

# Iron Triangle

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# Creating a character

## Choose a name

## Choose a fighting style

## Choose a description

I highly recommend you draw a picture, even if you think your drawing skills suck.

## Choose a belief

Should be something the GM can actively challenge with hard choices. Shouldn't completely piss off the other players, if there's disagreement, players decide.

## Choose a flaw

Should be something you are actively interested in using to get your character into trouble. Shouldn't completely piss off the other players, if there's disagreement, players decide.

## Choose a goal

Should be something potentially, but not trivially, achievable within one game session. If there's disagreement, GM decides. Can wait until the end of the first session.

### NOTE

Beliefs, flaws, and goals aren't just filler to be forgotten about. You cannot level up without playing them.




## Choose backgrounds

Distribute 3 points between backgrounds of your choice, no more than 2 in any one. Can wait until during play.







Backgrounds are used to overcome problems, and are up to you. Be as creative as you like, whether that's "former cop" or "calligraphy instructor to the Prince in Exile of Xaran".

## Choose energy

Distribute 10 points among Defense ○ , Grapple ▒ , and Attack ◆ . Don't worry about min-

maxing, just go with what makes sense for your character concept. If you're really concerned about it, put 4 in Attack , 3 in Defense , 2 in Grapple , and the last point wherever.

## Choose moves

You know a Defense,  , a Grapple,  , and an Attack,  . Make up cool names for them. Don't worry too much about what the symbols mean.

If you're still concerned about it, read the [Conflict Overview](#) and [Conflict Turns](#) chapter.

# Conflict Overview

A scene with NPCs who are opposed to the PCs' goals may escalate to a conflict.

Conflicts do not have to be violent, or even physical. The rules are the same for an alleyway chase, a samurai staredown to see who flinches first, or a bloody battle to the death.

To play out a conflict:

1. Establish the stakes.
2. Players decide who takes the first turn.
3. Play and pass turns.
4. Resolve the consequences.

## Establishing stakes

The players decide the end and the means, i.e. what they want and how they're going to achieve it. The GM decides the consequences, which should be proportional to the players' decision. Adjust and repeat until the players agree with the potential consequences.

If the players choose not to enter the conflict, the consequence should be at most a tick on a threat clock. Specifically, players should not be forced to enter a conflict to the death against their will.

### Example stakes

*As you enter the library, you see two ninja grab the forbidden scroll and jump out the window. What do you do?*

Kill 'em so we can take the scroll back!

*Ok, a loss means you die, and even if you win you won't know what their plan was*

Maybe we chase them down and interrogate them?

*Then if you lose they get away and their masters will know you're after the scroll. If you win you'll get the scroll back and a chance to question them. Ready?*

Yeah, let's go.

## First turn

Players decide who takes the first turn. There are intentionally no rules for surprise or ambush.

## Playing and passing turns

See the rules for [Conflict Turns](#) for determining the winner of a conflict turn. Once a turn is over, the winner decides who takes the next turn. In case of a tie, the GM decides. Players should pass to someone on their side who has not yet had an equal number of turns if possible.

## Resolving consequences

Once all characters on one side are out of the conflict, it's over. The winning side gets to narrate the outcome, within the boundaries of the established stakes. If there is any question, the GM decides, including how it relates to the next problem or conflict.

PCs can die only in conflicts. If a PC dies, the player may create another character. See [\[replacement characters\]](#). The players decide how to introduce the new character to the story as soon as possible.

## Minor conflicts

For situations that are more than a problem but less than a full conflict, the GM can decide in advance that it's a minor conflict only worth playing a single turn. In that case the winner of the turn is the winner of the conflict. The consequences, win or lose, should be proportionally less than a full conflict.

## Repeating conflicts

Do not repeat a conflict, even a minor one, until the situation has meaningfully changed. Simply resting and trying again is not meaningful change.

# Conflict Turns

Rather than using dice or other sources of randomness to determine a winner, this game uses simultaneous choice from a clear ranking of actions and elements.

To play out a conflict turn:

1. Choose an opponent.
2. Choose a stance, then reveal.
3. Choose a move, then reveal.
4. Identify the winner based on move and disadvantage.
5. Resolve the consequences based on move, stance, disadvantage, and combos

## Simultaneous choice

Choose an option in secret, indicate that you are ready, then reveal once your opponent is ready.

Cards work well for this by playing a card face down to indicate readiness, then flipping to reveal. For remote games, hold up the card with the back facing the camera, then turn to reveal.

If you don't have the preprinted cards for this game, write on index cards; just make sure the cards are not distinguishable from the back.

## Ranking of actions

Actions represent the basic objective of a move or stance. Defend blocks attacks; grapple grabs defenders; attack hurts attempts to grapple. There is no "best" action, each of them can be beaten.

*Table 1. Actions*

Meaning	Symbol	Beats
Defend	○	◆
Grapple	▣	○
Attack	◆	▣

### NOTE

For a mnemonic, the number of sides ○ 1 < ▣ 4 < ◆ 5. AttACK rhymes with BLACK, defend is round like a shield.

# Ranking of elements

Elements represent the nuance of a move. Low ducks high, mid crushes low, high outranges mid.

Table 2. Three Elements

Meaning	Symbol	Beats
Earth, Low	☷	☷
Water, Mid	☵	☵
Fire, High	☲	☲

## NOTE

For a mnemonic, the number of unbroken lines ☷ 0 < ☵ 1 < ☲ 2. If you don't want to play with elements for your first couple of games, that's fine. Ignore any mention of them and the basic mechanics will still work.

Once your character has leveled up and learned all of the 3-element moves, 2 more elements are available. Their ranking is:

Table 3. Five Elements

Meaning	Symbol	Beats
Earth, Low	☷	☷ ☯
Water, Mid	☵	☵ ☷
Fire, High	☲	☲ ☵
Heaven, Jump	☰	☰ ☯
Balance, Dash	☯	☰ ☲

Jump beats low and dash, and so on. Note that there still isn't a "best" element, both jump and dash can be beaten by low, mid, or high.

## Choose an opponent

If it's your turn, choose any character on the opposing side. If it's not your turn and the opposing side chooses you, the rest of the rules for this turn apply symmetrically to you. Being able to choose an opponent is a tactical advantage, but it doesn't determine whether you win or lose the turn.

## Choose a stance

To choose a stance, select a number between 0 and your current energy corresponding to one type of action. Stances represent an outward impression of commitment to a particular action.

- If you choose a move corresponding to your stance and lose, you will lose the energy you committed.
- If you choose a move corresponding to your stance and win, you keep the energy you committed. Your opponent will lose an amount equal to the energy you committed times a multiplier associated with your move.
- If you choose a different move, the stance was a feint, and you keep the energy you committed. It has no effect on either side's losses.

For local games, small wooden cubes in 3 colors work well for choosing stances - light for defend, dark for attack, and contrasting for grapple. Remaining energy is ordinarily public knowledge, so conceal your total amount with one hand while selecting cubes with the other. Hold out an unambiguous selected fist containing cubes, then open your hand once both sides are ready to reveal. To feint, use an empty fist.

For remote games, or if you prefer cards, use a card indicating the type and amount. Use a zero card to feint.



## Choose a move

Your most important move is surrender. If you play surrender, you are out of the conflict, and will take your side's consequences of winning or losing the overall conflict, but do not suffer any energy losses for this turn. If for some reason you have no other remaining cards, you must play surrender.

Other moves are defined by the name you gave them, an action, an element, a base energy loss your opponent will suffer if you win, and a multiplier applied to the amount of stance energy you committed.

Table 4. Moves

	Base	Stance Multiplier
○ ☳	2	1
○ ☴	2	1
○ ☵	2	1
▣ ☳	4	2
▣ ☴	4	2
▣ ☵	4	2
▣ ☶	4	3
▣ ☷	4	4
⬛ ☳	3	2
⬛ ☴	3	2
⬛ ☵	3	2
⬛ ☶	3	3
⬛ ☷	3	3

When choosing a move, it is important to consider your potential disadvantage and combos.

## Disadvantage

If you lost your most recent turn, and play a move that matches the action **or** the element of your prior move, it is disadvantaged. If you lose, you will lose additional energy, and you will also lose what otherwise would have been a tie.

Disadvantage losses are cumulative with consecutive disadvantaged losses, at one point of energy per prior loss. Disadvantage ends once you end a turn without losing, play a move that doesn't match, or at the end of the conflict. It does not end once someone else is selected as an

opponent, so leave your played move cards out face up to indicate disadvantage. This does restrict your available moves.

## Combos

Combos are relationships between moves, that are learned separately from moves. Combos consist of a starting move and up to two options for following moves. If the immediately prior turn was a loss for your opponent, you can play a combo that follows from the move that won, if you know it. Combos do not affect ties, but if you play a move that combos and win, your opponent will lose additional energy.

Combos bonuses are cumulative with consecutive combo wins, at one point of energy per prior combo win. Leave your played cards out face up to indicate a combo. This does restrict your available moves. A player can voluntarily end the combo before choosing a move in order to return all the moves to availability. Combos end once you lose a turn, play a move that doesn't combo, choose a different opponent, or at the end of the conflict.

You can play up to 3 consecutive winning turns to continue a combo, then must pass. This counts as one turn for purposes of equal number of turns. The character you pass to can continue the combo against the same opponent if possible.

## Identify the winner

Check in order:

1. If a move's action beats the other move's action, it wins.
2. If a move's element beats the other move's action, it wins.
3. If a move is disadvantaged, it loses.
4. Otherwise it's a tie.

## Resolve the consequences

In a tie, each character loses energy equal to the base amount for the other character's move, but no additional losses. Ties end combos and disadvantage.

If you played the winning move, the opponent loses energy equal to:

- (your committed stance energy times the multiplier of your move) plus
- their committed stance energy plus
- the base amount of your move, plus

- one point per prior win in your successful combo plus
- one point per prior loss in their disadvantage

Players decide which action types to distribute losses among.

If you reach zero energy for one action type, mark yes next to conflict for purposes of [Leveling up](#).



If you reach zero energy in all action types, you are out of the conflict, and suffer the specified consequence. In particular, if it is a conflict to the death, your character is dead, even if your side wins the overall conflict.

# Specials

Specials can be used to modify the rules in different ways. Once a special is used, it cannot be used again until after resting. Each character can use at most one special per turn.

The description of a special identifies at what time in a turn it can be used. To use a special, play its card face down at the appropriate time. Before revealing it, give your opponent an opportunity to play a special of their own. If a special should be revealed at a time different from when it is used, the description will say so.

Some specials have requirements that must be met before learning, either in terms of character level reached, or specials learned first.

Some specials have multiple variations, each specific to a particular action type. For instance, Parry  is different from Parry . Each variation must be learned separately and counts as a separate special.

If specials conflict in regards to timing or effect, the player of the special closer to the bottom of the list below decides the outcome. If identical specials conflict, neither takes effect. If there is still a question, the GM decides.

## NOTE

You are welcome to re-theme specials to be more appropriate for your character. For instance, if your character suffering from a hangover isn't funny to you, Drunken Monkey could just as easily be a helpful but capricious spirit.

## Insight

- Use before choosing an opponent, or before choosing a stance.
- Learn the moves, combos, and specials available to your opponent.

## Showdown

- Use before choosing an opponent, or before choosing a stance.
- Choose a character. You and that character must choose each other as opponents until one of you is out of the conflict.
- Either of you can respond to opponents choosing you as normal.

## Precise

- Use before choosing a move.

- Reveal before resolving the turn.
- You choose where your opponents losses are distributed this turn.

## Parry ○ / ▨ / ♠

- Use before choosing a move.
- Reveal before resolving the turn.
- If the type of your opponent's action matches this special, you lose no energy this turn.

## Vampire ○ / ▨ / ♠

- Requires: Level 5
- Use before choosing a move.
- Reveal before resolving the turn
- If the type of your action matches this special, regain energy equal to the amount your opponent loses this turn.
- You choose where to distribute the gain, but you cannot regain more than your maximum.

## Dig Two Graves ○ / ▨ / ♠

- Requires: Level 5 and Parry of the matching type.
- Use before choosing a move.
- Reveal before resolving the turn.
- If the type of your opponent's action matches this special, they lose energy equal to the amount you lose this turn.

## Premonition ○ / ▨ / ♠

- Requires: Level 10
- Use before choosing a stance.
- For this turn your opponent may not choose a move with an action matching this special.

## Bodyguard

- Requires: Level 5

- Use before resolving a different character's turn.
- Does not count against your limit of one special per turn.
- Choose a character. This turn you lose energy equal to the amount they would have lost, while they lose zero.

## **Mimic**

- Requires: Level 10
- Duplicate the effect of a special that has been used by a different character in this conflict.
- Use and reveal at the time appropriate for the mimicked special.
- Cannot duplicate specials after it on the list.

## **Drunken Monkey**

- Requires: Level 10
- Use before choosing a move.
- Until this conflict ends, once per turn after revealing a move, you can replace your move with one chosen randomly by your opponent from your remaining moves.
- You may not participate in the next conflict, even if you rest first.

## **Last Stand**

- Requires: Level 10
- Use before choosing a stance.
- Regain energy up to your maximum.
- You cannot be removed from this conflict until it ends, even if you reach zero total energy.
- At the end of the conflict, you die irrevocably.
- Play out the conflict; even if the outcome is inevitable, the fate of your allies is not.
- NPCs cannot use Last Stand, for obvious reasons.

# Leveling up

At the end of a session, ask the following questions for each player:

- Did you make a hard decision or suffer a consequence based on your belief or flaw? Players decide.
- Did you accomplish your goal? The GM decides.
- Did you reach zero energy for one type of action in a conflict? Hopefully this is clear from the rules, but if there's a disagreement, the GM decides.

Two yes answers mean you can level up. Choose one of:

- Learn a move. See [\[five elements\]](#) below for restrictions.
- Learn one option in a combo.
- Add one to your maximum energy for one type of action.

Three yes answers mean you can level up, and can learn a special **instead** of one of the above choices.

Make sure to choose a name for any moves you learn.

You can save yes marks for the next session only if you do not level up. Once you level up, erase all yes marks.

Choose a new goal, either now, or before the beginning of the next session. If there's a disagreement, GM decides.

If you think that your character's beliefs or flaws have meaningfully changed, you may rewrite them. If there's a disagreement, players decide.

## Five elements

After you have learned all the moves using the three elements ☶ ☷ ☵, you can learn moves using the fourth and fifth elements ☴ ☲:

Table 5. Five Elements

Meaning	Symbol	Beats
Earth, Low	☶	☴ ☲
Water, Mid	☵	☶ ☷
Fire, High	☲	☷ ☵

Heaven, Jump	☰	☷ ☯
Balance, Dash	☯	☷ ☷

Table 6. Moves

	Base	Stance Multiplier
○ ☷	2	1
○ ☷	2	1
○ ☷	2	1
▣ ☷	4	2
▣ ☷	4	2
▣ ☷	4	2
▣ ☷	4	3
▣ ☯	4	4
⬢ ☷	3	2
⬢ ☷	3	2
⬢ ☷	3	2
⬢ ☷	3	3
⬢ ☯	3	3

## Replacement characters

If the replacement for a dead character continues the deceased's fighting tradition, they can start at a level up to 5 or the deceased's level, whichever is lower.

Choose energy and starting moves as for a level 0 character, then make decisions for each level up. The level ups can involve learning a move or combo known by the deceased, but not a special.