

IRONSWORN SYSTEM



ANCESTRIES

CARD SET

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You may print these assets for personal use. They are sized for use with standard 3.5x2.5in (88x63mm) card protectors. A printed deck of ancestries is also available for purchase at www.drivethrurpg.com/product/326092.

WHAT IS AN ANCESTRY

The ancestry is your character's heritage from past generations, whether this is physical or cultural. If you are playing in a setting with a diverse cast of bipeds, humans are not the only intelligent beings you might incarnate. This aspect of a character defines their background, social structure, natural habitats, relationships with other folks, and even how they see the passage of time.

An ancestry is not restricted to designate ethnicity, but it might also indicate upbringing or customs. This means you can play as a half-orc with the gnome ancestry because your character was raised by them; or as a human with the lupine ancestry because the wolf is the animal used as a symbol by their people.

There are four types of ancestries.

- **Primal ancestries:** The most varied collectives. These folks are commonly found in classic fantasy settings and in real mythology.
- **Beastfolk ancestries:** Animal relatives with the traits proper of the feral creature they're associated with.
- **Elemental ancestries:** Ancestries that are linked to the natural forces of the material world, either by belonging to the cosmic energy that compose them or because of miscegenation of these natural beings and a non-elemental species.
- **Non-humanoid ancestries:** Your non-anthropoid companions' species.

YOUR CHARACTER'S ANCESTRY

When creating your character, choose an ancestry. Each one has...

- Its own array of stats as per your chosen difficulty of the game, which will significantly impact the tone of your quests. Ideally, you will be using these stat values instead of the standard custom array.
- A set of aspects that grants boons worth 10 experience. Implementing them in your game might imply making a trade-off for the same amount of experience in other cards, such as your three starting assets. If you wish to keep your three starting assets and use the ancestry, use the grim (lower) array of stats to balance the difficulty of your game.

YOUR COMPANION'S ANCESTRY

It is possible to use ancestries to mechanically define your companions. The non-humanoid ancestries are specifically designed for this purpose.

The array of stats of your companion's ancestry and its boons allows you to make moves using those values instead of your character's. This, however, doesn't mean that the ancestry replaces the companion asset card. You will be using both.

When you acquire a companion, you will take your companion's ancestry and its asset but without unlocking any ability. Unlocking an ability (upgrading the companion asset with the *Advance* move) costs 2 experience.

CREATING AN ANCESTRY

If you would like to create your own ancestry, follow these two steps:

- 1. Stats array:** Assign points across edge, heart, iron, shadow, and wits as per each difficulty. The minimum value per stat is 0, maximum is 4.
 - **Challenging:** 14 points.
 - **Perilous (default):** 9 points.
 - **Grim:** 7 points.
- 2. Aspects:** Spend points to determine the ancestry's aspects as indicated in the following card pages. The value in aspect points is presented in brackets. If this is a humanoid ancestry, spend a total of 10 points. If this is a non-humanoid ancestry, spend 7 points.

Aspect	Effect	Aspect value
No pattern	Stat points to distribute as per the game tone (grim=7 point; perilous=9 points; challenging=14 points).	1
Diverse	Additional experience in assets.	1 per additional experience
Keen senses	When you make a move leveraging the keenness of your senses, add +1.	1
Elemental kin (air)	When you <i>Face Danger</i> or <i>Secure an Advantage</i> by exercising control over a gaseous element of nature, roll +edge.	2
Elemental kin (earth)	When you <i>Face Danger</i> or <i>Secure an Advantage</i> by exercising control over a solid element of nature, roll +iron.	2
Elemental kin (fire)	When you <i>Face Danger</i> or <i>Secure an Advantage</i> by exercising control over a plasmid element of nature, roll +heart.	2
Elemental kin (water)	When you <i>Face Danger</i> or <i>Secure an Advantage</i> by exercising control over a liquid element of nature, roll +wits.	2
Light-footed	When you <i>Face Danger</i> or <i>Secure an Advantage</i> +edge, add +1.	3
Brave	When you <i>Face Danger</i> or <i>Secure an Advantage</i> +heart, add +1.	3
Strong	When you <i>Face Danger</i> or <i>Secure an Advantage</i> +iron, add +1.	3
Tricky	When you <i>Face Danger</i> or <i>Secure an Advantage</i> +shadow, add +1.	3
Smart	When you <i>Face Danger</i> or <i>Secure an Advantage</i> +wits, add +1.	3
Predator or forager	When you <i>Resupply</i> , add +1.	1
Intuitive traveler	When you <i>Undertake a Journey</i> , add +1.	1
Inquisitive	When you <i>Gather Information</i> , add +1	1
Survivalist	When you <i>Make Camp</i> , add +1.	1
Depths denizen	When you <i>Delve the Depths</i> , add +1.	1
Charming	When you <i>Compel</i> +heart, add +1.	1
Intimidating	When you <i>Compel</i> +iron, add +1.	1
Conniving	When you <i>Compel</i> +shadow, add +1.	1
Animal kin	When you <i>Compel</i> an animal creature of your ancestry, add +2.	1
Congenial	When you <i>Sojourn</i> , add +1.	1
Brutal	When you inflict harm, add +1.	2
Sensitive	When you <i>Heal</i> , add +1.	1
Regenerative	When you <i>Heal</i> yourself or are the object of this move, add +2.	1
Resistant	When you <i>Endure Harm</i> , add +1.	2
Valorous	When you <i>Endure Stress</i> , add +1.	2
Hard to die	When you are at 0 health, and <i>Endure Harm</i> or <i>Face Death</i> , add +2.	2

PRIMAL ANCESTRY



CONSTRUCT

- **Diverse:** +6 experience.
- **Resistant:** When you *Endure Harm*, add +1.
- **Valorous:** When you *Endure Stress*, add +1.

3	0	4	4	3
1	0	4	2	2
1	0	3	1	2
EDGE	HEART	IRON	SHADOW	WITS

PRIMAL ANCESTRY



DARK DWARF

- **Diverse:** +2 experience.
- **Strong:** When you *Face Danger* or *Secure an Advantage* +iron, add +1.
- **Depths denizen:** When you *Delve the Depths*, add +1.
- **Brutal:** When you inflict harm, add +1.
- **Resistant:** When you *Endure Harm*, add +1.

1	2	4	4	3
0	1	3	3	2
0	1	3	2	1
EDGE	HEART	IRON	SHADOW	WITS

PRIMAL ANCESTRY



DARK ELF

- **Diverse:** +4 experience.
- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Depths denizen:** When you *Delve the Depths*, add +1.
- **Conniving:** When you *Compel* +shadow, add +1.

4	0	2	4	4
3	0	1	4	1
2	0	1	3	1
EDGE	HEART	IRON	SHADOW	WITS

PRIMAL ANCESTRY



DARK GNOME

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Smart:** When you *Face Danger* or *Secure an Advantage* +wits, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Depths denizen:** When you *Delve the Depths*, add +1.
- **Resistant:** When you *Endure Harm*, add +1.

2	1	3	4	4
0	1	2	3	3
0	2	2	2	2
EDGE	HEART	IRON	SHADOW	WITS

PRIMAL ANCESTRY



DWARF

- **Diverse:** +3 experience.
- **Strong:** When you *Face Danger* or *Secure an Advantage* +iron, add +1.
- **Forager:** When you *Resupply*, add +1.
- **Depths denizen:** When you *Delve the Depths*, add +1.
- **Resistant:** When you *Endure Harm*, add +1.

1	3	4	3	3
0	2	3	2	2
0	2	3	1	1
EDGE	HEART	IRON	SHADOW	WITS

PRIMAL ANCESTRY



EBU GOGO

- **Diverse:** +1 experience.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Forager:** When you *Resupply*, add +1.
- **Depths denizen:** When you *Delve the Depths*, add +1.
- **Brutal:** When you inflict harm, add +1.
- **Valorous:** When you *Endure Stress*, add +1.

4	2	4	4	0
4	0	2	3	0
3	0	1	3	0
EDGE	HEART	IRON	SHADOW	WITS

PRIMAL ANCESTRY



ELF

- **Diverse:** +3 experience.
- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Sensitive:** When you *Heal*, add +1.
- **Survivalist:** When you *Make Camp*, add +1.
- **Intuitive traveler:** When you *Undertake a Journey*, add +1.

4	2	1	4	3
3	1	1	2	2
3	1	0	1	2
EDGE	HEART	IRON	SHADOW	WITS

PRIMAL ANCESTRY



GNOME

- **Diverse:** +2 experience.
- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Smart:** When you *Face Danger* or *Secure an Advantage* +wits, add +1.
- **Inquisitive:** When you *Gather Information*, add +1.
- **Charming:** When you *Compel* +heart, add +1.
- **Resistant:** When you *Endure Harm*, add +1.

1	4	2	3	4
0	3	1	2	3
0	2	1	1	3
EDGE	HEART	IRON	SHADOW	WITS

PRIMAL ANCESTRY



GOBLIN

- **Diverse:** +1 experience.
- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage*, +shadow, add +1.
- **Forager:** When you *Resupply*, add +1.
- **Survivalist:** When you *Make Camp*, add +1.

4	1	2	4	3
3	0	1	4	1
2	0	1	4	0
EDGE	HEART	IRON	SHADOW	WITS

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HALF-ELF

- **Diverse:** +2 experience.
- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Smart:** When you *Face Danger* or *Secure an Advantage* +wits, add +1.
- **Intuitive traveler:** When you *Undertake a Journey*, add +1.
- **Survivalist:** When you *Make Camp*, add +1.
- **Charming:** When you *Compel* +heart, add +1.
- **Congenial:** When you *Sojourn*, add +1.

4	1	2	4	3
3	0	1	4	1
2	0	1	4	0
EDGE	HEART	IRON	SHADOW	WITS

PRIMAL ANCESTRY



HALF-OGRE

- **Strong:** When you *Face Danger* or *Secure an Advantage* +iron, add +1.
- **Intimidating:** When you *Compel* +iron, add +1.
- **Brutal:** When you inflict harm, add +1.
- **Resistant:** When you *Endure Harm*, add +1.
- **Valorous:** When you *Endure Stress*, add +1.

4	1	2	4	3
3	0	1	4	1
2	0	1	4	0
EDGE	HEART	IRON	SHADOW	WITS

PRIMAL ANCESTRY



HALF-ORC

- **Diverse:** +2 experience.
- **Strong:** When you *Face Danger* or *Secure an Advantage* +iron, add +1.
- **Intimidating:** When you *Compel* +iron, add +1.
- **Brutal:** When you inflict harm, add +1.
- **Hard to die:** When you are at 0 health, and *Endure Harm* or *Face Death*, add +2.

3	2	4	3	2
2	1	3	2	1
2	0	3	2	0
EDGE	HEART	IRON	SHADOW	WITS

PRIMAL ANCESTRY



HALF-TROLL

- **Strong:** When you *Face Danger* or *Secure an Advantage* +iron, add +1.
- **Forager:** When you *Resupply*, add +1.
- **Survivalist:** When you *Make Camp*, add +1.
- **Regenerative:** When you *Heal* yourself or are the object of this move, add +2.
- **Resistant:** When you *Endure Harm*, add +1.
- **Valorous:** When you *Endure Stress*, add +1.

3	3	4	3	1
1	2	3	2	1
1	1	3	2	0
EDGE	HEART	IRON	SHADOW	WITS

PRIMAL ANCESTRY



HALFLING

- **Diverse:** +1 experience.
- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Brave:** When you *Face Danger* or *Secure an Advantage* +heart, add +1.
- **Valorous:** When you *Endure Stress*, add +1.

3	4	0	4	3
2	4	0	2	1
1	4	0	2	0
EDGE	HEART	IRON	SHADOW	WITS

PRIMAL ANCESTRY



HOBGOBLIN

- **Diverse:** +1 experience.
- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Strong:** When you *Face Danger* or *Secure an Advantage* +iron, add +1.
- **Intimidating:** When you *Compel* +iron, add +1.
- **Brutal:** When you inflict harm, add +1.
- **Resistant:** When you *Endure Harm*, add +1.

4	1	3	4	2
2	1	2	3	1
2	0	2	2	1
EDGE	HEART	IRON	SHADOW	WITS

PRIMAL ANCESTRY



HUMAN

- **No pattern:** Stat points to distribute as per the game tone (grim=7 point; perilous=9 points; challenging=14 points).
- **Diverse:** +7 experience.
- **Inquisitive:** When you *Gather Information*, add +1.
- **Congenial:** When you *Sojourn*, add +1.

3	3	1	3	4
1	2	0	2	4
1	1	0	2	3
EDGE	HEART	IRON	SHADOW	WITS

PRIMAL ANCESTRY



MENEHUNE

- **Diverse:** +1 experience.
- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Smart:** When you *Face Danger* or *Secure an Advantage* +wits, add +1.
- **Survivalist:** When you *Make Camp*, add +1.
- **Intuitive traveler:** When you *Undertake a Journey*, add +1.

3	3	1	3	4
1	2	0	2	4
1	1	0	2	3
EDGE	HEART	IRON	SHADOW	WITS

PRIMAL ANCESTRY



REBORN

- **Diverse:** +5 Experience.
- **Smart:** When you *Face Danger* or *Secure an Advantage* +wits, add +1.
- **Hard to die:** When you are at 0 health, and *Endure Harm* or *Face Death*, add +2.

2	3	1	4	4
1	2	0	2	4
0	2	0	1	4
EDGE	HEART	IRON	SHADOW	WITS

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UNDEAD

- **Diverse:** +3 experience.
- **Depths denizen:** When you *Delve the Depths*, add +1.
- **Resistant:** When you *Endure Harm*, add +1.
- **Valorous:** When you *Endure Stress*, add +1.
- **Hard to die:** When you are at 0 health, and *Endure Harm* or *Face Death*, add +2.

3	1	3	4	3
1	0	2	4	2
0	0	1	4	2
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



AMPHIBIAN

- **Diverse:** +4 experience.
- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Regenerative:** When you *Heal* yourself or are the object of this move, add +2.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.

3	2	2	4	3
2	1	1	3	2
2	1	0	3	1
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



APEFOLK

- **Diverse:** +1 experience.
- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Strong:** When you *Face Danger* or *Secure an Advantage* +iron, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.
- **Brutal:** When you inflict harm, add +1.

4	2	4	1	3
2	1	3	1	2
1	0	3	0	2
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



CHIROPTERAN

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.
- **Valorous:** When you *Endure Stress*, add +1.

4	1	2	4	3
3	0	0	4	2
2	0	0	4	1
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



ELEPHANTINE

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Brave:** When you *Face Danger* or *Secure an Advantage* +heart, add +1.
- **Strong:** When you *Face Danger* or *Secure an Advantage* +iron, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.
- **Resistant:** When you *Endure Harm*, add +1.

0	4	4	2	4
0	2	3	1	3
0	1	3	1	3
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



FAUN

- **Brave:** When you *Face Danger* or *Secure an Advantage* +heart, add +1.
- **Smart:** When you *Face Danger* or *Secure an Advantage* +wits, add +1.
- **Sensitive:** When you *Heal*, add +1.
- **Survivalist:** When you *Make Camp*, add +1.
- **Charming:** When you *Compel* +heart, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.

2	4	2	3	3
1	4	1	1	2
0	4	1	1	1
EDGE	HEART	IRON	SHADOW	WITS

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FELINE

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Inquisitive:** When you *Gather Information*, add +1.
- **Survivalist:** When you *Make Camp*, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.

4	1	2	4	3
4	0	1	3	1
4	0	0	3	0
EDGE	HEART	IRON	SHADOW	WITS

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HOGFOLK

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Strong:** When you *Face Danger* or *Secure an Advantage* +iron, add +1.
- **Smart:** When you *Face Danger* or *Secure an Advantage* +wits, add +1.
- **Forager:** When you *Resupply*, add +1.
- **Survivalist:** When you *Make Camp*, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.

2	2	3	3	4
1	1	2	1	4
0	1	2	0	4
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



HOUNDFOLK

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Brave:** When you *Face Danger* or *Secure an Advantage* +heart, add +1.
- **Smart:** When you *Face Danger* or *Secure an Advantage* +wits, add +1.
- **Charming:** When you *Compel* +heart, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.
- **Congenial:** When you *Sojourn*, add +1.

2	4	3	2	3
1	3	2	1	2
0	3	2	0	2
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KITSUNE

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Charming:** When you *Compel* +heart, add +1.
- **Conniving:** When you *Compel* +shadow, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.

4	2	1	4	3
2	1	0	4	2
2	0	0	4	1
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



LEPORINE

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Brave:** When you *Face Danger* or *Secure an Advantage* +heart, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.
- **Valorous:** When you *Endure Stress*, add +1.

3	4	2	2	3
2	4	1	1	1
2	4	0	0	1
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



LIZARDFOLK

- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Regenerative:** When you *Heal* yourself or are the object of this move, add +2.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.
- **Resistant:** When you *Endure Harm*, add +1.

3	2	4	4	1
2	1	3	3	0
1	0	3	3	0
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



LUPINE

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Predator:** When you *Resupply*, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.
- **Brutal:** When you inflict harm, add +1.
- **Valorous:** When you *Endure Stress*, add +1.

4	1	4	3	2
3	0	3	2	1
2	0	3	1	1
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



MINOTAUR

- **Strong:** When you *Face Danger* or *Secure an Advantage* +iron, add +1.
- **Depths denizen:** When you *Delve the Depths*, add +1.
- **Intimidating:** When you *Compel* +iron, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.
- **Brutal:** When you inflict harm, add +1.
- **Valorous:** When you *Endure Stress*, add +1.

2	1	4	4	3
1	0	4	2	2
0	0	4	1	2
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



OPHIDIAN

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Predator:** When you *Resupply*, add +1.
- **Conniving:** When you *Compel* +shadow, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.

4	1	3	4	2
2	0	2	4	1
1	0	2	4	0
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



OWLFOLK

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Smart:** When you *Face Danger* or *Secure an Advantage* +wits, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.
- **Valorous:** When you *Endure Stress*, add +1.

3	1	2	4	4
1	0	1	3	4
1	0	0	2	4
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



PANTHERINE

- **Diverse:** +1 experience.
- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Strong:** When you *Face Danger* or *Secure an Advantage* +iron, add +1.
- **Predator:** When you *Resupply*, add +1.
- **Intimidating:** When you *Compel* +iron, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.
- **Brutal:** When you inflict harm, add +1.

3	1	4	4	2
2	0	3	3	1
1	0	3	3	1
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



RACCOONIAN

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Smart:** When you *Face Danger* or *Secure an Advantage* +wits, add +1.
- **Forager:** When you *Resupply*, add +1.
- **Survivalist:** When you *Make Camp*, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.

3	3	0	4	4
2	1	0	3	3
2	1	0	2	2
EDGE	HEART	IRON	SHADOW	WITS

**IRONSWORN
SYSTEM**



**BEASTFOLK
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ANCESTRY**

BEASTFOLK ANCESTRY



RAPTORFOLK

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Smart:** When you *Face Danger* or *Secure an Advantage* +wits, add +1.
- **Predator:** When you *Resupply*, add +1.
- **Intuitive traveler:** When you *Undertake a Journey*, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.

4	3	2	1	4
3	1	1	1	3
2	1	1	0	3
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



RHINOFOLK

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Brave:** When you *Face Danger* or *Secure an Advantage* +heart, add +1.
- **Strong:** When you *Face Danger* or *Secure an Advantage* +iron, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.
- **Resistant:** When you *Endure Harm*, add +1.

1	4	4	2	3
0	2	4	1	2
0	1	4	0	2
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



RODENTFOLK

- **Diverse:** +2 experience.
- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Forager:** When you *Resupply*, add +1.
- **Survivalist:** When you *Make Camp*, add +1.
- **Depths denizen:** When you *Delve the Depths*, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.

1	4	4	2	3
0	2	4	1	2
0	1	4	0	2
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



TENGU

- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Inquisitive:** When you *Gather Information*, add +1.
- **Forager:** When you *Resupply*, add +1.
- **Conniving:** When you *Compel* +shadow, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.

4	1	1	4	4
2	1	0	4	2
1	0	0	4	2
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



TESTUDINE

- **Smart:** When you *Face Danger* or *Secure an Advantage* +wits, add +1.
- **Inquisitive:** When you *Gather Information*, add +1.
- **Charming:** When you *Compel* +heart, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.
- **Resistant:** When you *Endure Harm*, add +1.
- **Hard to die:** When you are at 0 health, and *Endure Harm* or *Face Death*, add +2.

4	1	1	4	4
2	1	0	4	2
1	0	0	4	2
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



URSINE

- **Brave:** When you *Face Danger* or *Secure an Advantage* +heart, add +1.
- **Strong:** When you *Face Danger* or *Secure an Advantage* +iron, add +1.
- **Intimidating:** When you *Compel* +iron, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.
- **Resistant:** When you *Endure Harm*, add +1.

1	3	4	3	3
0	2	4	2	1
0	1	4	1	1
EDGE	HEART	IRON	SHADOW	WITS

BEASTFOLK ANCESTRY



VANARA

- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Charming:** When you *Compel* +heart, add +1.
- **Conniving:** When you *Compel* +shadow, add +1.
- **Animal kin:** When you *Compel* an animal creature of your ancestry, add +2.
- **Congenial:** When you *Sojourn*, add +1.

4	3	2	3	2
4	2	0	2	1
4	2	1	1	0
EDGE	HEART	IRON	SHADOW	WITS

ELEMENTAL ANCESTRY



AIR SPRITE

- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Inquisitive:** When you *Gather Information*, add +1.
- **Intuitive traveler:** When you *Undertake a Journey*, add +1.
- **Charming:** When you *Compel* +heart, add +1.
- **Conniving:** When you *Compel* +shadow, add +1.

4	3	0	4	3
3	1	0	4	1
3	1	0	3	0
EDGE	HEART	IRON	SHADOW	WITS

ELEMENTAL ANCESTRY



AIRBORN

- **Elemental kin:** When you *Face Danger* or *Secure an Advantage* by exercising control over a gaseous element of nature, roll +edge.
- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Intuitive traveler:** When you *Undertake a Journey*, add +1.
- **Conniving:** When you *Compel* +shadow, add +1.

4	2	2	4	2
3	1	1	3	1
2	1	1	3	0
EDGE	HEART	IRON	SHADOW	WITS

**IRONSWORN
SYSTEM**



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ELEMENTAL ANCESTRY



EARTH SPRITE

- **Strong:** When you *Face Danger* or *Secure an Advantage* +iron, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Valorous:** When you *Endure Stress*, add +1.
- **Hard to die:** When you are at 0 health, and *Endure Harm* or *Face Death*, add +2.

3	2	4	4	1
1	1	3	4	0
1	0	3	3	0
EDGE	HEART	IRON	SHADOW	WITS

ELEMENTAL ANCESTRY



EARTHBORN

- **Diverse:** +1 experience.
- **Elemental kin:** When you *Face Danger* or *Secure an Advantage* by exercising control over a solid element of nature, roll +iron.
- **Strong:** When you *Face Danger* or *Secure an Advantage* +iron, add +1.
- **Resistant:** When you *Endure Harm*, add +1.
- **Hard to die:** When you are at 0 health, and *Endure Harm* or *Face Death*, add +2.

1	3	4	4	2
0	2	4	2	1
0	1	4	2	0
EDGE	HEART	IRON	SHADOW	WITS

ELEMENTAL ANCESTRY



FIRE SPRITE

- **Diverse:** +1 experience.
- **Brave:** When you *Face Danger* or *Secure an Advantage* +heart, add +1.
- **Charming:** When you *Compel* +heart, add +1.
- **Intimidating:** When you *Compel* +iron, add +1.
- **Brutal:** When you inflict harm, add +1.
- **Valorous:** When you *Endure Stress*, add +1.

3	4	2	3	2
2	3	1	2	1
1	3	1	1	1
EDGE	HEART	IRON	SHADOW	WITS

ELEMENTAL ANCESTRY



FIREBORN

- **Diverse:** +2 experience.
- **Elemental kin:** When you *Face Danger* or *Secure an Advantage* by exercising control over a plasmid element of nature, roll +heart.
- **Brave:** When you *Face Danger* or *Secure an Advantage* +heart, add +1.
- **Intimidating:** When you *Compel* +iron, add +1.
- **Brutal:** When you inflict harm, add +1.

2	4	3	3	2
1	4	2	1	1
0	4	2	0	1
EDGE	HEART	IRON	SHADOW	WITS

ELEMENTAL ANCESTRY



WATER SPRITE

- **Diverse:** +4 experience.
- **Smart:** When you *Face Danger* or *Secure an Advantage* +wits, add +1.
- **Charming:** When you *Compel* +heart, add +1.
- **Conniving:** When you *Compel* +shadow, add +1.
- **Sensitive:** When you *Heal*, add +1.

3	3	1	3	4
3	1	0	2	3
2	1	0	1	3
EDGE	HEART	IRON	SHADOW	WITS

ELEMENTAL ANCESTRY



WATERBORN

- **Diverse:** +5 experience.
- **Smart:** When you *Face Danger* or *Secure an Advantage* +wits, add +1.
- **Elemental kin:** When you *Face Danger* or *Secure an Advantage* by exercising control over a liquid element of nature, roll +wits.

3	1	3	3	4
2	0	1	2	4
1	0	1	1	4
EDGE	HEART	IRON	SHADOW	WITS

NON-HUMANOID ANCESTRY



ARACHNID

- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Smart:** When you *Face Danger* or *Secure an Advantage* +wits, add +1.
- **Predator:** When you *Resupply*, add +1.

3	1	3	4	3
2	0	2	4	1
1	0	1	4	1
EDGE	HEART	IRON	SHADOW	WITS

NON-HUMANOID ANCESTRY



CANID

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Brave:** When you *Face Danger* or *Secure an Advantage* +heart, add +1.
- **Inquisitive:** When you *Gather Information*, add +1.
- **Charming:** When you *Compel* +heart, add +1.
- **Intimidating:** When you *Compel* +iron, add +1.

2	4	3	1	4
1	4	2	0	2
1	3	2	3	1
EDGE	HEART	IRON	SHADOW	WITS

NON-HUMANOID ANCESTRY



CORVID

- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Intuitive traveler:** When you *Undertake a Journey*, add +1.

4	3	0	4	3
3	2	0	3	1
2	1	0	3	1
EDGE	HEART	IRON	SHADOW	WITS

**IRONSWORN
SYSTEM**



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NON-HUMANOID ANCESTRY



ELEPHANT

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Strong:** When you *Face Danger* or *Secure an Advantage* +iron, add +1.
- **Intuitive traveler:** When you *Undertake a Journey*, add +1.
- **Resistant:** When this *Companion Endure Harm*, add +1.

0	4	4	2	4
0	3	4	0	2
0	1	4	0	2
EDGE	HEART	IRON	SHADOW	WITS

NON-HUMANOID ANCESTRY



EQUID

- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Brave:** When you *Face Danger* or *Secure an Advantage* +heart, add +1.
- **Intuitive traveler:** When you *Undertake a Journey*, add +1.

4	3	4	1	2
2	2	3	1	1
2	2	3	0	0
EDGE	HEART	IRON	SHADOW	WITS

NON-HUMANOID ANCESTRY



OWL

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Tricky:** When you *Face Danger* or *Secure an Advantage* +shadow, add +1.
- **Smart:** When you *Face Danger* or *Secure an Advantage* +wits, add +1.

4	2	0	4	4
2	1	0	3	3
1	0	0	3	3
EDGE	HEART	IRON	SHADOW	WITS

NON-HUMANOID ANCESTRY



PANTHER

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Predator:** When you *Resupply*, add +1.
- **Intimidating:** When you *Compel* +iron, add +1.
- **Brutal:** When you inflict harm, add +1.
- **Resistant:** When this *Companion Endure Harm*, add +1.

4	2	4	3	1
2	2	3	2	0
1	1	3	2	0
EDGE	HEART	IRON	SHADOW	WITS

NON-HUMANOID ANCESTRY



RAPTOR

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Light-footed:** When you *Face Danger* or *Secure an Advantage* +edge, add +1.
- **Inquisitive:** When you *Gather Information*, add +1.
- **Predator:** When you *Resupply*, add +1.
- **Intuitive traveler:** When you *Undertake a Journey*, add +1.

4	3	0	3	4
4	2	0	1	2
4	2	0	0	1
EDGE	HEART	IRON	SHADOW	WITS

NON-HUMANOID ANCESTRY



WYVERN WHELP

- **Keen senses:** When you make a move leveraging the keenness of your senses, add +1.
- **Predator:** When you *Resupply*, add +1.
- **Intimidating:** When you *Compel* +iron, add +1.
- **Brutal:** When you inflict harm, add +1.
- **Resistant:** When this *Companion Endure Harm*, add +1.

2	3	4	3	2
1	2	4	1	1
1	1	4	1	0
EDGE	HEART	IRON	SHADOW	WITS

**IRONSWORN
SYSTEM**



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