

Ironsmut

Inspired by [Ironhorny](#) ♦ **WARNING:** Depicts sexual acts of dubious consent! ♦ Version 2025.06.01

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ABOUT

Use these rules whenever you want to have a sex scene in Ironsworn, Starforged, or Sundered Isles.

SETUP

Determine whether this is a **consensual** or **nonconsensual** sex scene. If **nonconsensual**, decide whether you want to be the **rapist** or the **victim**. This has consequences on what kind of sexual moves you can make.

Create a four-segment **emotion clock**. This represents build-up of emotional hazards such as worsening mood, loss of control, unwanted arousal, bad vibes, etc. Once **emotion clock** is filled completely, the intercourse ends.

Create an **intercourse track** and give it a rank and name.

Intercourse track is like the quest track built for sex:

- If sex is **consensual**, the track represents the likelihood of you and your partner(s) being satisfied together.
- If sex is **nonconsensual**, the track represents the likelihood of you succeeding in the sexual assault or escaping the sexual assault unscathed.



MAKING MOVES

Each moveset is roughly analogous to the [human sexual response cycle](#) with some additions.

- **Warm Up** moves *should* be made if intercourse track is empty, but this is not a hard rule.
- **Excitement Phase** and **Plateau Phase** moves can be made multiple times and should cater to the player's kinks.
- **Orgasm Phase** moves can be made after certain conditions are met.
- **Resolution Phase** moves are made when the intercourse ends.
- You must **Pay the Smut Toll** on a failed move.

ENDING A SEX SCENE

Intercourse ends when **emotion clock** is full, or when you decide you've had enough. Make a **Resolution Phase** move to determine the outcome of the sex scene. Afterwards, the scene ends.

PERPETRATOR AND RECEIVER

When making a move, if you're the one actively *committing* the act, you are the **perpetrator**. If you're the one *receiving* the act, you're the **receiver**.

If the sex scene is **consensual**, you can make moves as either **perpetrator** or **receiver**, and swap between the two at any time between moves.

On the other hand, if the sex scene is **nonconsensual**, follow these restrictions for the entire scene:

- If you're the **rapist**, you can only make **perpetrator** moves.
- If you're the **victim**, you can only make **receiver** moves.

Note that **perpetrator** and **receiver** doesn't necessarily correspond to penetrator/penetratee relations. For example, if you make a penetrative move as the penis-haver and your partner is the one taking charge and actively riding you, then you're the **receiver** even though you're the one penetrating your partner.

OPTIONAL RULES: AMORAL COMBAT

During a **nonconsensual** sex scene, the victim may wrest the initiative and *reverse rape* the rapist. Set up the **nonconsensual** sex scene as you would normally. You start the scene **in control** if you're the perpetrator, or **in a bad spot** if you're the victim.

When you score any **hit** on a move, you are **in control**. When you miss, you are **in a bad spot**. Apply this regardless of your "role" in the beginning of the scene.

If you're **in control**, make all your sexual moves as a **perpetrator**. If you're **in a bad spot**, make all your sexual moves as a **receiver**.

OPTIONAL RULES: STACK OVERFLOW

If the intercourse difficulty is **formidable or greater**, you may add an **Overflow** checkbox to your intercourse track. Whenever you mark progress but there are no empty boxes to mark, tick the **Overflow** checkbox instead and envision what it represents. You may tick the box even harder for any successive progress "overflows."

At the end of the sex scene, if **Overflow** box is ticked, you may mark progress on a legacy track of your choice.

WARM UP MOVES

FOREPLAY

Make this move only if sex is **consensual**. Envision what the nature of the foreplay is: making sweet talk, kiss on the neck, reciting poetry, etc. Then, roll the appropriate +stat.

On a **strong hit**, receiver reacts positively and is ready to make love. Envision the result, take +1 towards your next move, and mark progress.

On a **weak hit**, receiver is only mildly turned on, or something's getting in the way of arousal. Envision the mixed reception and mark progress.

On a **miss**, it's a total fumble and mood sours. Envision the result and Pay the Smut Toll.

STRUGGLE

Make this move only if sex is **nonconsensual**. You're struggling for positioning. Envision what method you're using to gain leverage or to escape it, then roll the appropriate +stat.

On a **strong hit**, you win the struggle. If you're the perpetrator, take +1 Momentum and mark progress. If you're the receiver, mark progress equal to the number of blank slices in your **emotion clock**.

On a **weak hit**, you win the struggle but not without complications. Mark one progress and take -1 on your next roll.

On a **miss**, your adversary is too much to overcome. Envision the result and Pay the Smut Toll.

EXCITEMENT PHASE MOVES

PENETRATIVE ACT

The perpetrator performs penetrative sexual acts against the receiver. Envision the method and which hole is being penetrated, then roll the appropriate +stat.

On a **strong hit**, if you're the perpetrator or consensual receiver, take +1 Momentum and mark one progress. If you're the nonconsensual receiver, envision how you manage to protect your hole(s), then mark progress.

On a **weak hit**, penetration leaves much to be desired. If you're a perpetrator or a consensual receiver, mark one progress but next move can't be another Penetrative Act. If you're the nonconsensual receiver, mark one progress and suffer -1 Momentum.

On a **miss**, envision the failed result and Pay the Smut Toll.

NON-PENETRATIVE ACT

The perpetrator performs non-penetrative sexual acts against the receiver. Eating out, thigh jobs, titjobs, tribadism, and other external acts qualify. Envision the method and which body part is being ravished, then roll the appropriate +stat.

On a **strong hit**, it goes swimmingly. If you're the perpetrator or consensual receiver, take +1 Momentum and mark one progress. If you're the nonconsensual receiver, envision how you managed to dodge and weave out of the way, then mark progress.

On a **weak hit**, it's an acceptable outcome. If you're a perpetrator or a consensual receiver, mark one progress but next move can't be another Non-Penetrative Act. If you're the nonconsensual receiver, envision how close you were to dodging out of the way. Then, mark one progress and suffer -1 Momentum.

On a **miss**, envision the failed result and Pay the Smut Toll.

PARAPHILIC ACT

The perpetrator performs sexual acts that are sexually deviant in nature – any acts considered to be not sexual by the general population or any taboo acts such as violence or various fetishes. Envision the method then roll the appropriate +stat.

On a **strong hit**, mark progress once. If you're the perpetrator or consensual receiver, envision the positive reaction from the intercourse partner(s). If you're the nonconsensual receiver, envision how you managed to dodge the act or suppressed the overwhelming arousal creeping up from your nether regions.

On a **weak hit**, as above, but less intense. Mark progress once.

On a **miss**, it goes terribly. Envision the result and Pay the Smut Toll.

PLATEAU PHASE MOVES

RESTRAIN PHYSICALLY

The perpetrator is close to climax and gets really aggressive. Any physically restraining acts against the receiver such as pinning down, strangling, grabbing by the wrist, lifting up by the thighs, qualifies. Roll +iron or +edge with the appropriate envisionings.

On a **strong hit**, mark progress and take +1 Momentum. If strong hit with a **match**, take +1 Heart as well. Envision how it went. If you're the perpetrator or consensual receiver, it pleasures you greatly and reaffirms your preferred sexual position. If you're the nonconsensual receiver, you resist or break out of the restraint.

On a **weak hit**, mark progress and envision how it went. If you're the perpetrator or consensual receiver, it's not as good as you'd like. If you're the nonconsensual receiver, you manage to fight it off with bruises.

On a **miss**, Pay the Smut Toll. If you're the perpetrator or consensual receiver, neither you nor the receiver are turned on by this. If you're the nonconsensual receiver, you're completely restrained by the perpetrator and rendered helpless as they intensify the assault.

VERBAL PROCLAMATIONS

Make this move if the perpetrator starts vocalizing, voluntarily or otherwise. This can be moans, insults, threats, passionate instructions, or anything else you deem appropriate.

On a **strong hit**, take +1 Momentum and mark progress. If you're the perpetrator, envision what kind of words spill out of your mouth and how the receiver replies positively. If you're the consensual receiver, envision what you're hearing and how it intensifies the pleasure. If you're the nonconsensual receiver, envision your retort and how it shuts up your opponent.

On a **weak hit**, mark progress. If the sex is consensual or if you're the perpetrator, envision the befuddled but positive response from the receiver. If you're the nonconsensual receiver, envision how you manage a harsh reply but still feel like you're being dirtied.

On a **miss**, Pay the Smut Toll. If you're the perpetrator, envision the unexpected response from the receiver. If you're the receiver, envision how the words you're hearing completely ruins the mood or degrades your self-esteem.

ORGASM PHASE MOVES

You may make **Orgasm Phase** moves after you've made at least one of either **Excitement Phase** or **Plateau Phase** moves.

STRING OF PEARLS

Make this move if any of the participants are undergoing male orgasm emissions inside or on other participants.

On a **strong hit**, mark progress twice. If you're the perpetrator, envision where you're cumming (inside or on) and how the receiver also climaxes with you. If you're the consensual receiver, envision where you're getting cummed in/on and the sensation of warm viscous fluids driving you over the edge. If you're the nonconsensual receiver, envision how you prevent the climax or how you dodge the emissions.

On a **weak hit**, mark progress once. Envision similarly as above, but with added narrative complications (cum got on hair, condom broke, accidentally lose clothes, etc).

On a **miss**, Pay the Smut Toll. If you're the perpetrator, envision dissatisfying failures such as premature climax or going suddenly soft. If you're the receiver, envision how it hits you at the wrong moment or how it grosses you out.

FULL BODY CLIMAX

Make this move if any of the participants are undergoing full-body orgasms.

On a **strong hit**, take +1 towards your next move and mark progress. If hit with a **match**, take +1 Momentum. If you're the perpetrator (i.e. inflicting full body orgasm on someone else), envision how it looks and what it does to your self-esteem. If you're the consensual receiver, envision how your mind goes blank and what kind of involuntary movements you make. If you're the nonconsensual receiver, you clench your teeth and endure successfully.

On a **weak hit**, mark progress. Envision similarly as above, but with added narrative complications (too loud, accidentally hit someone, enjoying it against your will, etc).

On a **miss**, Pay the Smut Toll. If you're the perpetrator, envision dissatisfying failures such as spotting a faked orgasm or hearing your rival's name being blurted out. If you're the receiver, envision disasters such as passing out or getting mindbroken while climaxing against your will.

RESOLUTION PHASE MOVES

Resolution Phase moves can only be made when the sex scene ends.

FULFILL YOUR LUST

When you reach the end of the intercourse, roll the challenge dice (2d10) and compare to the number of fully marked boxes in your **intercourse track**. Compare the result as outlined below, then clear the intercourse track and end the sex scene.

On a **strong hit**, mark a reward on one of your legacy tracks (choose one that feels appropriate) per the intercourse's rank. If you're the perpetrator or consensual receiver, envision how you finish the intercourse satisfied, and consider making a positive Connection Move (*Starforged*, p162) with the partner(s). If you're the nonconsensual receiver, envision how you fended off your rapist and left with relatively unscathed to live another day.

On a **weak hit**, mark a reward as above, but the narrative result is less than satisfactory. If the sex was consensual, your view of the partner(s) has been changed by this experience. If the sex was nonconsensual, envision a narrative consequence that changes you going forward.

On a **miss**, the intercourse was thoroughly unsatisfying or utterly traumatizing. Become Dissatisfied.

CUMSEQUENCE MOVES

BECOME DISSATISFIED

Make this move to pay the price for failing the **Fulfill Your Lust** move. Envision the impact of the failure to fuf. If it was a consensual romp, the price may end with hurt feelings and mildly traumatizing memories. If it was a nonconsensual assault, there might be serious consequences.

Envision the degree of impact of the failure to fuf. Then, choose an appropriate malus:

- If you knew the other person, consider making a negative **Connection Move** (*Starforged*, p162).
- If the sex was nonconsensual, consider Swear an Iron Vow (*Starforged*, p156) with the goal of taking revenge on the person who violated you.
- You are demoralized or dispirited: Endure Stress
- Envision how an enemy gains power off of this.
- Discard an asset.

- Someone else pays the price: Envision how a person, being or community bears the cost of your failure.
- Your reputation suffers. Envision how this failure marks you.

PAY THE SMUT TOLL

When you suffer a **missed** sexual move, you must mark one slice of the **emotion clock**. Envision what this represents: Unwanted arousal, getting close to climaxing prematurely, soured mood, hurt feelings, damage to dignity, etc.

Then, choose one:

- Make the most obvious negative sexual outcome happen.
- If the move was **nonconsensual**, consider making an appropriate Suffer Move (*Starforged*, p198).
- If you want a more deadly consequence for roleplay purposes, consider Pay the Price (*Starforged*, p232)

seduce someone, roll +its health.

- When you make an Orgasm Phase move, you may channel virility from your fuckubus and roll +its health. On a weak hit, you may suffer -1 momentum to reroll one of the challenge die.
- Your fuckubus companion has fed off of your sexual energies for long enough to become a powerful demon in its own right. When you make any combat moves against supernatural beings, you may roll +its health.

④ ③ ② ① ① Out of action

OPTIONAL PATH: HENTAI PROTAGONIST

When you start a sex scene, you may create a **Cum Clock** with **10 segments**. Whenever you make an Orgasm Phase move, fill one segment of the Cum Clock. At the end of the sex scene, if the number of filled-in segments in Cum Clock is greater than your Momentum value, you replace your Momentum value with your Cum Clock value, obeying any max Momentum value limits. Then, remove the Cum Clock.

At the end of a sex scene, if you take your Cum Clock value as your Momentum value, you may also choose to take your Cum Clock value as your **Lucky Number**. Whenever you roll a **miss** outside of sex scenes, if one of the challenge dice (d10s) is equal to your Lucky Number, you may upgrade that result to a weak hit and discard the Lucky Number (you'll have to cum again to get a new one).

Once per sex scene, if you are forced to Pay the Smut Toll, you may erase all segments of your Cum Clock and avoid incurring any consequences. If you do and you don't have a **patron sex god**, Swear an Iron Vow after the sex scene to find your patron sex god, extreme difficulty. If you already have a patron sex god, make a note to pay respects and offerings to your divine guardian pervert.

OPTIONAL COMPANION: FUCKUBUS

Your fuckubus companion is a gender-swapping, foul-mouthed demon companion with sharp horns and an even sharper tongue. Your contract with your fuckubus demands that you have sex with it on the first _____ day (choose a weekday: Tuesday sounds good) of the month under the light of pale moon. If you skip the payment sex, fuckubus suffers -1 health every session. When you're rolling to