

# Winsome (Second Edition)

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*A simplified hack of Shawn Tomkin's Ironsworn RPG.*

## Overview

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This is an attempt to free ***Ironsworn*** from setting & complexity by thinning it from 34 moves to just 2, removing conditions, & replacing ticks with boxes, among other refinements. The genuine, ardent spirit of the game is the same, the mechanics essentially identical, but for fewer gears & a fresh coat of names. I nearly called it "Tinsworn".

## Create your Character

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Envision your character's role in the world, then write their name & **title** on your sheet, like "Anika, Huntress of the Briar", or "Tenzar, Space Marine of the Chaosphere". Your title should imply the sorts of skills you might have, like hunting or shooting, etc.

## Methods

Assign the numbers 3, 2, 2, 1 & 1 to these **methods** of interacting with the world. The higher the number, the better your character usually is at that method.

- **Agile:** When you are quick, precise or nimble
- **Open:** When you are honest, honorable or trusting
- **Forceful:** When you are strong, imposing or brutal
- **Sneaky:** When you are silent, secretive or deceptive
- **Aware:** When you are wise, learned or alert

## Resources

- **Luck** (how fate can turn) starts at 2, its maximum is 10.
- **Wealth** (the things you own) starts at its maximum of 5,
- **Happiness** (how good you feel) starts at its maximum of 5,
- **Health** (how much you thrive) starts at its maximum of 5.

When you have lost all of either happiness or health, you are either too sad, or too dead, to continue.

When you need to reduce a certain resource, but it's at zero, reduce one of your other resources instead.

## Resolve Risk

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When you take an action involving a risk of failure, envision the success you hope for, the complication your fear a little, and the failure you fear the most.

Roll a six-sided die for your **chance**, adding your method to the result. If any skills inferred by your **titles** apply to this action, also add +1 per relevant title. Roll two ten-sided dice for your **fates**.

If your chance is...

- Higher than both fates, you succeed completely. Add +1 to two resources, or +2 to one resource, to show how your character’s situation improves with this strong result.
- Only higher than one fate, your success is complicated.

You can reduce one resource by 1 and increase another by 1 if it helps you tell the story of this mixed result.

- Equal to, or lower than, both fates, the failure you fear the most occurs. Take -1 from two resources, or -2 from one resource, to show how your character’s situation worsens.

If your **luck** is higher than one or both fates, you may choose to spend it all to beat one or both fates, respectively. Reset your luck to its starting value, add any new luck you gain from the new outcome, & enjoy the upgraded outcome of your action!

## Imagine Life

Describe the places you explore, as well as who & what you discover or encounter on your hero's journey. Envision your fluctuating **resources** as actual gains or losses to your equipment, your state of mind & being. Make **promises**, to yourself & others, then set out to achieve them. If you're playing alongside friends as allies, everyone shares one **wealth** value, & everyone gains **experience** when completing collaborative promises.

Choose Likelihood	Roll 1d6
Probable	2+ is yes
Likely	3+ is yes
Possible	4+ is yes
Unlikely	5+ is yes
Improbable	6 is yes

Roll 1d10	Theme
1	Trust
2	Safety
3	Unity
4	Wealth
5	Surprise
6	Scale
7	Duration
8	Complexity
9	Happiness
10	Health

## Progress Tracks

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Any task/journey/battle or **promise** which can't be resolved in a single action requires **progress** on a track of ten spaces. Find an empty track on the back of this sheet (or draw your own), name the task, then envision the difficulty:

- **Tricky** (1 experience): Mark 4 spaces per success.
- **Difficult** (2 experience): Mark 3 spaces per success.
- **Tough** (3 experience): Mark 2 spaces per success.
- **Impressive** (4 experience): Mark 1 space per success.

When you complete a track, gain the related experience. When your experience track is full, you can erase it all to add another **title** based on your greatest achievement during that time.

Your story begins with two **promises**: the first promise is Tough or Impressive, made to yourself. The second is Tricky or Difficult, made to someone else. Envision the moment you made the second promise, & play from there.

## Friendship Changes You

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When you form a valuable friendship, it influences you even when they are absent or deceased, mark 1 **progress**. When this track is full, you have too many valuable memories to risk further adventures. It's time for a new character's story.