

Pokesworn v. 0.1

by Jakub 'Zormar Rivaks' Chudy

Attempt of making a hack combining best elements from Ironsworna, Starforged and [Ironmons](#) (with the permission from the author).

2 Pillars of the game

In my vision Pokesworn stand on two pillars:

- This game is about adventures.
- This game is about relationships and bonds between people and pokemon.

Major changes

- Combining legacy and discovery track in one adventure XP track
- New bond/relationship mechanic
- Pokemons as special assets
- New moves (in comparison to Ironsworn/Starforged)
 - COME ACROSS CHALLENGER'S GAZE (new iteration on DRAW A CIRCLE)
 - SET UP CAMP
 - DEEPEN THE BOND
 - ENCOUNTER WONDER OF DREAD (Combination of Face Chaos & Make a Discovery)
 - LEVEL UP POKEMON
 - EVOLVE POKEMON
 - HATCH AN EGG
 - CATCH A POKEMON
 - MEGA EVOLVE
- Terminology changes:
 - Iron Vow -> Promise
 - Desolation -> Breaking point
 - Moves names: bond -> Relationship
- Harm like in Ironsworn, not Starforged

All major changes are **Green Coded**

Currently most of pokemon specific mechanics are basically ironmons mechanics with adjustments to new moves and mechanics.

Character, pokemon and moves

A Pokemon partner is a tape of assets so in game sense it's an extension and a part of your character, so if a move addresses you it means it can be triggered both by your actions or actions taken by your pokemon on your behalf.

Adventure moves

FACE DANGER

When you **attempt something risky or react to an imminent threat**, envision your action and roll. If you act...

- * With speed, mobility, or agility: Roll +edge
- * With resolve, command, or sociability: Roll +heart
- * With strength, endurance, or aggression: Roll +iron
- * With deception, stealth, or trickery: Roll +shadow
- * With expertise, focus, or observation: Roll +wits

On a **strong hit**, you are successful. Take +1 momentum.

On a **weak hit**, you succeed, but not without a cost. Make a suffer move (-1).

On a **miss**, you fail, or a momentary success is undermined by a dire turn of events. Pay the Price.

SECURE AN ADVANTAGE

When you **assess a situation, make preparations, or attempt to gain leverage**, envision your action and roll. If you act...

- * With speed, mobility, or agility: Roll +edge
- * With resolve, command, or sociability: Roll +heart
- * With strength, endurance, or aggression: Roll +iron
- * With deception, stealth, or trickery: Roll +shadow
- * With expertise, focus, or observation: Roll +wits

On a **hit**, you succeed. On a **strong hit**, take both. On a **weak hit**, choose one.

- * Take +2 momentum
- * Add +1 on your next move (not a progress move)

On a **miss**, you fail or your assumptions betray you. Pay the Price.

GATHER INFORMATION

When you **search for clues, conduct an investigation, analyze evidence, or do research**, roll +wits.

On a **strong hit**, you discover something helpful and specific. The path you must follow or action you must take to make progress is made clear. Envision what you learn. Then, take +2 momentum.

On a **weak hit**, the information provides new insight, but also complicates your quest. Envision what you discover. Then, take +1 momentum.

On a **miss**, your investigation unearths a dire threat or reveals an unwelcome truth that undermines your quest. Pay the Price.

COMPEL

When you **try to persuade someone or make them an offer**, envision your approach. If you...

- * Charm, pacify, encourage, or barter: Roll +heart
- * Threaten or incite: Roll +iron
- * Lie or swindle: Roll +shadow

On a **strong hit**, they'll do what you want or agree to your conditions. Take +1 momentum.

On a **weak hit**, as above, but their agreement comes with a demand or complication. Envision their counteroffer.

On a **miss**, they refuse or make a demand that costs you greatly. Pay the Price.

AID YOUR ALLY

When you **act in direct support of an ally**, envision how you aid them. Then, Secure an Advantage or Gain Ground to take action. If you score a hit, they (instead of you) take the benefits of the move.

If you Gain Ground and score a **strong hit**, you are both in control. On a **weak hit**, your ally is in control but you are in a bad spot.

CHECK YOUR GEAR

When you **check to see if you have a specific helpful item or resource**, roll +supply.

On a **strong hit**, you have it, and are ready to act. Take +1 momentum.

On a **weak hit**, you have it, but must choose one.

- * Your supply is diminished: Sacrifice Resources (-1)

- * It's not quite right, and causes a complication or delay: Lose Momentum (-2)

On a **miss**, you don't have it and the situation grows more perilous. Pay the Price.

SET UP CAMP

When you **set up a camp for resting, relaxing or making preparations by several hours in the wild**, roll +supply.

On a **strong hit** you and your allies may each choose one recover move: Heal, Hearten, Repair, or choose option below. Instead of rolling, assume an automatic strong hit.

- * Prepare for the road: When you break camp, add +2 if you Undertake an Exploration.

On a **weak hit** as above but instead of rolling, assume an automatic weak hit or choose the option below. You may alternatively suffer -1 Supply and make it a strong hit or choose the option above.

- * Prepare for the road: When you break camp, add +1 if you Undertake an Exploration.

On a **miss**, you find no comfort or your camping spot is in danger. Pay the Price.

Quest moves

MAKE A PROMISE (SWEAR AN IRON VOW)

When you **make a promise to complete a quest or accomplish something**, write your promise and give it a rank. Then, roll +heart. If you make this promise to someone with whom you share a bond, add +1; if you share at least [bond type], add +2.

On a **strong hit**, you are emboldened and it is clear what you must do next. Take +2 momentum.

On a **weak hit**, you are determined but begin your quest with more questions than answers. Take +1 momentum, and envision what you do to find a path forward.

On a **miss**, you must overcome a significant obstacle before you begin your quest. Envision what stands in your way.

REACH A MILESTONE

When you **make headway in your quest** by doing any of the following...

- * overcoming a critical obstacle
- * gaining meaningful insight
- * completing a perilous expedition
- * acquiring a crucial item or resource
- * earning vital support
- * defeating a notable foe

...you may mark progress per the rank of the vow.

FULFILL YOUR PROMISE

Progress Move

When you **reach the end of your quest**, roll the challenge dice and compare to your progress.

On a **strong hit**, your promise is fulfilled. Mark a reward on your adventure track per the promise's rank: troublesome=1 tick; dangerous=2 ticks; formidable=1 box; extreme=2 boxes; epic=3 boxes. Any allies who shared this vow also mark the reward.

On a **weak hit**, as above, but there is more to be done or you realize the truth of your quest. If you Make a Promise to set things right, take your full adventure reward. Otherwise, make the adventure reward one rank lower (none for a troublesome quest).

On a **miss**, your promise is undone through an unexpected complication or realization. Envision what happens and choose one.

- * Give up on the quest: Forsake Your Promise.
- * Recommit to the quest: Roll both challenge dice, take the lowest value, and clear that number of progress boxes. Then, raise the vow's rank by one (if not already epic).

FORSAKE YOUR PROMISE

When you **renounce your quest, betray your promise, or the goal is lost to you**, clear the promise. Then, envision the impact of this failure and choose one or more as appropriate to the nature of the promise. Any allies who shared this promise may also envision a cost.

- * You are demoralized or dispirited: Endure Stress
- * A connection loses faith: Test Your Relationship when you next interact.
- * You must abandon a path or resource: Discard an asset.
- * Someone else pays a price: Envision how a person, being, or community bears the cost of the failure.
- * Someone else takes advantage: Envision how an enemy gains power.
- * Your reputation suffers: Envision how this failure marks you.

Connection / Relationship moves

START A RELATIONSHIP

When you **search out a new relationship or give focus to an existing one**, roll +heart.

On a **strong hit**, you **create a shallow bond**.

On a **weak hit**, as above, but this bond comes with a complication or cost. Envision what isn't right.

On a **miss**, you don't make a bond and the situation worsens. Pay the Price.

DEVELOP YOUR RELATIONSHIP

When you **reinforce your relationship with someone** by doing any of the following...

- * making a promise to undertake a quest in their service
- * completing a quest to their benefit
- * leveraging their help in desperate circumstances
- * giving them something of worth
- * sharing a profound moment
- * standing with them against hardship
- * overcoming a test of your relationship

...you may mark progress per the bond rank of the relationship.

TEST YOUR RELATIONSHIP

When your **relationship with a connection is tested through conflict, betrayal, or circumstance**, roll +heart or +bond rank whatever is higher.

Subtract 1 for each taint on this bond.

On a **strong hit**, Develop Your Relationship.

On a **weak hit**, Develop Your Relationship, but also envision a demand or complication as a fallout of this test.

On a **miss**, or if you have no interest in maintaining this relationship, choose one.

* **Taint the bond: Envision how this shake this relationship and add new taint.**

If this is the fifth taint envision how growing problems breaks your bond.

* **Prove your loyalty: Envision what you offer or what they demand, and Swear an Iron Vow (formidable or greater) to see it done. Until you complete the quest, take no benefit for the connection. If you refuse or fail, the connection is permanently undone**

DEEPEN THE BOND

Progress Move

When your **relationship is ready to evolve**, roll the challenge dice and compare to your progress.

On a strong hit, your bond deepens to the next level. If this is the first time you are developing particular relationship to a deeper bond. Mark a reward on your bonds legacy track per the bond rank: shallow=1 tick; strong=2 ticks; deep=1 box; profound=2 boxes; intimate=3 boxes.

On a **weak hit**, as above, but they ask something more of you first. To deepen the bond, envision the nature of the request, and do it (or Make a Promise to see it done).

On a **miss**, they reveal a motivation or background that puts you at odds. If you recommit to this relationship, roll both challenge dice, take the lowest value, and clear that number of progress boxes. **Then, decrease the relationship's bond rank by one (if not already shallow).**

Bond ranks

1. Shallow
2. Strong
3. Deep

4. Profound

5. Intimate

Taints

Taints are impacts associated with the particular relationship. Each one decreased the number of acquired ticks on the relationship track by 1. It means they can be ignored at first but they will start to be damaging in the long run. If you ever accumulate 5 taints, the bond is broken.

COME ACROSS CHALLENGER'S GAZE

When you **challenge someone to a formal duel, or accept a challenge**, roll +heart. If you share at least a strong bond, add +1.

On a **strong hit**, take +2 momentum. You may also choose up to two boasts and take +1 momentum for each.

On a **weak hit**, you may choose one boast in exchange for +1 momentum.

* Grant first strike: Your are in control.

* Send pokemon first.

On a **miss**, you begin the duel at a disadvantage. **You are in a bad spot.** Pay the Price.

Exploration moves

UNDERTAKE AN EXPEDITION

When you **trailblaze a route through perilous space, journey over hazardous terrain, or survey a mysterious site**, give the expedition a name and rank.

Then, for each segment of the expedition, envision your approach. If you...

* Move at speed: Roll +edge

* Keep under the radar: Roll +shadow

* Stay vigilant: Roll +wits

* Ride on your pokemon: Roll +aptitude, but both of you suffer consequences.

On a **strong hit**, you reach a waypoint. Envision the location and mark progress per the rank of the expedition.

On a **weak hit**, as above, but this progress costs you. Choose one.

* Suffer costs en route: Make a suffer move (-2), or two suffer moves (-1).

* Face a peril at the waypoint: Envision what you encounter.

On a **miss**, you are waylaid by a crisis, or arrive at a waypoint to confront an immediate hardship or threat. Do not mark progress, and Pay the Price.

EXPLORE A WAYPOINT

When you **divert from an expedition to examine a notable location**, roll +wits.

On a **strong hit**, choose one. On a **strong hit with a match**, you may instead Encounter Wonder or Dread.

* Find an opportunity: Envision a favorable insight, situation, resource, or encounter. Then, take +2 momentum.

* Gain progress: Mark progress on your expedition, per its rank.

On a **weak hit**, you uncover something interesting, but it is bound up in a peril or reveals an ominous aspect of this place. Envision what you encounter. Then, take +1 momentum.

On a **miss** you encounter an immediate hardship or threat, and must Pay the Price. On a **miss with a match**, you may instead Encounter Wonder or Dread.

ENCOUNTER WONDER OR DREAD

When your **exploration of a waypoint uncovers something wondrous or dreadful**, decide the number of aspects: one, two, or three. Envision how each one manifests and how the encounter begins. For each result, when you first interact with that aspect within the scope of the encounter, you and your allies may mark one tick on your adventure track.

FINISH AN EXPEDITION

Progress Move

When your **expedition comes to an end**, roll the challenge dice and compare to your progress.

On a **strong hit**, you reach your destination or complete your survey. Mark a reward on your discoveries legacy track per expedition's rank: troublesome=1 tick; dangerous=2 ticks; formidable=1 box; extreme=2 boxes; epic=3 boxes. Any allies who shared this expedition also mark the reward.

On a **weak hit**, as above, but you face an unforeseen complication at the end of your expedition. Make the legacy reward one rank lower (none for a troublesome expedition), and envision what you encounter.

On a **miss**, your destination is lost to you, or you come to understand the true nature or cost of the expedition. Envision what happens and choose one.

- * Abandon the expedition: Envision the cost of this setback and Pay the Price.
- * Return to the expedition: Roll both challenge dice, take the lowest value, and clear that number of progress boxes. Then, raise the expedition's rank by one (if not already epic).

SET A COURSE

When you **follow a known route through perilous space, across hazardous terrain, or within a mysterious site**, roll +supply.

On a **strong hit**, you reach your destination and the situation there favors you. Take +1 momentum.

On a **weak hit**, you arrive, but face a cost or complication. Choose one.

- * Suffer costs en route: Make a suffer move (-2), or two suffer moves (-1).
- * Face a complication at the destination: Envision what you encounter.

On a **miss**, you are waylaid by a significant threat, and must Pay the Price. If you overcome this obstacle, you may push on safely to your destination.

Combat moves

ENTER THE FRAY

When you **initiate combat or are forced into a fight**, envision your objective and give it a rank. If the combat includes discrete challenges or phases, set an objective with a rank for each.

Then, roll to see if you are in control. If you are...

- * On the move: Roll +edge
- * Facing off against your foe: Roll +heart
- * In the thick of it at close quarters: Roll +iron
- * Preparing to act against an unaware foe: Roll +shadow
- * Caught in a trap or sizing up the situation: Roll +wits

On a **strong hit**, take both.

On a **weak hit**, choose one.

- * Take +2 momentum
- * You are in control

On a **miss**, the fight begins with you in a bad spot.

GAIN GROUND

When you **are in control and take action in a fight to reinforce your position or move toward an objective**, envision your approach and roll. If you are...

- * In pursuit, fleeing, or maneuvering: Roll +edge
- * Charging boldly into action, coming to the aid of others, negotiating, or commanding: Roll +heart
- * Gaining leverage with force, powering through, or making a threat: Roll +iron
- * Hiding, preparing an ambush, or misdirecting: Roll +shadow
- * Coordinating a plan, studying a situation, or cleverly gaining leverage: Roll +wits

On a **hit**, you stay in control. On a **strong hit**, choose two. On a **weak hit**, choose one.

- * Mark **progress for yourself or twice for pokemon.**
- * Take +2 momentum
- * Add +1 on your next move (not a progress move)

On a **miss**, your foe gains the upper hand, the fight moves to a new location, or you encounter a new peril. You are in a bad spot and must Pay the Price.

REACT UNDER FIRE

When you **are in a bad spot and take action in a fight to avoid danger or overcome an obstacle**, envision your approach and roll. If you are...

- * In pursuit, fleeing, dodging, getting back into position, or taking cover: Roll +edge
- * Remaining stalwart against fear or temptation: Roll +heart
- * Blocking or diverting with force, or taking the hit: Roll +iron
- * Moving into hiding or creating a distraction: Roll +shadow
- * Changing the plan, finding a way out, or cleverly bypassing an obstacle: Roll +wits

On a **strong hit**, you succeed and are in control. Take +1 momentum.

On a **weak hit**, you avoid the worst of the danger or overcome the obstacle, but not without a cost. Make a suffer move (-1). You stay in a bad spot.

On a **miss**, the situation worsens. You stay in a bad spot and must Pay the Price.

STRIKE

When you **are in control and assault a foe** at close quarters, roll +iron; when you attack at a distance, roll +edge.

On a **strong hit**, mark progress twice for yourself or thrice for pokemon. You dominate your foe and stay in control.

On a **weak hit**, mark progress twice for yourself or thrice for pokemon, but you expose yourself to danger. You are in a bad spot.

On a **miss**, the fight turns against you. You are in a bad spot and must Pay the Price.

CLASH

When you **are in a bad spot and fight back against a foe** at close quarters, roll +iron; when you exchange fire at a distance, roll +edge.

On a **strong hit**, mark progress twice for yourself or thrice for pokemon. You overwhelm your foe and are in control.

On a **weak hit**, mark progress for yourself or twice for pokemon, but you are dealt a counterblow or setback. You stay in a bad spot and must Pay the Price.

On a **miss**, your foe dominates this exchange. You stay in a bad spot and must Pay the Price.

TAKE DECISIVE ACTION

Progress Move

When you **seize an objective in a fight**, envision how you take decisive action. Then, roll the challenge dice and compare to your progress.

If you are in control, check the result as normal. If you are in a bad spot, count a strong hit without a match as a weak hit, and a weak hit as a miss.

On a **strong hit**, you prevail. Take +1 momentum. If any objectives remain and the fight continues, you are in control.

On a **weak hit**, you achieve your objective, but not without cost. Roll on the table below or choose one. If the fight continues, you are in a bad spot.

FACE DEFEAT

When you **abandon or are deprived of an objective**, envision the consequence of this failure, clear the objective, and Pay the Price.

If the fight continues, you may create a new objective and give it a rank to represent the changing situation. If any objectives remain, the fight continues and you are in a bad spot.

BATTLE

When you **fight a battle and it happens in a blur**, envision your objective and roll. If you primarily...

- * Fight at range, or using your speed and the environment to your advantage: Roll +edge.

- * Fight depending on your courage, leadership, or companions: Roll +heart.

- * Fight in close to overpower your foe: Roll +iron.

- * Fight using trickery to befuddle your foe: Roll +shadow.

- * Fight using careful tactics to outsmart your foe: Roll +wits.

On a **strong hit**, you achieve your objective unconditionally. You and any allies who joined the battle may take +2 momentum.

On a **weak hit**, you achieve your objective, but not without cost. Pay the Price.

On a **miss**, you are defeated or the objective is lost. Pay the Price.

Suffer moves

LOSE MOMENTUM

When you **are delayed or disadvantaged**, suffer -1 momentum for a minor setback, -2 for a serious setback, or -3 for a major setback.

When your momentum is at its minimum (-6) and you must suffer -momentum, choose one.

- * Envision how the price is paid and apply the cost to a different suffer move.

- * Envision how this undermines your progress on a vow, expedition, connection, or combat. Then, clear 1 unit of progress on that track per its rank: troublesome=3 boxes; dangerous=2 boxes; formidable=1 box; extreme=2 ticks; epic=1 tick.

ENDURE HARM

When you **face physical injury, fatigue, or illness**, suffer -health equal to your foe's rank or as appropriate to the situation(-1 for minor harm, -2 for serious

harm, or -3 for major harm). If your health is 0, Lose Momentum equal to any remaining harm.

Then, if your health is 0 or you choose to resist the harm, roll +health or +iron, whichever is higher.

On a **strong hit**, choose one.

- * Shake it off: If you are not wounded, take +1 health

- * Embrace the pain: Take +1 momentum

On a **weak hit**, if you are not wounded, you may Lose Momentum (-1) in exchange for +1 health. Otherwise, press on.

On a **miss**, it's worse than you thought. Suffer an additional -1 health or Lose Momentum (-2). If your health is 0, you must also mark wounded or permanently harmed, or roll on the table below.

1-10	You suffer mortal harm. Face Death.
11-20	You are dying. Within an hour or two, you must Heal and raise your health above 0, or Face Death.
21-35	You are unconscious and out of action. If left alone, you come back to your senses in an hour or two. If you are vulnerable to ongoing harm, Face Death.
36-50	You are reeling. If you engage in any vigorous activity before taking a breather, roll on this table again (before resolving the other move).
51-100	You are still standing.

ENDURE STRESS

When you **face mental strain, shock, or despair**, suffer -1 spirit for minor stress, -2 for serious stress, or -3 for major stress. If your spirit is 0, Lose Momentum equal to any remaining stress

Then, if your spirit is 0 or you choose to resist the stress, roll +spirit or +heart, whichever is higher.

On a **strong hit**, choose one.

- * Shake it off: If you are not shaken, take +1 spirit
- * Embrace the darkness: Take +1 momentum

On a **weak hit**, if you are not shaken, you may Lose Momentum (-1) in exchange for +1 spirit. Otherwise, press on.

On a **miss**, it's worse than you thought. Suffer an additional -1 spirit or Lose Momentum (-2). If your spirit is 0, you must also mark shaken or traumatized, or roll on the table below.

1-10	You are overwhelmed. Face Breaking Point.
11-25	You give up. Forsake Your Vow.
26-50	You give in to fear or compulsion, and act against your better instincts.
51-100	You persevere.

COMPANION TAKES A HIT

When your **companion faces physical hardship**, they **suffer -health equal to your foe's rank or as appropriate to the situation(-1 for minor harm, -2 for serious harm, or -3 for major harm).** If your companion's health is 0, Lose Momentum equal to any remaining harm.

Then, if their health is 0 or you choose to test their resilience, **roll +heart or +your companion's stamina, whichever is higher.**

On a **strong hit**, your companion rallies. Give them +1 health.

On a **weak hit**, if your companion's health is not 0, you may Lose Momentum (-1) and give them +1 health. Otherwise, they press on.

On a **miss**, it's worse than you thought. They suffer an additional -1 health or you Lose Momentum (-2). If your companion's health is 0, they are out of action until given aid. If their health is 0 and you rolled a miss with a match on this move, they are dead or destroyed; discard the asset.

SACRIFICE RESOURCES

When you **lose or consume resources**, suffer -1 supply for a minor loss, -2 for a serious loss, or -3 for a major loss.

If your supply is exhausted (reduced to 0), mark unprepared. When you suffer a loss of resources while unprepared, envision how this causes you hardship and apply the cost to a different suffer move.

Threshold moves

FACE DEATH

When you **encounter a situation where death is an immediate and unavoidable outcome**, you are dead. When you are instead brought to the brink of death with a chance for recovery or redemption, roll +heart.

On a **strong hit**, you are cast back into the mortal world.

On a **weak hit**, choose one.

- * You die, but not before making a noble sacrifice. Envision your final moments.

- * There is more to be done. Envision what is revealed or asked of you at death's door, and Swear an Iron Vow to complete an extreme quest. You return to the mortal world and must mark doomed. When you complete the death-bound quest, clear the impact.

On a **miss**, you are dead.

FACE BREAKING POINT

When **you are brought to the brink of your breaking point**, roll +heart.

On a **strong hit**, you resist and press on.

On a **weak hit**, choose one.

- * Your spirit breaks, but not before you make a noble sacrifice. Envision your final moments.

- * You see a vision of a dreaded event coming to pass. Envision that dark future, and Make a Promise to prevent it through an extreme quest. You return to your senses and must mark tormented. When you complete the soul-bound quest, clear the impact.

On a **miss**, you succumb to despair or horror and are lost.

Recover moves

SOJOURN

When you **spend time recovering within a community**, roll +heart.

On a **strong hit**, this is a safe refuge. You and your allies may each choose two recover moves: Heal, Hearten, Repair, or Resupply. Instead of rolling, assume an automatic strong hit for each. An individual move can be taken more than once.

On a **weak hit**, as above, but time is short or resources are strained. You and your allies each make one recover move instead of two, with no more than three moves total among the group.

On a **miss**, choose one.

- * The community needs your help, or makes a costly demand in exchange for safe harbor. Envision what they ask of you. If you do it, or Swear an Iron Vow to see it done, resolve this move as a strong hit.

- * You find no relief, and the situation grows worse. Pay the Price.

HEAL

When you **receive medical care or provide treatment**, envision the situation and roll. If you...

- * Receive treatment from someone (not an ally): Roll +iron

- * Mend your own wounds: Roll +iron or +wits, whichever is lower

- * Obtain treatment for a companion: Roll +heart

* Provide care: Roll +wits

* Provide care to a pokemon using medical items: Roll + supply

On a **strong hit**, the care is helpful. If you (or the ally under your care) are wounded, clear the impact and take or give +2 health. Otherwise, take or give +3 health.

On a **weak hit**, as above, but the recovery costs extra time or resources. Choose one: Lose Momentum (-2) or Sacrifice Resources (-2).

On a **miss**, the aid is ineffective and the situation worsens. Pay the Price.

HEARTEN

When you **socialize, share intimacy, or find a moment of peace**, roll +heart.

On a **strong hit**, you find companionship or comfort and your spirit is strengthened. If you are shaken, clear the impact and take +1 spirit. Otherwise, take +2 spirit. If you make this move as you Sojourn, take +1 more.

On a **weak hit**, as above, but this indulgence is fleeting. Envision an interruption, complication, or inner conflict. Then, Lose Momentum (-1).

On a **miss**, you take no comfort and the situation worsens. Pay the Price.

RESUPPLY

When you **attempt to bolster your readiness, envision the opportunity** and your approach. If you...

* Barter or make an appeal: Roll +heart

* Threaten or seize: Roll +iron

* Steal or swindle: Roll +shadow

* Scavenge or craft: Roll +wits

On a **strong hit**, choose one.

* If you are unprepared, clear the impact and take +1 supply. Otherwise, take +2 supply.

* If you are in need of a specific item or resource that can reasonably be obtained, you acquire it. Take +1 momentum.

On a **weak hit**, as above, but you must first deal with a cost, complication, or demand. Envision the nature of this obstacle.

On a **miss**, you encounter an unexpected peril. Pay the Price.

Legacy moves

EARN EXPERIENCE

When you fill a box (four ticks) on adventure or bonds track, take 2 experience. This experience may be spent when you Advance.

Once you completely fill the tenth box on any legacy track, clear that track. You may start again marking progress on the cleared track, but earn experience at a reduced rate of 1 experience (instead of 2) for each filled progress box. If you make a progress roll against this track, resolve the outcome as if at 10 progress.

ADVANCE

When you **develop your abilities, improve your resources, gain a reward, or boost your influence**, you may spend 3 experience to add a new asset, or 2 experience to upgrade an asset. Choose from the following categories as appropriate to your focus and opportunities.

- * Path: Bolster your personal capabilities or follow a new calling
- * Companion: Gain or improve a trusted helper
- * Deed: Learn from your experiences or build a legacy

Fate moves

ASK THE ORACLE

When you **seek to resolve questions, reveal details, discover locations, determine how other characters respond, or trigger encounters or events**, you may...

- * Draw a conclusion: Decide the answer based on the most interesting and obvious result.
- * Spark an idea: Use an oracle table or other random prompt.
- * Ask a yes/no question: Decide the odds of a yes, and roll on the table below to check the answer.
- * Pick two: Envision two options. Rate one as likely, and roll on the table below to see if it is true. If not, it is the other.

Odds	The answer is yes if you roll...
Small Chance	10 or less
Unlikely	25 or less
50/50	50 or less
Likely	75 or less
Almost Certain	90 or less

On a match, envision an extreme result or twist.

PAY THE PRICE

When you **suffer the outcome of an action**, choose one.

- * Make the most obvious negative outcome happen.
- * Ask the Oracle for inspiration. Interpret the answer as a hardship or complication appropriate to the situation.
- * Roll on the table below. If the result doesn't fit the situation, roll again.

1-2	A trusted individual or community acts against you
3-4	An individual or community you care about is exposed to danger
5-7	You encounter signs of a looming threat
8-10	You create an opportunity for an enemy
11-14	You face a tough choice

15-18	You face the consequences of an earlier choice
19-22	A surprising development complicates your quest
23-26	You are separated from something or someone
27-32	Your action causes collateral damage or has an unintended effect
33-38	Something of value is lost or destroyed
39-44	The environment or terrain introduces a new hazard
45-50	A new enemy is revealed
51-56	A friend, companion, or ally is in harm's way (or you are, if alone)
57-62	Your equipment or vehicle malfunctions
63-68	Your vehicle suffers damage
69-74	You waste resources
75-81	You are harmed
82-88	You are stressed
89-95	You are delayed or put at a disadvantage

Pokemon moves

LEVEL UP POKEMON

When your Partner Pokemon grows in strength or ability, you may spend 3 experience of one Partner Pokemon Asset to do one of the following:

- Upgrade the asset card by selecting a new ability.
- Mark a Stage
- Change their Aptitude
- Change their Form if applicable. If you do, update their types and aptitude accordingly.
- Gain +2 momentum.

EVOLVE POKEMON

When one of your partner pokemon evolves to a new form by increasing their stage, or you *make a strong bond* with your baby pokemon, you may evolve them. When you do, change the following information on their asset card to match their new evolution:

- Species
- Type(s)
- Aptitude (Based on the highest base stat of the pokemon)

In Addition, if it was a baby pokemon that evolved you may increase its stage by 1.

HATCH AN EGG

Progress Move

When a pokemon egg in your possession is hatching, roll the challenge dice and compare it to your progress on the egg.

On a **strong hit**, you're in luck the pokemon in the egg is one level higher in rarity than the progress track. You may select a rarer pokemon to add as a Partner Pokemon or select one that corresponds to the expected rarity and mark 3 experience on it right away.

On a **weak hit**, a pokemon of appropriate rarity hatches. Add a Partner Pokemon asset for it.

On a **miss**, the newborn pokemon doesn't accept you and immediately begins to attack. You must *Catch Pokemon* in order to add it as an asset.

CATCH A POKEMON

When you End the Fight or Start a Relationship by **throwing a pokeball at a wild pokemon in order to capture it**, apply these rules to the result of that move. **If you use equipment specifically designed to catch this kind of pokemon (e.g. Net Ball in case of water and bug pokemon) add +1.**

On a **strong hit**, the pokemon accepts you as its trainer. Add a Partner Pokemon asset for it and add +1 if you Start a Relationship with it in your next move. If you captured the Pokemon by Start a Relationship take +1 momentum instead.

On a **weak hit**, you catch the pokemon. Add a Partner Pokemon asset for it.

On a **miss**, the pokemon breaks free and flees.

MEGA EVOLVE

When you channel your friendship through your keystone and the mega stone held by a Pokemon you share a bond with, it changes form for a short time (until it faints or you resolve the current scene or challenge). You cannot *Mega Evolve* any pokemon again until you have rolled a hit on *Sojourn* or *Make Camp*.

While mega evolved, the Pokemon gets these benefits

- Note any type or aptitude changes
- You get +3 when your Pokemon acts with it's aptitude and gain +2 momentum on a hit
- Your Pokemon is treated as if it has one additional stage for damage reduction (Max 4).

Pokemon Partner (companion)								
Name: _____ Species: _____ Type(s): _____ Aptitude: _____	● When this Pokemon assists you in an action or takes action on your command, add +1 on rolls that match this pokemon's aptitude. ○ Add +2 on rolls that match this pokemon's aptitude instead and take +1 momentum on a hit. ○ When this Pokemon assists you out of combat in an environment matching one or both of its types, you may reroll one die for each match.							
Stage: ○ --- ○ --- ○ <i>Reduce harm to stamina by 1 for each marked stage (minimum of 1 harm).</i>								
Stamina <table border="1"> <tr> <td>6</td> <td>5</td> <td>4</td> <td>3</td> <td>2</td> <td>1</td> <td>0</td> </tr> </table>	6	5	4	3	2	1	0	Experience ○○○○○○○○○○○ ○○○○○○○○○○○○○
6	5	4	3	2	1	0		
 OUT OF ACTION								

Clearly, Partner Pokemon are an advanced sort of companion, but they are still a companion asset. When you acquire a new Partner Pokemon asset, you need to write in the pokemon's nickname, species (current evolution), type(s), and Aptitude. One of the things I like about this approach is that it is flexible enough to let you bend the rules on Pokemon or do some wacky stuff like the Pokemon Manga. Like when [Team Rocket combined Zapdos, Moltres, and Articuno into one pokemon](#). Yeah, that happened...

An important note before moving on, when using a Partner Pokemon asset, they don't have their own stat set like the player. You will still make all the moves using your players stats, even if your pokemon is doing all of the work in the situation. This is a reflection of how your PC's personality, training style, and leadership impacts their pokemon's actions. However, your pokemon's stats come into play via their Aptitude attribute and abilities.

Aptitude

Aptitude is the representation of the pokemon's highest stat in Ironsworn. Each time you acquire this asset for a new pokemon, consult a pokedex app or website to determine its highest base stat and set in the Aptitude accordingly. On ties, you can

pick the top stat or you can *Ask the Oracle*. If a specific pokemon's theme would better fit a different stat, then go with that. For instance, ghost pokemon would likely make a lot of sense to roll +shadow, but very few have Special Defense as their highest stat. Feel free to go with the more narratively interesting option.

- Attack => Iron
- Special Attack => Shadow
- Defense => Heart
- Special Defense => Wit
- Speed => Edge

The default ability and first upgrade of this asset directly play off of this attribute. It is intended to guide you to leverage your pokemon by its strengths. For instance, Pikachu's highest stat is speed, so its aptitude is Edge. As a result, I can focus on its speed and agility in the narrative and obtain a mechanical bonus for it.

Examples:

- I command Pikachu to dash ahead to block an exit before our target can reach it, I will roll +Edge and add +1 for using its speed on Secure an Advantage.
- Pikachu is battling a pokemon and I have initiative. I have him use thunderbolt from a distance as a ranged attack when making the *Strike* move. I roll +Edge and get to leverage his Edge aptitude there as well to highlight his ranged moveset instead of just his speed.

If you find over the course of your game that you want to move your pokemon to different kinds of situations or uses you can update its aptitude when you make the *Level Up Pokemon* move. A pokemon can only have one Aptitude, though.

Stage

This 3-part progress bar is an abstraction of the pokemon's level and evolution. For each section that is marked, the pokemon takes 1 less damage when you make the *Companion Endure Harm* move, with a minimum of 1 damage.

When you catch a new pokemon that is an evolved form or otherwise considered a higher strength than a basic pokemon, you may mark one or more stage circles. Use the following as guidelines. As with all things Ironsworn, if it makes narrative sense to go with a different value because the pokemon is much stronger or weaker than it would normally be then do that.

- Baby and Basic pokemon start with 0 slots filled.
- 1st stage evolution pokemon start with 1 slot filled.

- 2nd stage evolution pokemon start with 2 slots filled.
- Legendary pokemon start with all 3 slots filled (unless you obtain them in a weaker state)
- Non-Legendary pokemon that don't evolve are a bit of wildcards and you should base their stage off of their threat level in battle. See the information in the section on Pokemon Battles for more details. However, you'll likely notice that the stage mechanic is effectively scaling your pokemon up against opponents threat level based on its strength/evolution.

When you mark a stage on a partner pokemon, you may make the *Evolve Pokemon* move. However, it is not required (except for baby pokemon). If you choose to hold a pokemon back from Evolving for narrative purposes, then you may. The only mechanical benefit to evolution is updating the written-in values of your partner pokemon, so you may choose to *Evolve Pokemon* at any time afterwards as long as the pokemon's stage is higher than its evolution. Use the guidelines above for setting the stage for new pokemon to see if you should be able to evolve a pokemon without *Level Up Pokemon*. Please note that a baby pokemon that evolves into a basic pokemon will already have a stage claimed from its own evolution. This does not mean that you may automatically evolve it again.

Stamina

This bar represents the combination of what would be your pokemon's Health, Spirit, and Supply (PP). When you have to make the Companion Takes a Hit move, you can envision different kinds of events, besides simply them getting damaged by an opponent's move. Make your action sequences interesting and treat your Partner Pokemon as their own character.

In many situations, such as Pokemon Battles, your PC may not be at risk of taking direct damage. However, if you find that your pokemon is getting clobbered too fast and you need to extend their health to show they are "hanging in there for you", you may pay the price and lose Supply or Endure Stress instead. However, you will take the full value of the threat level whereas your Pokemon may take reduced damage due to their Stage attribute.

To Recover a pokemon's stamina, you can do the following things:

- Any move that results in the player regaining Health or Spirit also restore an equal amount of stamina for your pokemon. This can be applied globally to all of the pokemon you have with you when it makes sense, like with *Make Camp*.
- You may make the *Heal* move on a partner pokemon as if they were an ally PC.

- Make the *Heal Pokemon* move by trading Supply for individual Stamina points when you use an item to improve your pokemon's health or status.
- Reset all of your pokemons' Stamina to 6 whenever you roll a hit on *Sojourn*. This is how the player visits a pokemon center. On a miss, envision something is blocking operations for the center, that the town you came to doesn't have one, or some situation is preventing you from reaching it.

Experience

Partner Pokemon gain their own experience as they take part in your adventures. When you complete a progress bar for a promise, combat/scene challenge where the Pokemon played a significant role, or first time Deepen the Bond between you mark experience for them according to the difficulty of the challenge:

- Troublesome (Shallow): 1
- Dangerous (Strong): 2
- Formidable (Deep): 3
- Extreme (Profound): 4
- Epic (Intimate): 5

You do not use your PC character's experience to improve your Partner Pokemon assets. Instead, you make the *Level Up Pokemon* move by spending 3 of that pokemon's experience. This allows you to take additional abilities on the asset or change/improve the details on their asset card. See the move for more details.

Eggs and Baby Pokemon

Along your travels, your character may come across a Pokemon Egg. When you acquire an egg, start a new progress bar with a challenge rating corresponding to the rarity of the Pokemon. If you don't know, then Ask the Oracle.

Until Oracle tables are created for specific pokemon evolution chains, this is entirely up to the players discretion to determine the specific pokemon they will receive. However, here's a rough guide. Keep in mind that this is based on the entire evolution chain, not just the pokemon that will hatch from the egg:

- Common: Troublesome
 - These are your pidgeys, rattatas, magikarps, geodudes, zubats, etc. Things you can generally catch in many spots across the region.
- Uncommon: Dangerous
 - These are pokemon that aren't hard to find in a particular area, but they only live in specific locations. This will be pokemon like magnemite, diglett, drowzee, growlithe

- Rare: Formidable
 - These are pokemon that not only live in specific areas, but also tend to be difficult to track down. This will be pokemon like abra, ralts, or relicanth
- Pseudo-Legendary: Extreme
 - These are Pokemon that very few people see, but are found in the wild. They will tend to be very powerful in their late stage evolutions like dratini, larvitar, bagon, etc.
- Legendary: Epic
 - You must have been blessed by Arceus or something to get your hands on the egg of a legendary pokemon. These are pokemon of myth and are generally one of a kind in an entire region, if not the world. Articuno, Entei, Mew, Mewtwo, Lugia, etc (There's an awful lot of them now aren't there?)

Hatching an Egg

Whenever you roll a hit on Undertake an Expedition, mark progress on the egg based on its own challenge rating. You may make the progress move "Hatch an Egg" when you're ready for it to hatch. If you hatch it when your progress is low, though, you may have to battle the pokemon before you hatch it.

Baby Benefits

Baby pokemon are effectively the same as basic pokemon but have an added bonus of growing faster.

- You can use the Level Up Pokemon move for 2 experience instead of 3 on a baby pokemon. If you use this move to increase their stage you must immediately make the Evolve Pokemon move on them as well.
- You may make the Evolve Pokemon move on a baby pokemon when you land a hit on Deepen the Bond (from Shallow to Strong) with them without having to use Level Up Pokemon. When a baby pokemon evolves this way, you also mark a stage for them.

Team Size

Ironsworn operates better with smaller player groups, and adding a Partner Pokemon is similar to adding a whole other player's worth of details. As such, the recommended way to play this hack is to keep your team size of 1-3 Partner Pokemon assets with you at a time on your adventures in solo games. For co-op games, limit this to 2 max. You may have times where you want to temporarily lift the restrictions and use a full team

of 6 for a gym or league match or something, which is fine for when that is the focus of your play session. However, when you leave to go travel in the wilderness, stick with the limited team.

You can, of course, capture as many as you want and keep the collection of assets handy, but you may only take up to 3 with you at a time and the rest stay in the proverbial “box” until you switch them out when you Sojourn. When you are already at your max team size and acquire a new pokemon, pick one to send to your interpretation of pokemon storage.

Pokemon Battles

All regular ironsworn combat rules and moves apply. The player will roll with their character’s stats each move and apply the acting partner Pokemon's Aptitude bonus when appropriate.

When a move says to *Pay the Price* in a pokemon battle when your partner pokemon are the only ones at risk, all mentions to the move can be ignored by the player, and instead they must make the *Companion Endure Harm* move instead. As stated before, you may choose to still *Pay the Price* as the player to endure stress or supply when applicable if you wish to narratively draw a battle out longer.

Starting a Fight

There are three moves for engaging in fights. See below for what situations you should use them when concerning Pokemon Battles.

Come Across Challenger’s Gaze

Specifically in the context of Pokemon Battles, Come Across Challenger’s Gaze when there is an understanding that the pokemon trainers involved will not be in any direct danger of the fight. This is for cases like traditional trainer battles or even when challenging certain wild pokemon that are proud or inviting of the challenge. This would be most applicable to legendary pokemon that you have possibly made a specific journey to meet or even normal wild pokemon that you’ve developed some sort of rapport over the course of your adventure.

Enter the Fray

When the battle ahead is no-holds-bar and against an enemy that may willfully attack the player directly, then Enter the Fray. This move will be used for almost all wild pokemon encounters and may be applicable to trainer battles if you are fighting someone on an evil organization or a downright cheater out in the wilderness

Battle

Battle can be applied to any of the above described cases, but may best be used if you want to address messier situations quickly; like fighting a single trainer with multiple pokemon or taking on a group of enemy trainers as you fight through an evil organization's headquarters.

Setup and Progress

When you begin a fight involving pokemon you have a few options for how to approach progress. Pick whichever fits best in your situation.

- **A separate progress bar for each pokemon you have to fight.** Obviously, this applies to single enemy encounters, but you can do it against each pokemon your opponent sends out if you want a more involved battle for a prolonged challenge.
- **A single progress bar for the entire battle.** When you do this, if you want the challenge rating to be consistent throughout, then make sure to select opposing pokemon for the enemy that feature consistent challenge ratings (see below). Alternatively, you could leverage the Zone mechanic from Delve to increase the challenge rating over the course of the battle if you expect your opponent to use stronger and stronger pokemon.

Once you've determined how you will track progress, follow these guidelines to determine the threat level of the pokemon battle.

- Baby and basic stage pokemon are Troublesome to Dangerous
- 1st stage or non-evolving pokemon Dangerous to Formidable
- 2nd stage pokemon are Formidable to Extreme
- Legendary Pokemon are Extreme to Epic

Conducting a Pokemon Battle

As mentioned before, all normal Ironsworn rules and moves apply to pokemon battles as well, but here are some additional details and considerations to make when conducting these interactions.

Movesets and Damage

View moves similarly as equipment, you don't have to track them, just do what makes sense narratively and focus on your Pokemon's aptitude. If you have a fire type, then it makes sense that it can spew fire. The strength of the fire move is relative to your progress bar, so whether it uses ember, flamethrower, or fire blast doesn't really matter.

As a result, all Pokemon attacks inflict more harm against your opponents than yours, which is accounted for in combat moves. This keeps the information you have to worry about as the player lower and allows you to focus more on the narrative and less on number crunching.

Type Advantages

Since movesets do not carry any mechanical weight in this hack, you may be wondering what that means for type advantages. This is a fairly abstract interpretation, but it is consistent with how Ironsworn describes handling enemies: Type advantage is reflected by sliding the threat level up or down in your matchup. If you're going against something and you know you're going to be at a disadvantage, then up the threat level.

Here are a couple examples:

- You and your pikachu are traversing a cave when a wild onix appears. As a basic stage pokemon, but particularly large, so you might consider it as a *dangerous* threat. However, since your only pokemon is pikachu, he would definitely be at a disadvantage due to the type match up. As a result, you bump Onix up to a *formidable* threat.
- You and pikachu are fishing on the docks and you reel in a massive gyarados! You normally think that would be a formidable encounter, but your pikachu has an advantage over both types. As a result, you decide to bump it down to *dangerous* because it can still hit pretty hard.

Wild Pokemon Encounters

As stated before, most of the time, wild pokemon encounters will be triggered by *Enter the Fray*. Keep in mind that wild pokemon will have no concept of rules or limitations when they feel threatened, so it is very possible that they will directly attack the player and not always your partner Pokemon.

However, how should you go about finding the pokemon you are about to engage with? There are multiple scenarios, so here are some recommendations:

When you know what you're looking for...

Take a moment to think about where you are relative to the species of pokemon you are looking for. If you are nearby, perhaps you need to Gather Information about their whereabouts or Secure an Advantage in order to lure them in before trying to capture them.

If you aren't close to the pokemon's habitat, then you may need to *Undertake a Journey* in order to navigate there first. If you are using the Delve expansion, perhaps they are denizens of a specific site and you must search for them there.

Random Encounters

Until Oracles are created for this, envision your current surroundings and pick 5 pokemon species that would live in this environment: 2 common, 2 uncommon, and 1 rare, then roll on this table. If your game is taking place in an official region, you can also look up your location online and use the pokemon listed there. Whichever pokemon species you roll, determine what difficulty of fight you are in for and pick the appropriate evolution chain Ask the Oracle if you aren't sure.

Common 1	0-24
Common 2	25-49
Uncommon 1	50-69
Uncommon 2	70-89
Rare	90-100

Making a character

Make a character exactly like you will make it in Ironsworn/Starforged. In terms of assets one of the starting assets must be a Pokemon Partner, for the rest use normal assets that match your character idea from Ironsworn/Starforged.

In terms of character sheets, use Ironsworn or Starforged sheets as you like. Treat Legacy track as Adventure Track and forget about Discoveries Track.

You start with a shallow bond with your first pokemon.

Materials

Partner Pokemon asset

Relationship tracker (in the works)

Moves reference sheet (in the works)

New character sheet (in the future)

Pokemon specific assets (in the future)