

An asset by Samuel Rondón
for the *Ironsworn* role-playing game system
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PATH



MISTBORN

Once your body has been fully marked by the mist...

- When you *Face Danger* to avoid harm by transforming your body in and out of a mist-like state, you may reroll any dice. If you do, count a weak hit as a miss. When you also make a move to sneak around surrounded by your inner mist, add +1 and take +1 momentum on a hit.
- When you *Undertake a Journey* alone by having your mist envelop your footsteps and score a hit, choose one.
 - Mark progress twice.
 - Don't suffer -supply.
- When you use the ability above, take both instead of choosing one.

**IRONSWORN
SYSTEM**



PATH