

An asset by FelMaloney and Samuel Rondón  
for the *Ironsworn* role-playing game system  
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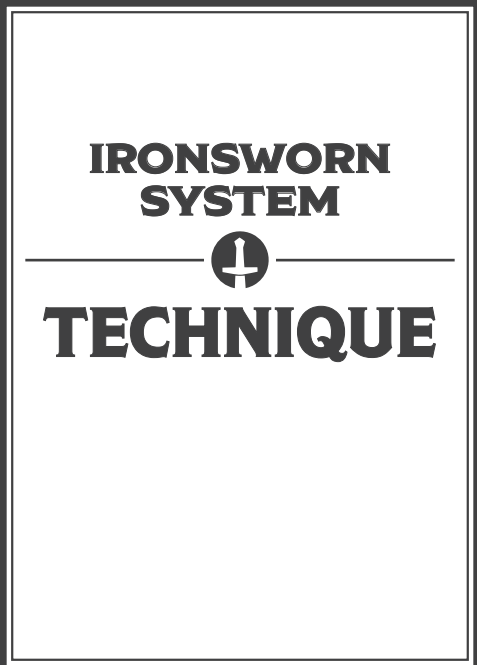
## TECHNIQUE



### CHRONICLE

- When you account on paper significant experiences by putting in words the feats, roll +heart or +wits. On a strong hit, set your deeds track to +5. On a weak hit, make it +3. Then, when you make a move to recover spirit and score a hit, you may suffer -1 momentum and -1 deeds in exchange for taking +1 spirit.
- When you make a move leveraging the content of your chronicle by interacting with others or lifting your self-assurance, choose the amount of deeds to use and roll +deeds. Suffer -deeds equally.
- When you perform this technique, add +1 and take +1 momentum on a hit.

0	+1	+2	+3	+4	+5
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**IRONSWORN  
SYSTEM**



**TECHNIQUE**