slot, you can assign a particular item, background fact, or skill at the start of a new scene. Each resource will have either a damage bonus or a step bonus.

Step Bonus: The resource provides a +1 step bonus when applied in the description. This step bonus can only be used to increase the complication roll's dice value or the Difficulty.

Damage Bonus: The resource provides a damage bonus based on the criteria below;

- If the resource can be used one-handed, it grants a +1 damage bonus.
- If the resource must be used two-handed, it grants a +2 damage bonus.
- If the resource is an advanced weapon of any genre (firearms, lasers, etc.), it grants an additional +1 damage bonus.

- If the resource creates an explosion, it grants an additional +1d4 damage bonus per use.
- Any knowledge-, background- or skill-based resource can provide a +1 damage bonus.

You can only apply one resource to a complication roll or Difficulty at a time. Resources do not provide ongoing benefits and so cannot increase the number of details in a description.

Props (AKA Items, Weapons, Armor)

Characters must use a detail to introduce a physical resource, known as a **prop**, into a scene if it must be actively manipulated (i.e. remove a camera from the backpack, draw a gun from its holster), but not to discard it or return it to its original space. For example, you must use a detail to draw a sword, but not to re-sheathe it. You can have multiple counts of the same prop, such as a collection of throwing knives, but you must stipulate exactly how many you have and each requires its own detail to become available in a description.

Skills & Backgrounds

Characters have the option of creating a skill or background experience as a resource instead of a prop. For example, a character could have advanced training in Engineering and apply it as a resource during appropriate moments. A skill or background experience cannot be applied as a resource unless it can be connected to one of a character's potentials. No details are required to introduce a skill or background experience into a scene.



Stage 6: Stamina

Every character has limitations of physical and mental endurance. Traversing across the rugged terrain, cursed by witchcraft, struck down by the fearsome swing of an opponent, and pushing their efforts to the limit eventually catches up with everyone.

Stamina is used to track these limits until a character either completes a scene or falls in battle. It is used to track how long your character can endure and how often she can push the boundaries and adapt to intense moments of conflict in the game. When a character reaches 0 Stamina, she is removed from a scene in an appropriate manner decided on by the character that put them there, up to and including unconsciousness or death.

Lead characters have 15 Stamina.

Supporting characters have 7 Stamina.

Extras always have 3 Stamina each. The total number of Stamina per group is equal to 3 x the total number of individuals in the group.

Stamina can also be used to alter the outcomes of conflicts during play in the following ways, but you may be able to convince the Director to allow exceptional moments by sacrificing additional Stamina. There is no limit to how often you can spend Stamina in these ways, but once you hit 0, your character is out of the scene. (Note that extras cannot spend Stamina to gain these benefits; only leads and supporting characters.)

Shift: Characters can spend 1 Stamina to increase or decrease the result of a die roll (either one they rolled or one rolled against them) by 1. For example, if an opponent rolls an 8 on his complication roll, a character can spend 1 Stamina to reduce it to a 7 and choose her own complication. In turn, the other character involved in the complication roll can also shift the result, but both characters can only shift the result of a single complication roll once.

Interrupt: A character who has yet to act in the current round can spend 1 Stamina to cut in line. The character can choose whether he wants to interrupt before another player is chosen, or after a character's description is provided.

Remove a Complication: A character can spend 1 Stamina to remove a complication with one detail instead of a full description.

Regaining Stamina

When you complete a scene, all surviving characters regain half of their current Stamina. You can never end up with more than your maximum Stamina. There may also be times during play when the Director deems enough time has passed between scenes that all surviving characters will return to their maximum Stamina.

Any character allowed to continue participating in a story after she's been reduced to 0 Stamina begins the next scene with 3 Stamina.

First Aid

Sometimes a Writer will describe their character pulling aside during a wicked skirmish to bandage a horrible wound and cope with a life threatening injury. A character can use a description to actively treat any injuries or replenish her energy or that of another character. If a character does so on herself, she regains 3 Stamina. If a character does so for another character, that character gains 4 Stamina. Healing any character requires a full description.

Stage 7: Playing the Game

Now we come down to the crux of the game: how to play. This stage covers how the previous stages all come into play during your version of Ironbound. As you read this step, review what you've created for your characters thus far and make any adaptations you feel necessary to make your characters work using the mechanics presented here.

The Rule of Initiatives

There is one fundamental guideline to playing Ironbound: whoever introduces a character, element, setting, or any aspect of the story has final say on how it is used in the story. This is known as the **Rule of Initiatives** and includes any written material provided in these pages by the Director. If another player offers a description that counters or contradicts what has been created, the initiating player can request a revised description.

Scenes

All stories are broken down into scenes. A **scene** is a particular moment in the story (not necessarily told in chronological order) played out by Writers and the Director. A scene can last any length of time and ends when the goal of the scene is completed. There are three key questions to ask when creating a scene.

Which characters are involved in the scene? Knowing who's involved in the scene helps shape the scene's goals, setting, and more. (Note that the Director is not required to openly state all of her supporting characters and extras at this stage.)

What is the goal of the scene? What are the characters trying to accomplish and when will the scene end? This helps to determine when a scene ends, regardless of how well the lead characters fared. Individual characters may have different goals or unique objectives to meet a single goal or there may be multiple goals attached to a single scene.

Where will the scene take place? This can involve physical locations as well as points in time, including flashbacks. A scene's duration is not always limited to a single location and it's also recommended to start a scene at an interesting point in the plot (for example, not every scene needs to demonstrate the characters travelling to their next location).

The players can discuss the purpose of the scene and provide notes for everyone and/or individual Writers to act as guides for their characters during the scene. These notes are important for Writers, offering suggestions and context for their characters.

Opening Shot

At the start of a scene, the Director will provide the **opening shot**, detailing the events leading up to the start of the scene and/or passages of what characters witness as they begin the scene. Directors can embellish using whatever storytelling practises they are most comfortable with, including the use of camera shots. This is a key moment in the beginning of a scene to help the Writers visualize their setting and build upon it with future descriptions. More importantly, it is a perfect opportunity for the Director to lock in key fundamentals by describing them first (see the Rule of Initiatives). For example, establishing a fishing village in the opening shot means the Director has actually created the village and has final approval over any additions.

Rounds

After the opening shot and the scene begins, all Writers and the Director will take turns describing what all their characters will offer to the story. Once all characters have had a chance to offer a description, a **round** is completed. Certain aspects of your characters cannot be repeated until the start of a new round.

The Director starts a scene by choosing a Writer to go first. This Writer chooses an available character designated for the scene and provides his description. Once the description has been completed, that Writer chooses the next person, be they another Writer or the Director. If that person does not have any characters available in the current round, they must choose someone else instead. Whichever player ends the round can choose any other player to start the next round.

Turns

Once per round, every active character in a scene has a **turn**, an opportunity to provide a description and discover its outcome. The same rules apply to all characters and work in the following order:

1. The player is chosen to take her turn by the previous player (even if they had the last acting character in the previous round) or by the Director to start the scene. The chosen player must have a character available to act within the round or else another player must be chosen.
2. The player chooses a character to play this turn.
3. The character announces the chosen potential and determines how many details are allowed in their description.
4. The character provides a description.
5. The Director determines if there are any step modifiers or complication rolls. If so, it is played out accordingly and used to help determine the outcome.
6. If the current player is a Writer, the Director will provide an outcome. If the current player is the Director, a Writer will provide the outcome. This Writer may be the one controlling the character affected by the Director's character or not.
7. The character chooses who will go next in the round or who will start the next round.

Outcomes

Every description provided in the story will need a reaction from another player to establish what happens as a result of those details. The **outcome** will be the resulting discovery, consequence or benefit of a description revealing the effectiveness of a description, such as what a character sees when she is described opening the door to a new room. An outcome means the character's turn is now complete and play moves to someone else in the round.

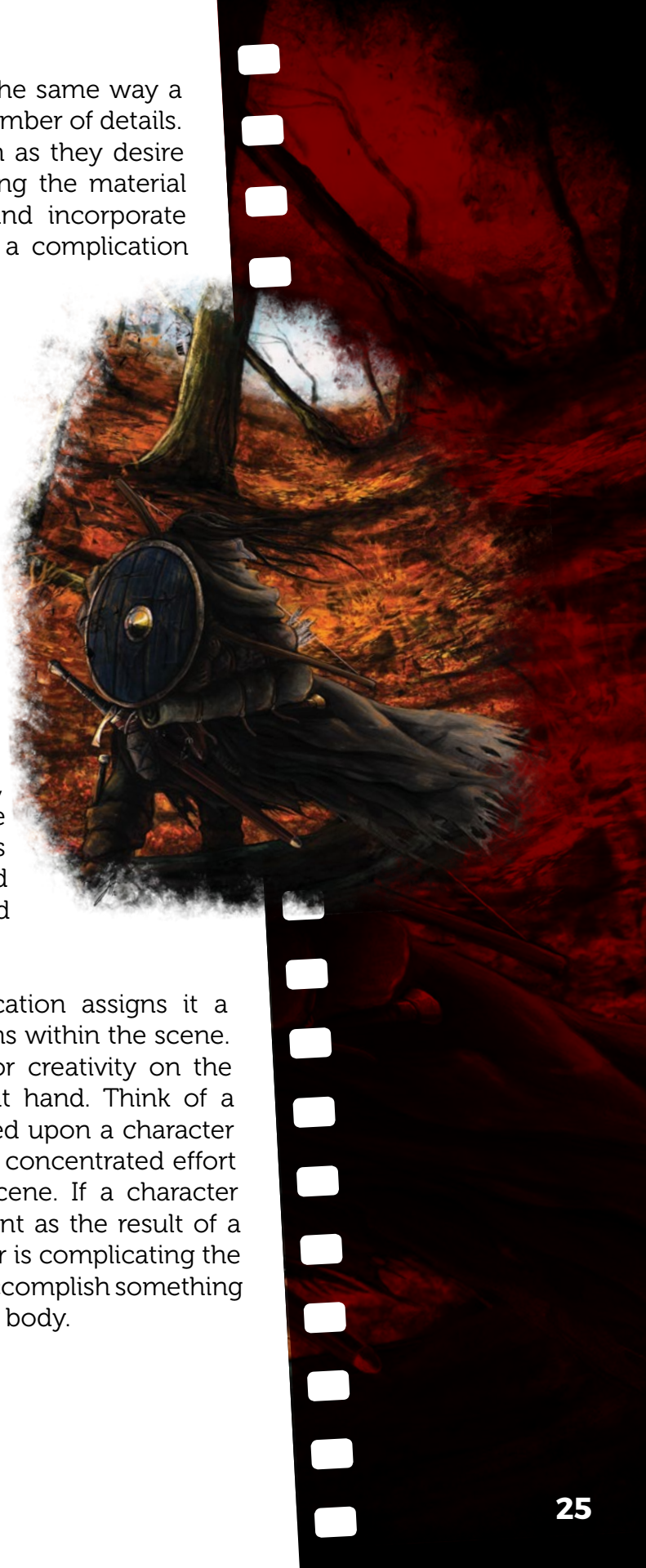
On a Writer's turn, the Director will provide the outcome. On the Director's turn, a Writer will be chosen to provide an outcome.

An outcome is not limited in the same way a description is bound to a set number of details. Players can embellish as much as they desire to help build on the story using the material provided in the description and incorporate any complications created by a complication roll (see below).

Complications

Not everything is going to go a character's way and when it doesn't, that's a complication doing its job. A **complication** is a forced limitation, viewpoint, penalty, or damage placed on a character as the result of a complication roll. Depending on the nature of the complication applied and whether or not the Director redeems a challenge to extend it further into the story (or even make it permanent), complications can only be removed by using descriptions or spending Stamina to expand on how a character handles and confronts them.

Whoever created the complication assigns it a name based on how it functions within the scene. Complications are designed for creativity on the fly and to suit the situation at hand. Think of a complication as an effect placed upon a character as the result of bad luck or the concentrated effort of another character in the scene. If a character effectively grapples an opponent as the result of a complication roll, that character is complicating the other's desire to walk away or accomplish something else requiring the full use of his body.



DROPPED MY SWORD (RESTRICTION COMPLICATION): A HEAVY SWING FORCES YOU TO DROP YOUR BEST WEAPON TO THE GROUND.

DEAFENED BY THE DEAD (PENALTY COMPLICATION): THIS DAMNED MAGICK-USER CAUSES YOU TO HEAR SCREAMS OF EVERY SOUL I'VE EVER PUNISHED.

WHERE'D SHE GO? (INCEPTION COMPLICATION): YOU CANNOT SEE THE WITCH BECAUSE OF HER POWERFUL INVISIBILITY SPELL.

Once a complication has been introduced to the scene and affects a character, it must be addressed and incorporated into the scene until removed. It lasts until the end of the current scene or until it has been actively removed by the affected character. Removing any complication requires the character to use a full description detailing how they counter it, cope with it, or whatever method seems best at the moment. Each of the four types of complications below provides description guidelines for removing them. Stamina can also be spent to reduce the description down to a single detail, leaving the character free to perform other feats on her next turn. See the section on Stamina above for more information.

Damage works differently from other complications and can only be removed (or reduced) by following the standard rules for Stamina provided above.

There are four types of complications available. All are available through any complication roll and can be adapted to suit the scene.

Damage: Physical, mental, or emotional harm is inflicted on the affected character and he loses a number of Stamina equal to the difference between the complication roll's result and the Difficulty. Regardless of how damage is inflicted multiple times in a scene, it all compounds as the character's resilience is worn down, meaning it is plausible for a single character to suffer physical damage as well as endure emotional abuse and feel their sanity slipping away. When the character is reduced to 0 Stamina, they are removed from the scene in a manner chosen by the character inflicting the final damage. Damage can only be healed using the rules provided for Stamina in Stage 6.

Inception: The affected character is lead to believe something that is not true or re-interpret information from a different viewpoint. Until this complication is removed, the character may believe they heard a noise upstairs, become convinced a guilty person is harmless, or run the wrong way in a chase. Removing this complication requires the character to describe how they have come to believe the truth without using the falsehood as evidence.

Penalty: The affected character suffers a -1 step penalty to a single potential, but only after the character creating the penalty spends 1 Stamina. Multiple penalties can compound this penalty until the character is reduced to its base step. Removing this complication requires the character to describe how they have countered or removed the penalty altogether.

Restriction: This complication removes a character's access to a single prop, set piece, or other aspect already introduced in the scene until the complication is removed. It prevents a character from being able to use a weapon, consider a previous statement, notice an object in the corner, or many other possibilities from their descriptions. Removing this complication requires the character to describe how they are able to regain access to the restricted aspect.

Complication Rolls

Determining whether or not a complication occurs and which player creates it is based on whether the die roll was even- or odd-numbered; that's what a **complication roll** does. These rolls are settled by rolling a potential against a Difficulty to determine effectiveness (rolling equal to or exceeding the Difficulty) or ineffective (rolling less than the Difficulty). Consult the list below to determine the results and use them to craft an outcome to the description. "Roller" refers to the character rolling dice and "target" refers to the character setting the Difficulty.

Result	vs Character	vs Challenge
Effective with an Even Number	The target gains a complication chosen by the roller.	Avoid the challenge and gain +1 Stamina.
Effective with an Odd Number	The target gains a complication chosen by the target.	Avoid the challenge.
Ineffective with an Even Number	The roller gains a complication chosen by the roller. The roller can choose to receive no complication, but will receive 1 milestone if she does.	
Ineffective with an Odd Number	The roller gains a complication chosen by the target.	The Director gains and chooses a complication.

Absolutes

Whenever anyone rolls the highest value on their die roll, it's called an **absolute**. While the roller can shift it up (or down), another player cannot spend Stamina to change the value. In other words, if you roll an 8 on a d8, it remains an 8.

Stage 8: Milestones and Challenges

At this point, you're ready to begin telling your characters' stories but there are two crucial features to learn before the first opening shot. Writers will help improve their characters' ability to influence outcomes and rise in power to match that of your most dreaded opponents to come by using milestones, and Directors will up the ante by spending challenges to increase the tension in a given scene.

Milestones

Milestones are assigned to the Writers as a reward for excellent gameplay, use of motivations, and general accomplishments that help move the story forward. From there, a Writer can choose to redeem milestones for any of her characters. It is possible to receive more than 1 milestone per scene and they are only handed out at the end of a scene.

If a Writer meets any of the following criteria, she will receive milestones for each applicable character. For example, if a Writer plays two characters and only one of them accomplished the scene's goal, only 1 milestone is awarded.

Introducing Potentials: When a story begins, Writers can receive 1 milestone for each potential introduced to the story without the aid of a complication roll. For example, a Writer with a character's Defender of the Innocent potential gains 1 milestone when he is described feeding the homeless at a soup kitchen. This is a one-time award. If a character triggers a complication roll at any point and time in the description, a milestone cannot be earned this way. Use the checkboxes next to each potential on the character notes when a milestone is awarded in the story this way.

Achieving Goals: Every character who accomplished their goal in a scene, whether it is a shared goal or an individual one, earns the Writer 1 milestone. If a character connected one of their motivations to successfully achieve a scene's goal, the Writer gains an additional milestone. You cannot apply more than one motivation for this purpose.

There are numerous ways milestones can be used during a scene.

Combine Step and Damage Bonuses:

A Writer can redeem 1 milestone to apply both the step and damage bonus of a single resource applied to a complication roll. It costs a cumulative +1 milestones for every additional use of this combination in a single session.

Complication Re-Roll: A Writer can redeem 1 milestone to re-roll one of their complication rolls immediately after it is rolled and before complications (if any) are applied. Whatever the new result, it must be honoured and multiple milestones can be redeemed for the same complication roll.

Make a Comeback!: By redeeming milestones, a Writer can bring back one of their characters who was removed from the story after being reduced to 0 Stamina. The character re-enters the story with 3 Stamina and cannot make a second comeback. A supporting character's comeback requires spending at least 7 milestones while a lead character requires at least 15 milestones.

Challenges

Along with assisting the Writers in developing their story, the Director's secondary role is to excite and surprise them. Not to say the Writers cannot create their own exhilarating tales, but it can become far too easy for Writers to always write in their favour. That's where **challenges** come into play.

In the same way that Writers collect milestones for moving the story forward, Directors gain challenges as the Writers delve deeper into

their characters' exploits and engage in incredible adventures. The short and sure-fire way to explain challenges is that Directors gain challenges to ensure the Writers are... well, challenged.

Whenever any of the following events take place during a scene, the Director gains challenges. Challenges carry over for the duration of the story until spent.

At the start of every new story, Directors begin with 1 challenge per Writer. Whether stockpiled for later or used right away, it's always good to have some ammo under the belt.

All lead characters achieve a scene's goal. When all Writers receive milestones for achieving the scene's goal, the Director also gains 1 challenge. The Director can gain no more than 1 challenge, regardless of how many milestones are awarded to individual Writers.

A single challenge can be redeemed in the same way a milestone can, except these allow the Director to make alterations to the scene for the purpose of pitting the characters against a stronger threat. At any point in a scene during a player's turn, the Director can spend 1 challenge (or more) to accomplish one of the following.

Increase the duration of a complication. Directors can extend the duration of a complication the moment it is placed on a character by spending a certain number of challenges. This means characters afflicted with these complications cannot use descriptions or Stamina to remove them and must instead endure their effects for as long as the Director chooses. Damage cannot be extended using challenges.

- For 1 challenge, the complication remains until the end of the current scene.
- For 2 challenges, the complication remains until the end of the current session.
- And the deadliest of them all, 3 challenges allows the complication to become a hindrance for the remainder of the story.

Force a challenge-based complication roll. The Director can spend a certain number of challenges and force a Writer to make a complication roll against a Difficulty Level (see Difficulties).

- With 1 challenge, the roll is attempted against a Tricky Difficulty of 5.
- With 2 challenges, the roll is attempted against a Damn Hard Difficulty of 7.
- With 3 challenges, the roll is attempted against a Foolhardy Difficulty of 9.

Alter a set piece to create an additional danger requiring a full description to counter or bypass. This danger can come in the form of changing the setting or introducing opposing characters to start a fight scene. For example, characters racing to escape from a burning building suddenly discover the staircase leading to the main floor has collapsed. These alterations can interrupt the middle of a character's description and it must be plausible for characters to use descriptions to eliminate, overcome, or avoid these dangers.

Choose a Director-controlled character to start a scene after the opening shot. This allows the Director to get a leg up on events in a scene, including triggering a complication roll.

Use a character's hindrance to create a complication. Drafting an applicable reason why the hindrance would complicate matters for the character, the Director can spend 1 challenge to create a restriction or inception complication with the hindrance and 2 challenges to create a penalty complication.

Stage 9: Put It All Together

Using the previous eight stages, it's time to start doing what you're here to do: tell your story. Feel free to consult the material in this Act as needed but if in doubt, do what feels natural for your players and the story. And remember the ultimate rule of them all: no matter what, have fun.

The world of Alduire may exist behind a thick fog of undiscovered country at this point but there are a few key fundamentals provided in this treatment to help give everyone a common sense of direction. This Act features the core initiatives of any Ironbound story, a cast of supporting characters, roles for the lead characters, and guidelines for introducing magick to your particular rendition.

Initiatives

The following list contains the key initiatives for Ironbound. While they are open to individual interpretation, they will help set the tone and style of your particular story. The Director needs to establish these initiatives at the beginning of the story and lock them in before the first scene begins, either by reading the material provided in the Introduction as is or adapting them to suit the story everyone wishes to tell.

Should your players wish to tell a slightly different version, feel free to revise any of these initiatives accordingly. For example, if everyone decides to reset Ironbound into the modern era of our world, go for it! If magick can be practised by a select few approved by the King, including Arcanists (see below), go for it!



Act 2: The Oath of the Ironbound



This can be especially enjoyable if you have previously told an Ironbound story.

The Kingdom of Alduire is set in shadowy medieval times similar to that of Europe's Dark Ages.

Magick is forbidden to anyone loyal to the throne of Alduire and the Almighty, and those who use it are considered damned followers of the Devil who must be eliminated within the borders of the Kingdom.

The Ironbound is an elite group of magick slayers with each member in a platoon bringing a unique set of skills, abilities, and training to the team. These will be served with the five roles provided below.

There are two types of magick in Ironbound. Spells are instantaneous bouts of magick cast directly from the witch or warlock; rituals are intricate ceremonies conducted over any period of time at least 1 minute long with the witch or warlock as the conductor.

Roles

Each unit serving under the Ironbound banner provide its own specialty in the field and these specialties attract particular individuals to complete them. These are known as roles and are listed below for the lead characters that will form the centerpiece of your story. Each role provides a concrete set of benefits and focuses as well as creates space for individual Writers to flesh out unique and intriguing characters.

Should your group have less than five Writers available, you may choose to allow them to play up to two lead characters or relegate any remaining roles down to supporting characters. Each role offers unique mechanical benefits open to interpretation by their respective Writers. It is possible to have multiple characters from the same role, unless noted below.

The Commander

The Ironbound are a rare unit in their freedom and mobility, but such grants come with a watchful eye and the firm direction of a great Commander. Either as a frontline warrior or bolstering his troops from behind a Shieldbearer, the Commander makes all final decisions with the respect (or fear) of her men. (There can only be one Commander in the unit.)

Leadership Style: How did your Commander come to lead the Ironbound? Are you a fearsome warrior whose legend strikes fear and respect into your troops? Or have you earned their loyalty by pulling them out of tight situations in the past? Whenever you use your description to Aid Another Character using your Commander's leadership style, the aided character gains +2 steps. Each Ironbound serving under the Commander can only gain this benefit once per scene.

Rising Through the Ranks: A Commander's experience and knowledge depends on how they reached their rank. If your version of the role involves a military academy or a privileged upbringing, you gain +1 steps to anything involving a knowledge of history or sciences. If you pushed yourself up from a grunt, you gain an additional +1 damage bonus to a single weapon resource per scene.

Retaliation: Commanders see the bigger picture in every situation and require everyone to work as a single unit under their command. A Commander can spend 1 Stamina to allow another Ironbound under her command to retaliate against an opponent immediately after they have been targeted by a complication roll, regardless of the result but not if the targeted character has been reduced to 0 Stamina. The retaliation must be attempted against the same character that made the complication roll against a member of the Ironbound (other than the Commander).

The Scout

Magick-users typically dwell in the dark corners of the forests and thrive on the protection of uncharted territories. The Ironbound rely on Scouts to guide them safely to their destinations, avoid detection, and discover clues that lead to the successful completion of their missions. While no two Scouts are the same, they are commonly trained in the arts of tracking, stealth, infiltration and wilderness survival.

Deadly When Silent: A Scout's greatest weapon is their ability to move about swiftly and silently. So long as they are only using a one-handed melee weapon or a ranged weapon, Scouts double their damage bonus against opponents who are not yet aware of a scout's presence or of the danger they present.

Tracker: Scouts gain one additional detail when providing a description involving tracking, stealth, infiltration or wilderness survival.

Wild Past: Scouts are commonly discovered in many backwoods outposts and uncivilized corners of the country. Develop a back-story for your Scout with this approach in mind and include a superstition or biased opinion/viewpoint of magic in your character's personality. When used effectively against a spell, you gain +1 steps to your Difficulty.

The Arcanist

Finding and deciphering the clues leading to magic-users and their foul creations requires an understanding of this sinful practice. The Arcanist is a prized member of the Ironbound, even if they are viewed with suspicion by the general population. Their understanding of magic and its spawn has kept the Ironbound alive through some dire situations. (There can only be one Arcanist in the unit.)

Counter: Arcanists have discovered many unique and mundane methods for countering spells and rituals. By spending 1 Stamina against a ritual during a particularly creative description in which the Arcanist incorporates an unexpected object as a counter, the witch or warlock cannot complete the ritual. Doing so requires an Arcanist's full description. Doing the same against a spell inflicts a -1 step penalty to any complication roll caused by the spell. This can be repeated until the spell is reduced to the base step.

Dark Side: Those who become Arcanists do not get there without psychological scars for their troubles. Many come from troubled childhoods where villagers thought them odd and a possible witch or warlock in their midst. Studying magic also tends to leave a mental scar, and some students end up committing suicide because of their lessons. As a result, many Arcanists have a hidden psychosis unknown to most (save maybe one in their unit). Whenever you can apply that psychosis to an appropriate complication roll, you gain +1 steps if it involves magic and -1 steps if it does not. You cannot gain the step bonus with magic until you suffer the penalty in a previous complication roll anytime in the story. This psychosis can be related to your hindrance.

Weapon Limitations: Due to their lengthy studies on magick, Arcanists do not have the same extensive weapon training as other Ironbound. An Arcanist cannot use two-handed weapons.

The Shieldbearer

Holding back the wall of evil created by magick is the job of the Shieldbearer. Shieldbearers are tasked with blocking the onslaught of spells and summoned beasts while simultaneously pushing the enemy back. Requiring a combination of brute force and keen tactics, Shieldbearers are a unique lot with a motto that everyone comes home – dead or alive.

A Line In The Sand: Shieldbearers have a limit to how much they can take before they snap. What is your Shieldbearer's line in the sand? Whenever it's crossed (no more than once per session), you go into a rage or become intensified with a +1 step bonus added to every complication roll against the triggering source until you provide a description without triggering a complication roll, or the scene ends.

Fierce Defender: While standing side-by-side with another ally, a Shieldbearer grants them a +1 step bonus to their Difficulty against appropriate complication rolls (as decided by the Director). This bonus can only be granted to no more than two allies unless the Shieldbearer spends 1 Stamina to increase this step bonus to all allies in range.

Shield Master: A shield is not only a symbol of the Shieldbearer's role in his platoon, it is also a preferred weapon. When assigned to a resource slot, a shield can grant both a +1 step bonus and a +2 damage bonus but only one can be applied each round. You can choose to switch this benefit at the start of each round or else it defaults to your previous round's selection.

The Blade

Citing the need for a strong offense to slay their enemies, Blades are the “heads first” warriors of the unit. Tearing apart their foes with swift strikes and mighty blows, each one has acquired their rank by standing out against all others. In this unit, creativity under pressure is the key to beating the powerful forces of evil.

Fierce Combatant: While the name might suggest a bladed weapon, there's really no limitation on what a Blade will use as her primary weapon of choice (see below). Whatever it is, a Blade can spend 1 Stamina to gain an additional +1 steps or +2 damage bonus when using their weapon of choice in a complication roll.

Weapon of Choice: Each Blade selects a particular weapon and names it in honour of her quest to seek out and punish all those who would turn to the dark arts of magick. When used in a description, Blades gain a free detail to enhance the flourish of their attack and the length of their fury. This does, however, require a Blade to always have her weapon of choice filled in a resource slot. This additional detail can be used to accomplish one of the following once per round:

- Attack an additional opponent without the standard step penalty
- Ignore a single +1 step bonus to any opponent's Difficulty (note that if no step bonus is applied, this option is not possible)
- Follow up an absolute with a free second complication roll against the same opponent or another opponent adjacent to the first.

Secondary Roles (Optional)

There's more to being one of the Ironbound than your strategic role within your platoon. These are living, breathing people with histories of their own, scars, and motivations. To help bring the lead characters to life, Writers may include these additional secondary roles to any of the ones provided above. Some offer a mechanical benefit to aid their efforts in combating magick forces, others complicate matters and create roleplaying opportunities.

Divine Follower

Signs of the Almighty's guidance are all around, as are the need to combat the Devil's influence. While the Ironbound oath is given to both faith and land, there is only one true king and He created the heavens and the earth. After using an earlier description in the scene to pray to the Almighty, the Divine Follower can shift a single complication roll's result without spending any Stamina. This can only be done once per scene.

Fresh Recruit

When the story begins, your character is serving their first tour of duty with the Ironbound after the tragic loss of a previous member. One or more of the other lead characters must display a personal dislike for you or else the Director can spend 1 challenge to create an immediate -1 step penalty to a single complication roll in the next scene.

Grizzled Veteran

This character has seen bloodshed like no other and has faced down horrific magick at its worst. There is no room for weakness in this line of work, even if few Ironbound ever find their way into retirement. A Grizzled Veteran gains a +1 step bonus to any complication rolls involving fear.

Loyal To The Crown

The Ironbound are sworn to serve both the demands of the Almighty and the order of the King, but some give fealty to the throne above all others. Those damned enough to turn to magick as a source of power are a threat to Alduire and anyone caught practising the dark arts are traitors to the Crown and as such deserve their fate. At the start of a scene in which someone Loyal To The Crown is carrying out the King's orders, choose a particular

aspect of that order and how it relates to the scene's goal. If you fail on a complication roll related to that aspect, you can re-roll without spending a milestone. This can only be done once per scene.

Spellworn

It happens from time to time, a devout member of the Ironbound experiences the wrath of one too many spells and his mind begins to snap. Commonly known as "spellworn," these individuals are a risk to everyone in their platoon if not properly identified and treated or removed from the platoon altogether. Choose a triggering fear for your character, such as fire, corpses, trolls, what have you. It becomes a bonus hindrance for your character, but it can be temporarily removed for the remainder of the current round by spending 1 milestone.

Using Spells and Rituals

Everyone who takes the Ironbound Oath swears to spill the blood of those who cast spells and perform rituals. Those who understand little to nothing of the dark arts consider them acts of Devil worship and those who study its practises without applying them know the use of magick corrupts everything the Almighty has created. That being said, the witches and warlocks around the world and hiding within the borders of Alduire feel differently and will use them in self defense, so it's best to know some guidelines for applying them in this story.

As mentioned earlier, there are two types of magicks: spells and rituals. To perform either, a character must have the Dark Arts potential when attempting to use magick to complicate matters for another character. Contrary to common belief, magick cannot simply create something out of thin air and relies on existing materials and sources. For example, a warlock cannot hurl a fireball at an Ironbound platoon unless there is already a fire burning, regardless

Customizing Your Supporting Characters

Marshall Kyr Shawl and Maurin Solstice (aka Jaiden Festwick) are provided with pre-determined potentials, resources, and more but your story is not restricted to what's provided here. If a Writer wishes to take on the responsibility for either of these characters, allow her to create her own version according to her personal vision. Otherwise, they are fleshed out for the Director's convenience.

of size. And to raise the dead, there must be a corpse to raise. Barring this requirement, some magick can inflict pain, wipe a person's memories, or cause them to suffer horrific hallucinations, yet none of these can occur without a proxy (a handmade representation of a person, not necessarily a specific individual).

Rituals need multiple physical components typically consumed by the completion of the ritual (such as boiling three strands of a beautiful woman's hair in a cauldron) and a series of verbal incantations. They require consecutive descriptions to complete, normally a minimum of three descriptions to complete a ritual affecting one target plus one additional description for every additional target of the ritual. Spells, however, are instantaneous and are near limitless in their displays of power, strength, and means of creation.

While telling your version of Ironbound, it is important to note that magick spells do not provide technical benefits or alterations to the rules – they are extensions of your ability to describe a character's actions. If a witch projectile vomits a flood of acid from her mouth as a means of trying to kill her prey, it is a detail she can apply that no character prohibited from practising magick can. They are bonus forms of visual cues and actions that help make each magick-user unique in the story... so go nuts and have fun with it!

Supporting Characters

This section contains the complete stats for each of the crucial supporting characters available for your version of Ironbound. Note that none of them include physical descriptions, characteristics, or other standard details, leaving them available for you and your Writers to help flesh out.

King Beorn of Alduire

SUPPORTING CHARACTER (DIRECTOR ONLY)

Proclaimed as the voice of the Almighty himself, the King of Alduire is both nobleman and divine counsel of all those who swear loyalty to the throne. As a former Ironbound himself, King Beorn has taken firm leadership of this order since his rise to the throne after the Dark Fealty Wars nearly 20 years ago. What is known only to a select few in his highest echelon (as well as members of his personal cabal) is that the King is actually a practising warlock who seeks to use the Ironbound to wipe out his competition and become the most powerful magick-user in all the land.

Potentials: Dark Arts d10/7/4, Ultimate Deception d8/5/3, Experienced Warrior d6/3/2, Anything to Rule d6/3/2

Resources: Crown of Alduire (+1 steps), Birthright (+1 steps or +1/+2 damage; see below)

Stamina: 45

Birthright: The sword of the King of Alduire, this magnificent weapon has touched the shoulders of every King ever to sit on the throne. A hand-and-a-half sword, it can either grant a +1 damage bonus when used one-handed or +2 when gripped with both hands.

Demonologist: Even within the forbidden circles of magick, there are some rituals many witches and warlocks dare not pursue. This has never stopped King Beorn, who has mastered the art of demonology – the summoning of demonic servants. He will summon an array of demons capable of possessing the slow-minded or burning an army alive to ensure the lead characters never prevent him from achieving his goal of total mastery of all spellcasters and the Kingdom of Alduire itself.

Sacrificed His Soul: One does not achieve the power King Beorn has without making a sacrifice. Choose something this character has surrendered to gain this mastery of magick: a piece of his soul, a long-lost love, or maybe his strings are actually being pulled by a more powerful demon. Whatever this sacrifice, use it to establish a weakness for the lead characters to exploit. The lead character can either gain a +1 step bonus when using that weakness against King Beorn or the King suffers a -1 step penalty when it has been taken from him (Director's choice).

Marshall Kyr Shawl

SUPPORTING CHARACTER (DIRECTOR/WRITER)

The superior officer to the lead characters of this story, and stationed at Seren Keep, Marshall Kyr Shawl was sidelined by horrific burns to the right side of his face and torso from fire spewed from a witch's spell. Semi-retired from active duty, the Marshall sends out squadrons of Ironbound from the Keep with the goal of keeping the northern borders of Alduire secure from the dark arts.

Potentials: Tough Sum Bitch d8/5/3,
A Mind For Battle d6/3/2

Resources: Sword cane (+1 steps or +1 damage),
chain mail armour (+1 steps)

Stamina: 15

Many Friends In High Places: Before his injuries forced him into the role of Marshall, Kyr served alongside many other Ironbound who have gone on to serve Alduire as nobles, generals, tradesmen, and beyond. It is safe to say he knows at least one helpful person in every community, providing himself or those sent as his representatives access to rare information or items. This can only be accessed once per community in exchange for a single item, fact/rumour, or favour.

Maurn Solstice / Jaiden Festwick

SUPPORTING CHARACTER (DIRECTOR/WRITER)

A lowly scribe from the Castle, the man originally believed to be Maurn Solstice is actually named Jaiden Festwick. By sheer accident, he discovered a disturbing possibility that the King was a practitioner of the dark arts and became consumed with tracking down the truth. Now targeted by King Beorn for execution, he may be the link the lead characters need to bring the King to justice.

Potentials: An Investigative Mind d8/5/3, Fleet Footed d6/3/2

Resources: None (but he does have two resource slots)

Stamina: 7

The time has come to dispense with all these lessons and guidelines; let us ScreenPlay! What remains below are a series of recommended scenes provided for your convenience, but they are by no means the only scenes you and your Writers will need to play Ironbound. These are simply the core scenes required based on the history, setting, and supporting characters provided in these pages. Your Writers will surely develop their own scenes and those below are very likely to change as the story progresses, either to fit your individual descriptions and outcomes or simply because you have something much better in mind.

Starting A New Story

The early stages of a new story may be the most exciting part of the process. All the anticipation and endless possibilities available between all the players at the table must be sanded down into a single idea with a direction, purpose, and characters to guide the story. Even when working with an existing treatment, there are still many different directions to tell your own version and that's what this section is about.

Act 3: A Rising Shadow...



When it comes time to begin your version of Ironbound, there are some key details to sort out amongst all players. These are known as formats and account for features such as genre, source material, levels of violence/language/sex, and story length. Before creating characters for your story, take five to ten minutes and hash out these formats.

Genre: Defaulting to a dark fantasy/adventure tale, this is by no means the only genre possible for your version of Ironbound. Perhaps your group wants to play it as a modern legal drama where the Ironbound are a branch of state's attorneys prosecuting magick users or a space opera where aliens have mystical powers and are barred from walking on Earth soil. Locking down the genre of your story will go a long way toward determining the other formats to follow and the story everyone will tell over the coming sessions.

Style: While the default "setting" for ScreenPlay is scriptwriting, there's nothing locked and loaded in the rules requiring this format. If anything, the use of the word "ScreenPlay" is more of a play on words with the word "play" as a pun on a game about writing. What kind of first draft you and your players will create is entirely up to you and deciding so now can help shape how everyone views their characters' actions and provide their descriptions. For example, writing for a novel allows characters to explain their inner monologues and intentions out loud whereas a movie does no such thing (unless it features voice-over monologues).

Rating: How violent will your story be? Will it be gratuitous or tame? How will adults relate? Will there be cursing? Movie ratings have become common vernacular in every country and it's easy enough to establish how hardcore or family-friendly the story will be. Even if you choose a different style other than movies, using a rating system still allows everyone to work off a similar idea on how far to push the boundaries of decency.

Length: Will this be a short film, a regular feature, or an epic mini-series? Better yet, is everyone looking to create the first season of a TV series? Establishing the length of your story can go a long way toward keeping all Writers from drifting too far from the main plot and focused on their motivations. Story length is best measured in the number of sessions you intend to play. Here are some key points to keep in mind based on the average game of ScreenPlay.

- Expect to complete an average of 3 to 4 scenes in a single 4 hour session.
- Three sessions can be the equivalent of a single 1-hour episode for a television series (or 42 minutes, factoring in commercial breaks). Three sessions should equal 10 to 12 scenes.
- Ten sessions (or 30 scenes) can be the equivalent of a two-hour movie.

Using these guidelines, work out how many scenes and sessions everyone wants to set for the story. From there, you can even divide the total number of scenes into three acts and establish the key function of each act.

Scene: Abduction!

EACH WRITER WILL START THIS SCENE AS A LOCAL CHILD PLAYING IN THE NEARBY WOODS WHEN THEY ARE ATTACKED BY A MAGICK-USER KNOWN ONLY AS THE SCARAB WITCH. THE SCENE ENDS WHEN ONE OF THE CHILDREN IS ABDUCTED, POSSIBLY LEAVING ONE OR MORE SURVIVORS, POSSIBLY NOT.

Goal: To introduce the Scarab Witch and provide clues for the lead characters in the next scene when they arrive in Behn to investigate the abduction and track the Scarab Witch to her lair.

Setting: The forest outside of Behn, a small logging town close to the northern borders of the Kingdom

Additional Characters: Venna Darkheart, the Scarab Witch; 1 local child per Writer (one of whom will become the Abducted Child for the next scene, Tracking the Scarab Witch) – **each child should feature only 1 potential listed at d6/3/2 with 5 Stamina**

Note: Use this scene to help the Writers learn the rules and grasp the fundamentals of the mechanics before they bring in their lead characters in the next scene and really get to work. Writers should be encouraged to play out their supporting characters as children and remind them of this scene's purpose, meaning no one is here to be the hero and there may be casualties.

Before the scene begins, have each Writer create a quick **LOCAL CHILD** supporting character for use in this scene only (except for the **ABDUCTED CHILD** taken at the end of this scene, of course). When the scene begins, the children are playing in the woods outside of Behn, away from their parents, when they are lured deeper into the woods and far away from any parents hearing their cries. When the moment is right, the **SCARAB WITCH** strikes, either eliminating the children one-by-one until her final victim remains and is abducted or she pounces and makes short work of the children en masse.

Venna Darkheart, the Scarab Witch

SUPPORTING CHARACTER (DIRECTOR ONLY)

Potentials: Dark Arts d8+1/5/3,
Insect Dominion d8/5/3

Resources: Sacrificial knife (+1 steps or +1 damage); gnarled wooden staff (+1 steps or +2 damage)

Stamina: 20

Fly, My Pretties: The Scarab Witch can use a description to provide an additional complication roll with +1 steps for her Insect Swarm. She must be within eyesight of the Swarm to use this ability.

One With The Bugs: She can use a detail to alter her physical body into an Insect Swarm, but she drops all resources provided above. For every additional round she maintains this form, she loses 1 detail until returning to her physical body. Any complications are instantly removed when she changes form.

Note: The Scarab Witch gains a static +1 bonus to all Dark Arts complication rolls. This is not a step bonus, simply add 1 to any result.

Insect Swarm

EXTRAS (GROUP)

Potentials: Endless Horde d6/3/2

Resources: N/A

Stamina: 9 (see Swarms)

Swarms: Because they are only effective as a large mass, Insect Swarms are always considered a group of 3 and are immune to all damage except when caused by fire.

Thy Mistress' Bidding: If the Scarab Witch is killed, the Insect Swarm will break up and no longer threaten anyone.

Scene: Tracking the Scarab Witch

WORD OF THE ABDUCTION HAS REACHED THE IRONBOUND AND A PLATOON HAS BEEN DISPATCHED TO TRACK THE SCARAB WITCH BACK TO HER LAIR, KILL THE WITCH, AND RESCUE THE MISSING CHILD.

Goal: Introduce the lead characters to the story by rescuing the Abducted Child and killing the Scarab Witch.

Settings: Same as Abduction! scene; the Scarab Witch's lair (hidden underneath a rickety old windmill).

Additional Characters: Venna Darkheart, the Scarab Witch; local townsfolk of Behn; possible surviving local children from the previous scene; the Abducted Child.

Notes: You may wish to split this into two scenes, one for the Ironbound arriving in Behn and tracking down the witch to her lair, followed by a second for confronting the Scarab Witch inside her lair. At the start of the scene, no one is aware of the Scarab Witch's involvement, though they may have heard of her before. Writers are encouraged to use events from the previous scene to create clues for their lead characters to follow.

It has been nearly two weeks since the previous scene's abduction and the Ironbound arrive in Behn to bring an end to the Scarab Witch. As the **LEAD CHARACTERS** are introduced to the story, they conduct their investigation using the clues the Writers left behind for themselves from the previous scene until they are in pursuit of the missing child and heading towards the witch's lair.



What would appear to be an old, decrepit windmill to your average citizen quickly shows signs of magical wards designed to hide the witch's location from the Ironbound. Discovering a hidden tunnel leading deep underground, they observe an increasing number of crawling and flying insects the further they descend, leading them towards the **SCARAB WITCH** in a large chamber surrounded by 12 shrouded corpses as she begins to perform a blood ritual using the **ABDUCTED CHILD** as her sacrifice. The **ARCANIST** can see clues indicating the witch is attempting to inhabit the corpses with her collection of insects and animate the dead. For every drop of the child's blood that falls into a hollowed skull at the witch's feet, one of the corpses rises as an **UNDEAD WARRIOR** obeying the witch's every command. Her powers also allow her to command Insect Swarms to act on her behalf and attack her enemies in battle.

Venna Darkheart, the Scarab Witch

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Insect Dominion d8/5/3

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Stamina: 20

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Potentials: Endless Horde d6/3/2

Resources: N/A

Stamina: 9 (see Swarms)

Swarms: Because they are only effective as a large mass, Insect Swarms are always considered a group of 3 and are immune to all damage except when caused by fire.

Thy Mistress' Bidding: If the Scarab Witch is killed, the Insect Swarm will break up and no longer threaten anyone.

Undead Warriors

EXTRAS

Potential: Undying Loyalty d6/3/2

Resources: Rusted chain mail armour (+1 steps); large shield (+1 steps or +1 damage); short sword (+1 steps or +1 damage)

Stamina: N/A (see Already Dead)

Already Dead: Undead Warriors are corpses reanimated by the Scarab Witch's magick and are therefore immune to damage. If any body part is amputated from the Undead Warrior's main body, it continues to move (though not as effectively as if it were attached). If the Scarab Witch is reduced to 0 Stamina, all Undead Warriors in the scene drop lifeless to the ground and must have the ritual repeated to become reanimated again.

Protective Circle: For every 4 Undead Warriors surrounding her, the Scarab Witch is granted +1 steps to any Difficulty against complication rolls from ranged weapons.

Investigating the witch's lair reveals a **LARGE MEDALLION** placed atop a collection of spellbooks. It features a crescent moon centred inside a triangle, a symbol that also appears inside the spellbook the witch used to learn the ritual attempted on the child.

Scene: Reporting For Duty

WITH THE **SCARAB WITCH** NO LONGER A THREAT TO **ALDUIRE**, THE **IRONBOUND** RETURN TO **SEREN KEEP**, THEIR BASE ON THE NORTHERN FRONTIER, AND CHECK IN WITH THEIR COMMANDING OFFICER, **MARSHALL KYR SHAWL**, WHO IS WAITING WITH ORDERS THAT COULD BRING THEM BEFORE THE **KING** HIMSELF.

Goal: Learn more about the lead characters; meet Marshall Kyr and receive their orders.

Setting: Seren Keep, five days' ride from Behn.

Additional Characters: Marshall Kyr Shawl, additional members of Ironbound.

The first portion of this scene is a good chance to see the **LEAD CHARACTERS** off duty, establish their personal connections, histories, and other aspects before they are called to meet with the Northern Commander for the Ironbound, **MARSHALL KYR SHAWL**.

After pleasantries and a full report on the incident at Behn, the Marshall gives the lead characters their new orders direct from Castle Feyn itself: they are to accompany one of the King's personal advisors, **LORD DESTEN RANN**, who is escorting one of Seren Keep's prisoners, a suspected spellscribe (one who copies spells into spellbooks for witches and warlocks, but does not necessarily practise the dark arts) named **MAURN SOLSTICE** to be brought before King Beorn and his court. (Feel free to establish what a rare honour this is as few Ironbound are ever brought before the King save for when they proclaim their oath or when they are buried after being killed in the line of duty.)

Escorted to the Keep's dungeons, the characters meet Solstice who is shackled to the walls of his cell and has an iron clamp locked over his mouth to prevent him from speaking. The lead characters

are ordered not to remove the clamp under any circumstances and are told the prisoner charmed one of the local constables to slit his own throat.

Scene: Road To Discovery

THE JOURNEY TO CASTLE FEYN WOULD NORMALLY BE UNEVENTFUL, ASIDE FROM THE DESTINATION, BUT THINGS COULD TAKE AN INTERESTING TURN IF THE PRISONER CAN FIND A WAY TO COMMUNICATE WHAT HE'S LEARNED TO THOSE DELIVERING HIM TO HIS DEATH.

Goal: Let the lead characters learn about Maurn Solstice's true identity and the secret he's discovered about King Beorn.

Setting: Various exterior locations leading to Castle Feyn.

Additional Characters: Lord Desten Rann, Maurn Solstice/Jaiden Festwick

On the week's ride to the Castle, the man believed to be called **MAURN SOLSTICE** will attempt to communicate with the **LEAD CHARACTERS** and try in vain to tell them what he has discovered: that the King's lineage dates back to a coven of witches and warlocks long before his mother married to the throne and gave birth to King Beorn. Maurn's evidence comes in the form of the coven's symbol found in spellbooks and medallions in lands outside of Alduire: a crescent moon centred inside a triangle. He will reveal his true name, if possible, as **JAIDEN FESTWICK**, a court scholar who stumbled upon the information purely by accident. He left the Castle to explore this information further but found it prudent to keep the matter quiet, but someone found him out and he was arrested by the local constable the night before the constable was found dead at his desk from a "self-inflicted wounds to his throat." That's when Lord Rann arrived to claim him the next day, but the Ironbound were called in when witchcraft was suspected in the death. When pressed, Jaiden proclaims his innocence but has no proof; Lord Rann threw all of his papers into a fire.

Once just enough information has been revealed, **LORD RANN** will intervene and press the lead characters to reveal what the prisoner told them. Unless they are able to pull off a clever lie, he will resort



The Rest Is In Your Hands...

Do the lead characters believe Jaiden's tale of the King as a warlock to be true? Has Lord Destan Rann escaped to inform the King of the discovery? And if so, will the King proclaim a royal decree citing the lead characters as traitors to the throne or perhaps summon demon after demon to send them to the bowels of Hell, keeping the secret with them? Will the lead characters go into hiding or take the assault straight to Beorn himself?

There are many, if not an infinite number of possibilities where your version of Ironbound will go and as the first act of the story comes to a close, this treatment will take a back seat to the manifestations and imagination of your Writers. That is what ScreenPlay is all about – all this treatment does is get the ball rolling. From here on in it's up to you to keep it moving downhill at the right speed without crashing into the rocks and coming to a dead stop. And so all that's left to say is... happy storytelling!

to solving the problem altogether... by killing the lead characters. It soon becomes apparent that this personal advisor to the King is a warlock with powerful magick at his disposal.

Lord Destan Rann

SUPPORTING CHARACTER (DIRECTOR ONLY)

Potentials: Dark Arts d8/5/3;
Swordmaster d8+1/5/3

Resources: Rapiers x2 (one at +1 steps, the other at +1 damage)

Stamina: 20

No Hands Required: Lord Rann knows a spell that allows one or both of his rapiers to fight without holding them. A single detail can be used to make a single complication roll using a rapier with this spell, but no other spells can be used for complication rolls in the same description.

Live To Fight Another Day (Trigger): When reduced to 5 Stamina or less (unless defeated), this trigger goes off. Lord Rann will use a spell and teleport back to the Castle, leaving behind his clothes and weapons.

Note: Destan Rann gains a static +1 bonus to all Swordmaster complication rolls. This is not a step bonus, simply add 1 to any result.

No one should ever go in empty-handed or alone, especially when battling the forces of the damned. That hardfast rule of the Ironbound comes right after the vow to never leave another Ironbound behind.

This Appendix contains a blank character sheet (known as the Character Notes), notes for the five main roles of this story, and scene notes for Directors to make the most of their impact on the story you are able to tell. Feel free to print them out for use in your games or you can download from the Broken Ruler Games website at brokenrulergames.net/screenplay.

Appendix: Tools of the Trade



Steps

Dice Difficulty Details

d4	1	1
d6	3	2
d8	5	3
d10	7	4
d12	9	5

-1 for each step below d4; +1 for each step above d12

ScreenPlay

IRON BOUND

Role

Milestones

Stamina

Maximum

Name

Scene

Potentials

<input type="checkbox"/>	<input type="text"/>	/	/
	Dice	Difficulty	Details

<input type="checkbox"/>	<input type="text"/>	/	/
	Dice	Difficulty	Details

<input type="checkbox"/>	<input type="text"/>	/	/
	Dice	Difficulty	Details

Resources (Props, Skills, Backgrounds)

<input type="text"/>	<input type="text"/>	<input type="text"/>
	Step	Damage Bonus

<input type="text"/>	<input type="text"/>	<input type="text"/>
	Step	Damage Bonus

<input type="text"/>	<input type="text"/>	<input type="text"/>
	Step	Damage Bonus

Complications

<input type="text"/>

Motivations

<input type="text"/>

<input type="text"/>
Hindrance

<input type="text"/>
Hindrance

Spending Milestones

Additional Resources: Redeem 5 milestones to permanently gain +1 resource slots for a character.

Combine Step and Damage Bonuses: Redeem 1 milestone to apply both the step and damage bonus of a single resource. (+1 milestone for each additional use)

Complication Re-Roll: Redeem 1 milestone to re-roll a complication roll immediately after initial attempt.

Increased Maximum Stamina: Redeem 3 milestones to permanently increase a character's maximum Stamina by 1.

Complication Rolls

Effective with Even Number: You create a complication for the target character.

Effective with Odd Number: The target character chooses a complication for herself.

Ineffective with Even Number: You choose a complication for yourself OR nothing happens.

Ineffective with Odd Number: The target character chooses a complication for you.

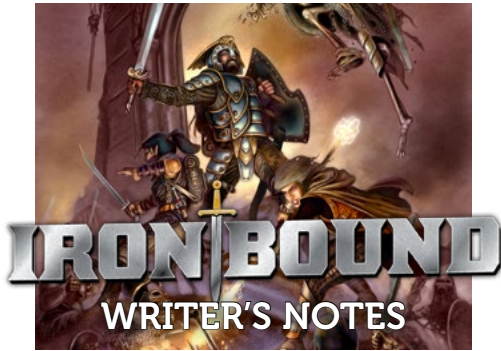
Spending Stamina (all cost 1 Stamina)

Shift: Increase or decrease a conflict roll (yours or another character's) by 1.

Interrupt: Cut in line before your turn in a round.

Remove a Complication: Use 1 detail instead of a full description.

All Initiatives, Role benefits and optional secondary roles provided on additional sheet.



A tale of dark magick in a long forgotten time, Ironbound tells the legend of a single unit of five holy warriors discovering a dark plot behind the throne of Alduire that threatens to bring everything the Ironbound fight for crashing to the ground. Your lead characters, each of them a member of a single Ironbound unit, will struggle to overcome great obstacles and save Alduire from damnation.

The Commander

The Ironbound are a rare unit in their freedom and mobility, but such grants come with a watchful eye and the firm direction of a great Commander. Either as a frontline warrior or bolstering his troops from behind a Shieldbearer, the Commander makes all final decisions with the respect (or fear) of her men. (There can only be one Commander in the unit.)

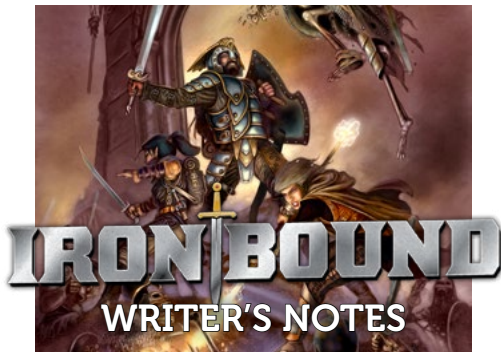
Leadership Style: How did your Commander come to lead the Ironbound? Are you a fearsome warrior whose legend strikes fear and respect into your troops? Or have you earned their loyalty by pulling them out of tight situations in the past? Whenever you use your description to Aid Another Character using your Commander's leadership style, the aided character gains +2 steps. Each Ironbound serving under the Commander can only gain this benefit once per scene.

Rising Through the Ranks: A Commander's experience and knowledge depends on how they reached their rank. If your version of the role involves a military academy or a privileged upbringing, you gain +1 steps to anything involving a knowledge of history or sciences. If you pushed yourself up from a grunt, you gain an additional +1 damage bonus to a single weapon resource per scene.

Retaliation: Commanders see the bigger picture in every situation and require everyone to work as a single unit under their command. A Commander can spend 1 Stamina to allow another Ironbound under her command to retaliate against an opponent immediately after they have been targeted by a complication roll, regardless of the result but not if the targeted character has been reduced to 0 Stamina. The retaliation must be attempted against the same character that made the complication roll against a member of the Ironbound (other than the Commander).

Initiatives

- The Kingdom of Alduire is set in shadowy medieval times similar to that of Europe's Dark Ages.
- Magick is forbidden to anyone loyal to the throne of Alduire and the Almighty, and those who use it are considered damned followers of the Devil who must be eliminated within the borders of the Kingdom.
- The Ironbound is an elite group of magick slayers with each member in a platoon bringing a unique set of skills, abilities, and training to the team. These will be served with the five roles provided below.
- There are two types of magick in Ironbound. Spells are instantaneous bouts of magick cast directly from the witch or warlock; rituals are intricate ceremonies conducted over any period of time at least 1 minute long with the witch or warlock as the conductor.



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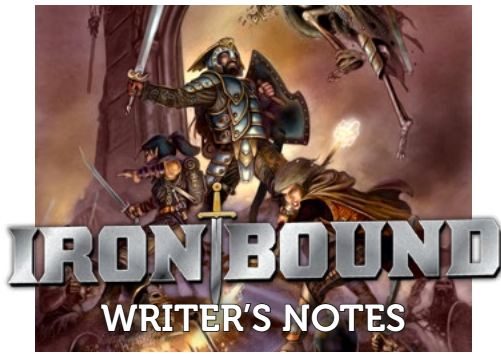
The Scout

Magick-users typically dwell in the dark corners of the forests and thrive on the protection of uncharted territories. The Ironbound rely on Scouts to guide them safely to their destinations, avoid detection, and discover clues that lead to the successful completion of their missions. While no two Scouts are the same, they are commonly trained in the arts of tracking, stealth, infiltration and wilderness survival.

Deadly When Silent: A Scout's greatest weapon is their ability to move about swiftly and silently. So long as they are only using a one-handed melee weapon or a ranged weapon, Scouts double their damage bonus against opponents who are not yet aware of a scout's presence or of the danger they present.

Tracker: Scouts gain one additional detail when providing a description involving tracking, stealth, infiltration or wilderness survival.

Wild Past: Scouts are commonly discovered in many backwoods outposts and uncivilized corners of the country. Develop a back-story for your Scout with this approach in mind and include a superstition or biased opinion/viewpoint of magic in your character's personality. When used effectively against a spell, you gain +1 steps to your Difficulty.



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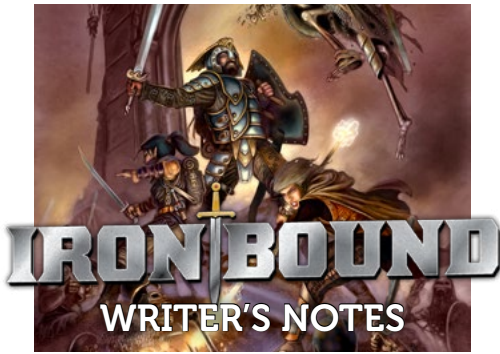
The Arcanist

Finding and deciphering the clues leading to magic-users and their foul creations requires an understanding of this sinful practice. The Arcanist is a prized member of the Ironbound, even if they are viewed with suspicion by the general population. Their understanding of magic and its spawn has kept the Ironbound alive through some dire situations. (There can only be one Arcanist in the unit.)

Counter: Arcanists have discovered many unique and mundane methods for countering spells and rituals. By spending 1 Stamina against a ritual during a particularly creative description in which the Arcanist incorporates an unexpected object as a counter, the witch or warlock cannot complete the ritual. Doing so requires an Arcanist's full description. Doing the same against a spell inflicts a -1 step penalty to any complication roll caused by the spell. This can be repeated until the spell is reduced to the base step.

Dark Side: Those who become Arcanists do not get there without psychological scars for their troubles. Many come from troubled childhoods where villagers thought them odd and a possible witch or warlock in their midst. Studying magic also tends to leave a mental scar, and some students end up committing suicide because of their lessons. As a result, many Arcanists have a hidden psychosis unknown to most (save maybe one in their unit). Whenever you can apply that psychosis to an appropriate complication roll, you gain +1 steps if it involves magic and -1 steps if it does not. You cannot gain the step bonus with magic until you suffer the penalty in a previous complication roll anytime in the story. This psychosis can be related to your hindrance.

Weapon Limitations: Due to their lengthy studies on magick, Arcanists do not have the same extensive weapon training as other Ironbound. An Arcanist cannot use two-handed weapons.



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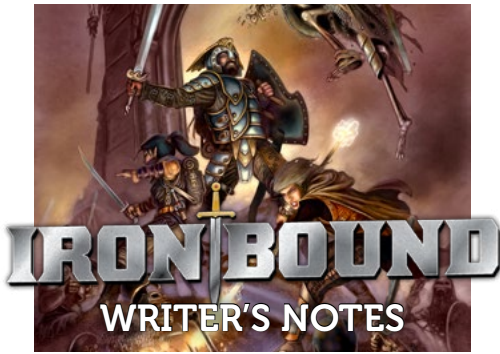
The Shieldbearer

Holding back the wall of evil created by magick is the job of the Shieldbearer. Shieldbearers are tasked with blocking the onslaught of spells and summoned beasts while simultaneously pushing the enemy back. Requiring a combination of brute force and keen tactics, Shieldbearers are a unique lot with a motto that everyone comes home – dead or alive.

A Line In The Sand: Shieldbearers have a limit to how much they can take before they snap. What is your Shieldbearer's line in the sand? Whenever it's crossed (no more than once per session), you go into a rage or become intensified with a +1 step bonus added to every complication roll against the triggering source until you provide a description without triggering a complication roll, or the scene ends.

Fierce Defender: While standing side-by-side with another ally, a Shieldbearer grants them a +1 step bonus to their Difficulty against appropriate complication rolls (as decided by the Director). This bonus can only be granted to no more than two allies unless the Shieldbearer spends 1 Stamina to increase this step bonus to all allies in range.

Shield Master: A shield is not only a symbol of the Shieldbearer's role in his platoon, it is also a preferred weapon. When assigned to a resource slot, a shield can grant both a +1 step bonus and a +2 damage bonus but only one can be applied each round. You can choose to switch this benefit at the start of each round or else it defaults to your previous round's selection.



A tale of dark magick in a long forgotten time, Ironbound tells the legend of a single unit of five holy warriors discovering a dark plot behind the throne of Alduire that threatens to bring everything the Ironbound fight for crashing to the ground. Your lead characters, each of them a member of a single Ironbound unit, will struggle to overcome great obstacles and save Alduire from damnation.

Initiatives

- The Kingdom of Alduire is set in shadowy medieval times similar to that of Europe's Dark Ages.
- Magick is forbidden to anyone loyal to the throne of Alduire and the Almighty, and those who use it are considered damned followers of the Devil who must be eliminated within the borders of the Kingdom.
- The Ironbound is an elite group of magick slayers with each member in a platoon bringing a unique set of skills, abilities, and training to the team. These will be served with the five roles provided below.
- There are two types of magick in Ironbound. Spells are instantaneous bouts of magick cast directly from the witch or warlock; rituals are intricate ceremonies conducted over any period of time at least 1 minute long with the witch or warlock as the conductor.

The Blade

Citing the need for a strong offense to slay their enemies, Blades are the "heads first" warriors of the unit. Tearing apart their foes with swift strikes and mighty blows, each one has acquired their rank by standing out against all others. In this unit, creativity under pressure is the key to beating the powerful forces of evil.

Fierce Combatant: While the name might suggest a bladed weapon, there's really no limitation on what a Blade will use as her primary weapon of choice (see below). Whatever it is, a Blade can spend 1 Stamina to gain an additional +1 steps or +2 damage bonus when using their weapon of choice in a complication roll.

Weapon of Choice: Each Blade selects a particular weapon and names it in honour of her quest to seek out and punish all those who would turn to the dark arts of magick. When used in a description, Blades gain a free detail to enhance the flourish of their attack and the length of their fury. This does, however, require a Blade to always have her weapon of choice filled in a resource slot. This additional detail can be used to accomplish one of the following once per round:

- Attack an additional opponent without the standard step penalty
- Ignore a single +1 step bonus to any opponent's Difficulty (note that if no step bonus is applied, this option is not possible)
- Follow up an absolute with a free second complication roll against the same opponent or another opponent adjacent to the first.

Supporting Characters/ Extras

Challenges Available

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Name:

Supporting Character

Potentials		Stamina										
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Special Features/Notes	Complications											
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Name:

Supporting / Extra

Potentials		Stamina						
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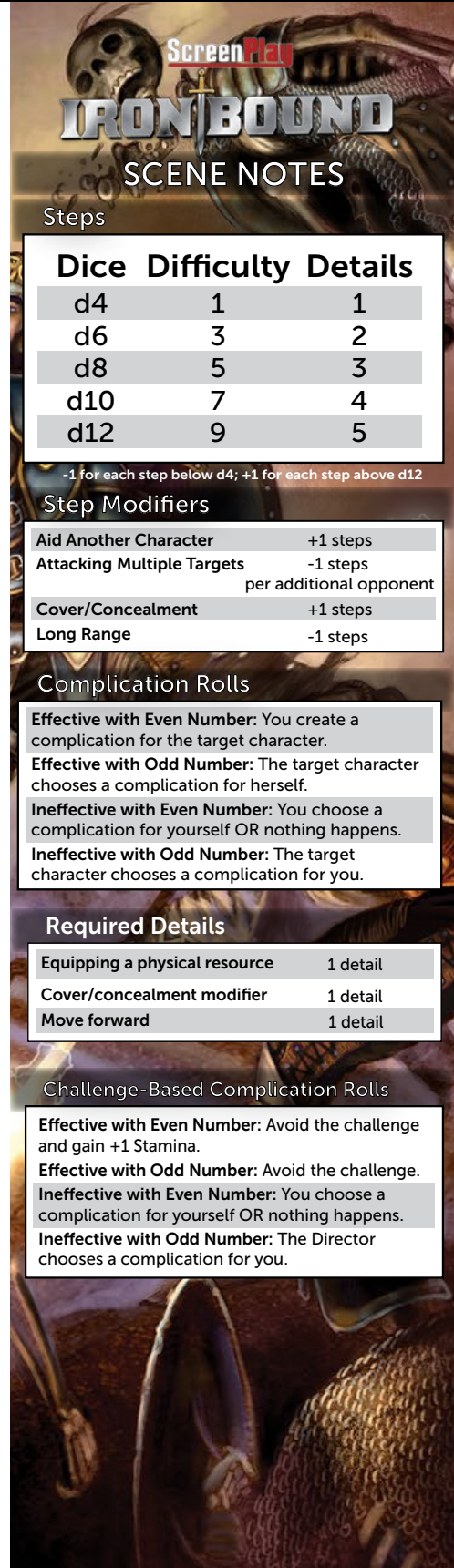
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Name:

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Potentials		Stamina						
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Screen Play

IRON BOUND

SCENE NOTES

Steps

Dice Difficulty Details

d4	1	1
d6	3	2
d8	5	3
d10	7	4
d12	9	5

-1 for each step below d4; +1 for each step above d12

Step Modifiers

Aid Another Character	+1 steps
Attacking Multiple Targets	-1 steps per additional opponent
Cover/Concealment	+1 steps
Long Range	-1 steps

Complication Rolls

- Effective with Even Number:** You create a complication for the target character.
- Effective with Odd Number:** The target character chooses a complication for herself.
- Ineffective with Even Number:** You choose a complication for yourself OR nothing happens.
- Ineffective with Odd Number:** The target character chooses a complication for you.

Required Details

Equipping a physical resource	1 detail
Cover/concealment modifier	1 detail
Move forward	1 detail

Challenge-Based Complication Rolls

- Effective with Even Number:** Avoid the challenge and gain +1 Stamina.
- Effective with Odd Number:** Avoid the challenge.
- Ineffective with Even Number:** You choose a complication for yourself OR nothing happens.
- Ineffective with Odd Number:** The Director chooses a complication for you.

IRON BOUND

SCENE NOTES

Scene Goal

Dangers

Hindrances

Milestones Earned

Writer (Character)	Scene Goal?	Applied Motivation?	Defeat Enemy/ Apply Char. Hook?
_____	<input type="checkbox"/>	_____	_____
_____	<input type="checkbox"/>	_____	_____
_____	<input type="checkbox"/>	_____	_____
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Gaining Challenges

At the start of every new story, Directors begin with 1 challenge per Writer. Whether stockpiled for later or used right away, it's always good to have some ammo under the belt.

All Writers simultaneously receive 1 milestone during or at the end of a scene. When all Writers receive milestones for achieving the scene's goal, the Director also gains 1 challenge. The Director can gain no more than 1 challenge, regardless of how many milestones are awarded to individual Writers.

Applying Challenges

Increase the duration of a complication. Directors can extend the duration of a complication the moment it is placed on a character by spending a certain number of challenges. This means characters afflicted with these complications cannot use descriptions or Stamina to remove them and must instead ensure its effects for as long as the Director chooses. Damage cannot be extended through challenges.

For 1 challenge, the complication remains until the end of the current scene.

For 2 challenges, the complication remains until the end of the current session.

For 3 challenges, the complication becomes a hindrance for the remaining story.

Alter a set piece to create an additional danger requiring a full description to counter or bypass. This danger can come in the form of changing the setting or introducing opposing characters to start a fight scene. For example, characters racing to escape from a burning building suddenly discover the staircase leading to the main floor has collapsed. These alterations cannot provide a direct threat (i.e. a potential complication or damage), can interrupt the middle of a character's description, and it must be plausible for characters to use descriptions to eliminate these alterations.

Choose a supporting character to start a scene after the opening shot. This allows the Director to get a leg up on events in a scene, including triggering a conflict roll.

Force a situation-based conflict roll. The Director can spend a certain number of challenges and force a Writer to make a conflict roll against a Difficulty Level (see Difficulties).

With 1 challenge, the roll is attempted against a Tricky Difficulty of 5.

With 2 challenges, the roll is attempted against a Damn Hard Difficulty of 7.

With 3 challenges, the roll is attempted against a Foolhardy Difficulty of 9.

Use a character's hindrance to create a complication. Drafting an applicable reason why the hindrance would complicate matters for the character, the Director can spend 1 challenge to create a restriction or inception complication with the hindrance and 2 challenges to create a penalty complication.