

FLAGS

A DUNGEON WORLD BONDS REPLACEMENT

EXAMPLE FLAGS

GOOD / LAWFUL

Offer me an easier solution I must refuse on principle.

Cause/encourage me to duel somebody one on one.

Ask me to give you a weapon at a time of need or desperation.

Give me a reason to explain/demonstrate the folly of avarice.

Side with me on a course of action which does not involve bloodshed.

Put us in situations I can justly complain about.

Harm or threaten to harm an enemy that I can step in and care or show compassion for.

KNOWLEDGEABLE

Seek my help in finding information on how to

Help me to unearth hidden lore about.

Ask me to examine an important object.

Ask me about the history of a place.

Ask for and take my advice on a difficult matter.

SECRETIVE

Ask me a question that seems innocent, but is actually meant to get me to say what gender I am.

Tease out information about from me.

Get me to speak of my life beyond our mission.

Call me out when I express knowledge or manners that are different from my every day behavior.

CHAOTIC

Participate in wild and unlikely schemes with me when we're in a pinch.

Allow me to cause undue harm for your own benefit.

Allow me to challenge your faith in a deity or an institution.

Reveal a personal weakness so I can address it.

Believe and act on a lie I've told you.

Give me an order so I can refuse it.

ECCENTRIC

Interrupt me when I'm speaking with someone no one else can see.

Ask me about some sort of obscure history and then suffer through my, probably wrong, answer. POWERFUL

Attempt to dissuade me from solving a problem through the use of force.

Attempt to use finesse so I can barge right in/through.

VENGEFUL

Assist me in destroying someone's most treasured possession or in dealing the death blow to them.

Try to pull me back or rein me in so I can pursue vengeance at any cost.

CHARISMATIC / FAMOUS

Defer to me when dealing with polite society.

Believe and act on a lie I've told you.

Go incognito so I can mess it up by being easily recognizable.

Tell someone else about my exploits.

Follow a plan that benefits me while believing it's your idea.

IGNORANT / GULLIBLE

Convince me to cause undue harm for your own benefit.

Tell me a lie I believe.

Cause/encourage me to fight someone for your own gain.

OUTSIDER

Refuse my aid because I'm different.

Offer me some civilized convention so I can refuse to use it, even if it would make my task less difficult.

Point out a great achievement or belief of the civilized world so that I may mock it.

Allow me to break a rule, law or custom of the place we are in so that I might learn more about the world through my mistakes.

LEADER

Allow me to make a decision so you can criticize it later.

Suggest a journey to a forbidden/dangerous locale so I can lead the way.

Take my order to do something that seems stupid or reckless, regardless of whether it actually is.

Let me lead you into a battle, even if you might be the better choice to be in front.

Challenge my leadership if I make a decision that goes poorly.

DAREDEVIL

Ask me to do something daring and acrobatic. Make it dangerous for me to help you.

Allow me to go headfirst into danger even though the odds are against me.

Offer me a high-risk, high-reward plan that I can't resist.

COWARDLY

Offer me an opportunity to go into danger that I can refuse.

Put us in situations I can justly complain about.

Give me something important so that I can give it away at the first sign of trouble.

Call me a coward to get me to follow you into a dangerous situation.

GREEDY

Offer me some treasure to get me to do something I normally would not do.

Point out a treasure that is in a forbidden or dangerous place so I can try to get my hands on it.

DEVOUT / LOYAL

Offer me an opportunity to achieve a goal by going against my comrades that I will refuse.

Offer me an easy path that would break my vow so I can refuse.

Give me a reason to explain/demonstrate the folly of one of your sins.

Ask me to listen to your sins or confession so that I might petition my deity for their forgiveness.

Trust me with a secret you would never tell anyone else.

Interrupt me when I'm 'communing' or meditating so that I can ignore you.

PROTECTIVE

Get into a dangerous situation that I can protect you from.

Ask my advice in making a place defensible.

NOTORIOUS / CRIMINAL

Attempt to reassure someone so I can make it clear how dangerous I really am.

Call attention to something valuable or useful that would be missed so I can steal it.

Seek my help in finding a way into a well guarded facility.

Ask for my help in 'interrogating' someone.

Ask me for help in covering up a crime you have committed.



A DUNGEON WORLD & CLASS WARFARE PLAYBOOK

LOOK

BACKGROUND

DRIVES

ARCHETYPES

SPECIALTIES

FLAGS

STATS

Your base damage is **d**
Your maximum HP is **+Constitution**.
Assign scores: 16(+2), 15(+1), 13(+1), 12(-), 9(-), 8(-1):

Armor	HP	XP
	Max. HP	Level
Str	Dex	Con
Weak	Shaky	Sick
Strength	Dexterity	Constitution
Int	Wis	Cha
Confused	Stunned	Scarred
Intelligence	Wisdom	Charisma

STARTING MOVES

—

■

—

■

—

■

—

■

—

■

—

■

ADVANCED MOVES

—

■

—

■

—

■

—

■



MASTER MOVES



GEAR

STARTING GEAR

NOTES

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

Your maximum Load is **+Str.**

Coins  

Load 

(100 coins = 1 weight)

Max. Load

Class Warfare by Johnstone Metzger, CC-BY-SA 4.0.
Layout by @TomCosaert, Alpha Core (alphacore.be).