

## The Ironsworn Helper web page

When I play solo role-playing games, I like to have some tools to help me and rarely rely on pencil and paper and looking up charts in books.

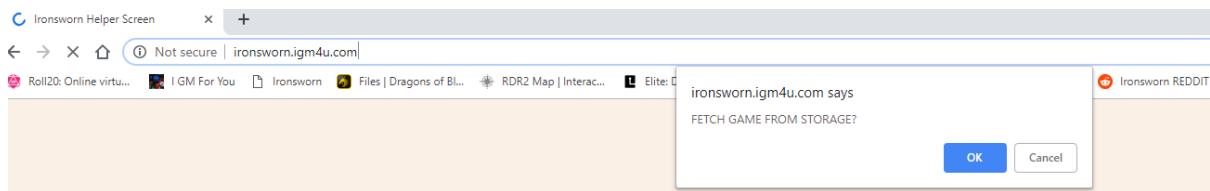
As I have spent a couple of decades developing web-based software, I decided to quickly write myself a web page to help me with the rules-lookups and dice rolling and tracking progress and allow me to focus on the story. It also lets me play on my iPad when I'm away from home and have no dice or pens.

I've decided to make it available to others. It should work OK in most browsers and might even work OK from your Phone if you have good eyesight.

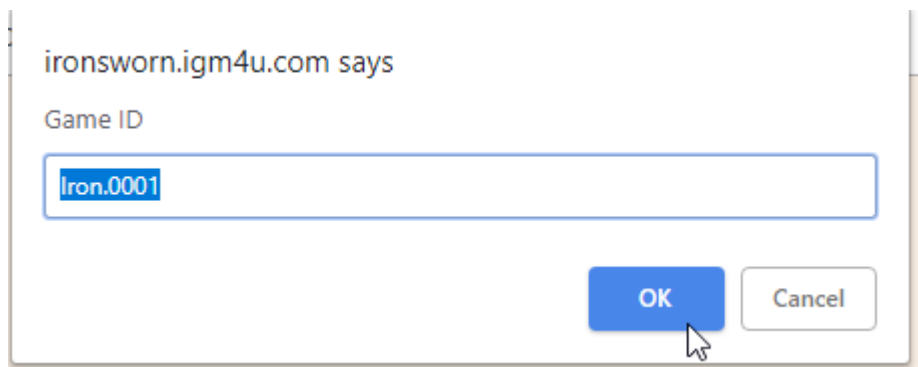
The web page stores your game data in your own browser's localStorage which will last until you clear your localStorage. It also lets you copy the raw data to a file and save it. Your game is not visible from anyone else's browser or anyone else's PC. The data never even gets sent to my website.

<http://ironsworn.igm4u.com>

This should launch the web page which immediately asks you to fetch your game from storage...



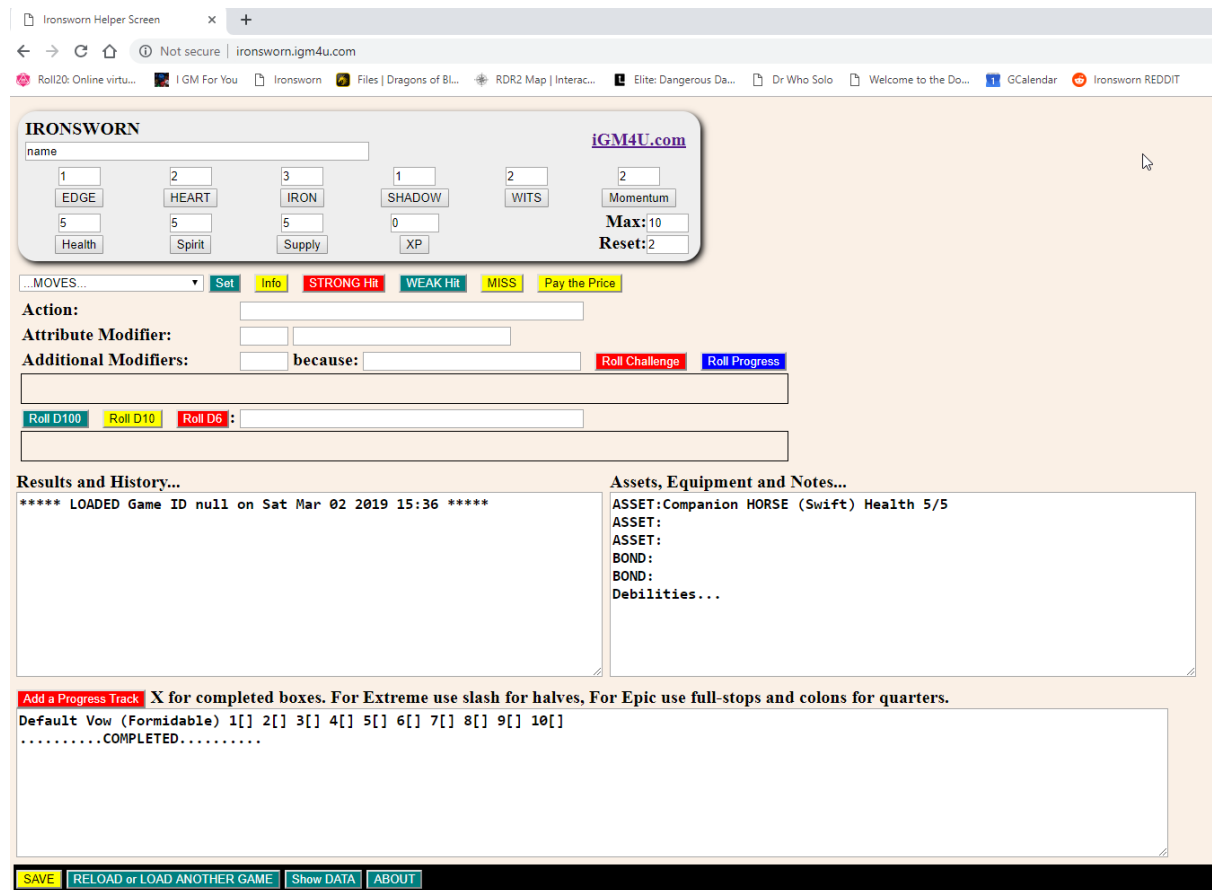
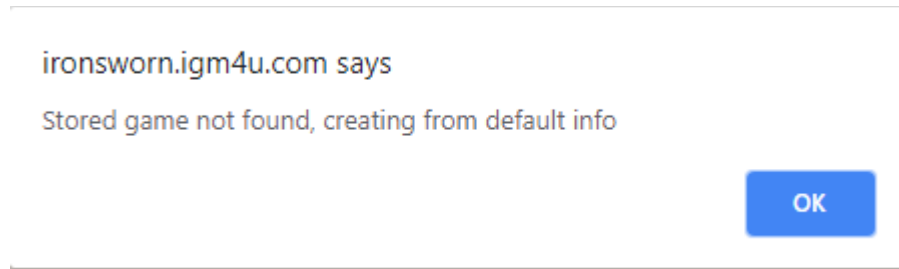
Say OK to this and it will ask for a Game ID eg. Iron.0001



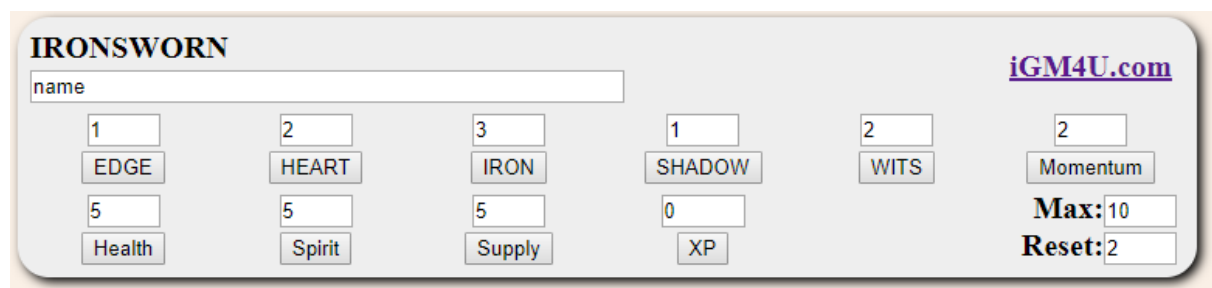
This Game ID is unique to your Browser, so you can leave it at the default or change it to be the name of the hero you intend to play eg. Iron.Valgrym or just Valgrym. The name is case-specific so if you use any capital letters, you will have to use the same capital letters when you want to load your game next time.

## FIRST TIME...

It won't find your game and will create a new one for you...



Your hero's name and attributes should be entered into the top section.



Your hero's Assets, Bonds and Equipment should be entered into the box on the right. Eg.

## Assets, Equipment and Notes...

ASSET: Companion HORSE (Swift) Health 5/5  
ASSET: Skirmisher (when you Face Danger...)  
ASSET: Storyteller (when you Secure an Advantage, compel or Forge a Bond...)  
Iron Spear  
BOND: Gwenneth  
BOND: Mother  
  
Debilities...

You can fill-in as much detail as you want for the assets – whatever you need to remind you what they do and when they apply.

## Making Moves...

The real purpose of this web page is to help you making Moves.

From the dropdown list, you can choose any of the standard Ironsworn Moves.

...MOVES...

**Action:**

**Attribute Modifier:**

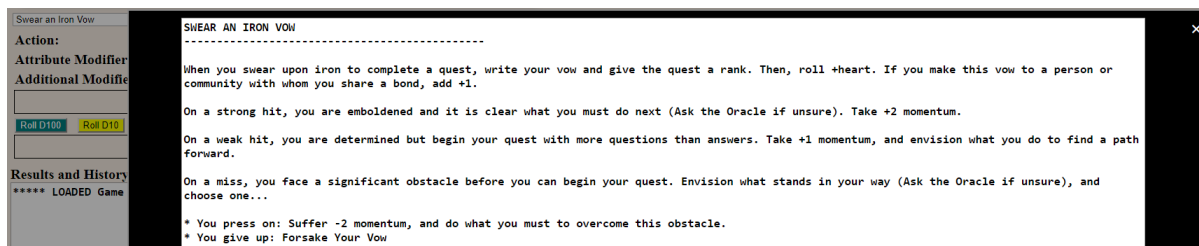
**Additional Modifiers:**  because:

...MOVES...  
..MOVES...  
Face Danger  
Secure an Advantage  
Gather Information  
Heal  
Resupply  
Make Camp  
Undertake a Journey  
REACH YOUR DESTINATION  
Compel  
Sojourn  
Draw the Circle  
Forge a Bond  
Test Your Bond  
Aid Your Ally  
WRITE YOUR EPILOGUE  
Enter the Fray  
Strike  
Clash  
Turn the Tide

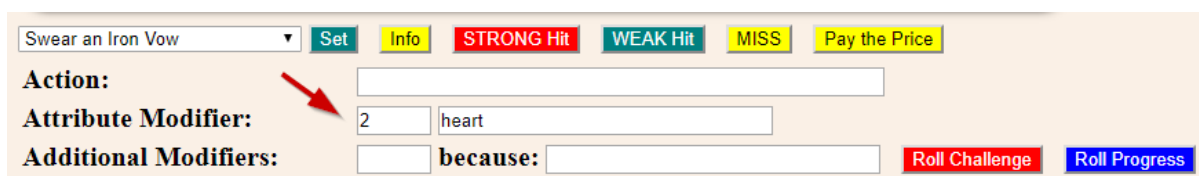
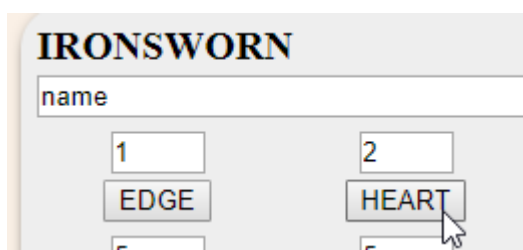
END THE FIGHT  
Battle  
Endure Harm  
Face Death  
Companion Endure Harm  
Endure Stress  
Face Desolation  
Out of Supply  
Face a Setback  
Swear an Iron Vow  
Reach a Milestone  
FULFILL YOUR VOW  
Forsake Your Vow  
Advance  
Pay the Price  
Ask the Oracle

Let's say we start with "Swear an Iron Vow"

Once you have selected the Move, you can click **Info** to see the full text.



In this case it tells you to roll +heart, so click the HEART button in the top section and it will fill-in the relevant attribute and modifier...



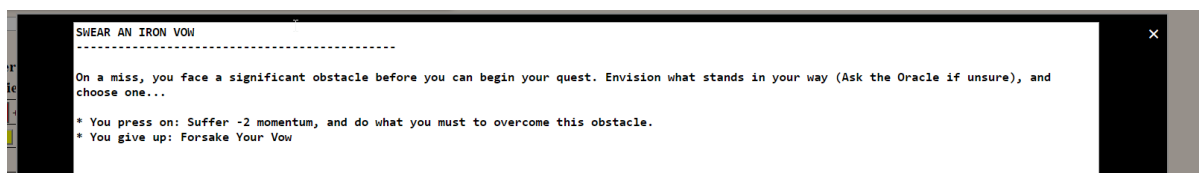
If there were any other modifiers, you could type them into the Additional Modifiers box with the reason.

Now you are ready to click **Roll Challenge** and this will roll the Action Die (a D6) and add your attribute modifier and then roll the two Challenge Dice (D10s) and compare the results and let you know if you got a STRONG Hit, WEAK Hit or MISS. It will show the results and even highlight if you got a MATCH on the two challenge dice.



In this case, I got a MISS.

If I can't remember what happens on a MISS, I can click the **MISS** button to check...



There are STRONG Hit and WEAK Hit buttons too.

Here are a few other results to show what they can look like...

Swear an Iron Vow : 4 +2 heart = 6 vs 8 & 5 WEAK HIT

Swear an Iron Vow : 5 +2 heart = 7 vs 1 & 6 STRONG HIT

Swear an Iron Vow : 3 +2 heart = 5 vs 8 & 8 MISS!! MATCH !!

If you need more of a description than just the Move name, you can type into the “Action” field and the result text will show that instead of the Move name.

Clicking the “Set” button will overwrite the Action field with the Move Name (in case you want to put the Move first and type an explanation after it).

### Making Progress Moves

If you want to make a Move that is a PROGRESS move, rather than a move based on one of your Attributes, pick the Move from the list as before (the blue ones are PROGRESS Moves).

Eg. End the Fight.

.. then click the **Roll Progress** button and it will ask you how much Progress you have made...

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How much Progress have you made?

Let's say, I've made 7 Progress and am taking a big risk to try and finish the fight before I take too much damage. I enter 7 and click OK, then the web page shows the result, comparing the Progress to the two Challenge Dice...

End the Fight :PROGRESS 7 vs 9 & 7 MISS

Oops! I guess that shows, you shouldn't take silly risks.

If one of the results indicates you should “Pay the Price” you can click the **Pay the Price** button to make a roll (shown by the red arrow in the picture below) and show you the table of results..

**PAY THE PRICE**

When you suffer the outcome of a move, choose one...

- \* Make the most obvious negative outcome happen.
- \* Envision two negative outcomes. Rate one as 'likely', and Otherwise, make it the other.
- \* Roll on the following table. If you have difficulty inter

**Roll D100**

1-2 Roll again and apply that result but make it worse. If of your quest (Ask the Oracle if unsure) and make it happen

3-5 A person or community you trusted loses faith in you, o

6-9 A person or community you care about is exposed to dang

10-16 You are separated from something or someone.

17-23 Your action has an unintended effect.

24-32 Something of value is lost or destroyed.

33-41 The current situation worsens.

42-50 A new danger or foe is revealed.

51-59 It causes a delay or puts you at a disadvantage.

60-68 It is harmful.

69-77 It is stressful.

78-85 A surprising development complicates your quest

[Don't forget though, that you don't have to take the rolled result with Pay the Price, you can always choose to envisage an outcome for yourself].

To keep you honest (actually to help you keep track of what you've been doing), there is a Results log that fills-in as you make rolls. You can type directly into it too so could potentially use it for your entire narrative if you plan to do an Actual Play Report. However, I usually write my Actual Plays in word and just cut and paste the result lines from the webpage, so the dice rolls stand out.

### Making other Rolls (Oracles etc)

If you want to roll D100 or D10 or D6, just fill in some text and click the relevant button...

Roll D100 Roll D10 Roll D6 : 1-2 she was lying, 3-5 it's true, 6 it explains everything

1-2 she was lying, 3-5 it's true, 6 it explains everything 6

Roll D100 Roll D10 Roll D6 : Challenge Rank oracle

Challenge Rank oracle 3 8

If there is a lot of interest in this tool, I might load the data for all the Oracle tables too. Or maybe some kind person will volunteer to do it for me ☺

### Progress Tracks for Vows and Journeys and Foes etc.

The section at the bottom of the screen is for Progress Tracks.

The default one that is created shows the format.

Add a Progress Track X for completed boxes. For Extreme use slash for halves, For Epic use full-stops and colons for quarters.

Default Vow (Formidable) 1[] 2[] 3[] 4[] 5[] 6[] 7[] 8[] 9[] 10[]  
 .....COMPLETED.....

**Add a Progress Track**

This box is editable so you can do it any way you want, but I click the button and it asks for a name for the Track and the "rank".

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New Track (Rank)

So you might type the name of a Foe... Bear (Dangerous) and hit OK. This will add your new track at the top of the box.

**Add a Progress Track** X for completed boxes. For Extreme use slash for halves,

Bear (Dangerous) 1[] 2[] 3[] 4[] 5[] 6[] 7[] 8[] 9[] 10[]  
Default Vow (Formidable) 1[] 2[] 3[] 4[] 5[] 6[] 7[] 8[] 9[] 10[]

As you make progress fighting the Bear, you can tick off the progress using "x" if you are marking off full boxes.

**Add a Progress Track** X for completed boxes. For Extreme use slash for halves,

Bear (Dangerous) 1[x] 2[x] 3[x] 4[] 5[] 6[] 7[] 8[] 9[] 10[]

If you are tracking an Extreme thing and you need to mark progress in half ticks you can use a slash for a half box.

**Add a Progress Track** X for completed boxes. For Extreme use slash for halves,

Tiger (Extreme) 1[x] 2[x] 3[x] 4[x] 5[/] 6[] 7[] 8[] 9[] 10[]

If you are tracking an Epic thing and you need to mark progress in quarter ticks you can use a dot for a quarter box, a colon for a half box and a colon followed by a dot for a three-quarters box

**Add a Progress Track** X for comple

The Kraken (Epic) 1[.] 2[]

The Kraken (Epic) 1[:]

The Kraken (Epic) 1[:.]

Let's face it, it's the Kraken, you won't be getting many of these.

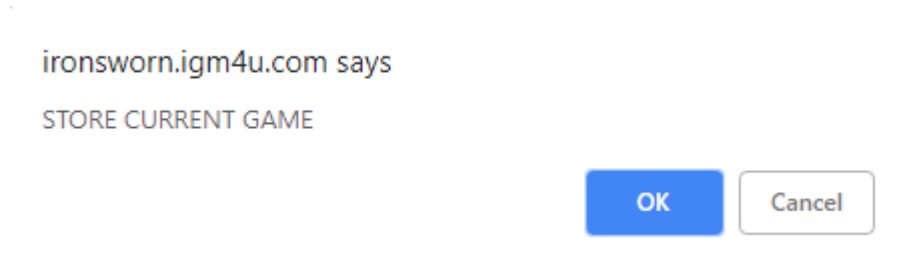
## Saving, Restoring, Transferring your Data

Your data lives in the Browser on your device. It is not being saved on my website. You should click

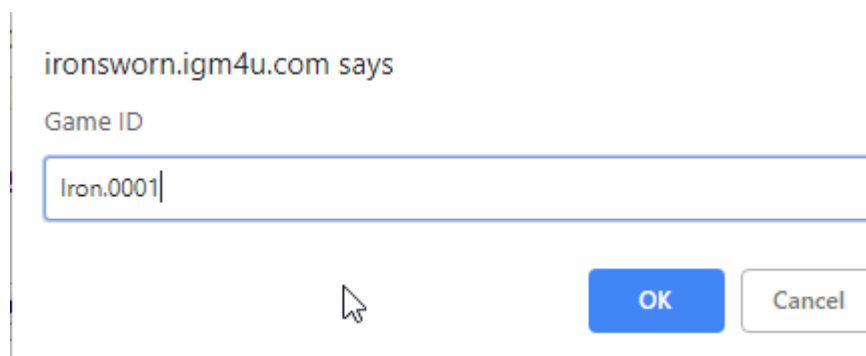
**SAVE**

every now and then (and definitely hit **SAVE** when you finish a session, before you navigate away from the page.

It will ask if you want to store the data



and then ask what Game ID to use (typically just use the current Game ID).



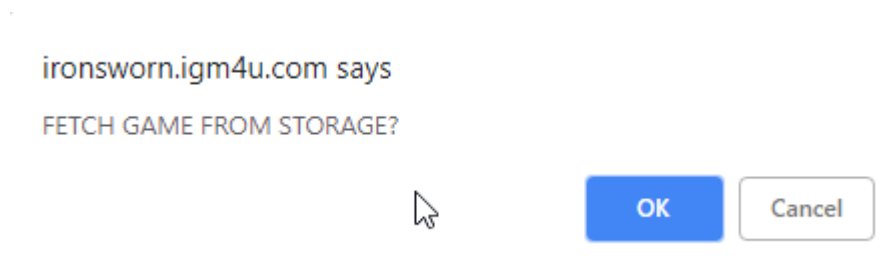
[or use the name of your hero if you intend to play multiple different stories]

Once you have it saved, you can shut your browser and clear your cache and the data will still be there. Only if you choose the option in your browser to clear its "localStorage" will you lose the data.

However, if you want to be extra sure (because localStorage has been known to clear down unexpectedly) you might want to make a backup copy of the DATA in a text file on your own PC. This can also be used to transfer the data between different browsers and to different machines.

**Remember to SAVE first.**

CLICK **Show DATA** and it will ask..





...ask you for a Game ID

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Game ID

Iron.0001

OK

Cancel

At the bottom of the screen an extra section will then appear containing the DATA of your hero...

You can copy/paste the data below and keep a backup copy in a text file...

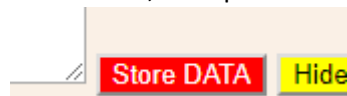
```
{ "Name": "Valgrym the Bold", "EDGE": "1", "HEART": "2", "IRON": "3", "SHADOW": "1", "WITS": "2", "XP": "2", "myResults": "*****  
LOADED Game ID Iron.0001 on Sat Mar 02 2019 16:43 *****", "myNotes": "ASSET: Companion Horse (Swift) \\\nWheezer\\ Health  
3/5\\nASSET: Skirmisher\\nASSET: Storyteller\\nASSET: Ritual - Faerie Ward\\n", "myTrackers": "Kill Radka the Witch (Extreme)  
1[] 2[] 3[] 4[] 5[] 6[] 7[] 8[] 9[] 10[]\\nFind Gwenneth (Formidable) 1[x] 2[x] 3[x] 4[x] 5[x] 6[] 7[] 8[] 9[]  
10[]\\n", "HEALTH": "5", "SPIRIT": "5", "SUPPLY": "1", "MOMENTUM": "5", "MOMENTUMMAX": "10", "MOMENTUMRESET": "2" }
```

Store DATA Hide DATA

SAVE RELOAD or LOAD ANOTHER GAME Show DATA ABOUT

You can copy that and paste it into a text file on your machine to keep a backup.

If you want to restore it or add it to another machine or a different browser, repeat the steps to Show DATA, then paste the DATA from your File into the box and click the "Store DATA" button



ENJOY!