BASIC MOVES REFERENCE

HACK AND SLASH
When you attack an enemy in melee, roll+STR. On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7–9, you deal your damage to the enemy and the enemy makes an attack against you.

VOLLEY
When you take aim and shoot at an enemy at range, roll+Dex. On a 10+ you have a clear shot—deal your damage. On a 7–9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one.

DEFY DANGER
When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it...

- ...by powering through, +Str
- ...by getting out of the way or acting fast, +Dex
- ...by enduring, +Con
- ...with quick thinking, +Int
- ...through mental fortitude, +Wis
- ...using charm and social grace, +Cha

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7–9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

DEFEND
When you stand in defense of a person, item, or location under attack, roll+Con. On a 10+, hold 3. On a 7–9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally giving that ally +1 forward against the attacker
- Deal damage to the attacker equal to your level

SPOUT LORE
When you consult your accumulated knowledge about something, roll+Int. On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7–9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

DISCERN REALITIES
When you closely study a situation or person, roll+Wis. On a 10+ ask the GM 3 questions from the list below. On a 7–9 ask 1. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

PARLEY
When you you have leverage on a GM character and manipulate them, roll+Cha. Leverage is something they need or want. On a hit they ask you for something and do it if you make them a promise first. On a 7–9, they need some concrete assurance of your promise, right now.

AID OR INTERFERE
When you help or hinder someone you have a bond with, roll+Bond with them. On a 10+ they take +1 or -2, your choice. On a 7–9 you also expose yourself to danger, retribution, or cost.

NOTES

DUNGEON WORLD

CHARACTER PLAYBOOK | BARBARIAN (D10)

NAME:
NAMES: Gorm, Si-Yi, Priscilla, Sen, Xia, Anneira, Haepha, Lur, Shar, Doria, Nkosi, Fafnir, Qua, Sacer, Vercin'geto, Barbozar, Clovis, Frael, Thra-raxes, Sillius, Sha-Sheena, Khamisi

TITLES: the Glorious, the Hungry, the Irascible, the Undefeated, the Gluttonous, Foesmasher, Bonebreaker, the Mirthful, the Melancholic, All-Mighty, the Giant, the Triumphant

LOOK
Choose one for each:

- Tormented eyes, haunted eyes, wide eyes, or shrouded eyes
- Mighty thews, long shanks, scrawny body, or supple body
- Strange tattoos, unusual jewelry, or unmarred by decoration
- Scraps, silks, scavengers outfit, or weather-inappropriate clothes

ALIGNMENT
Choose an alignment:

☐ **CHAOTIC**: Eschew a convention of the civilized world

☐ **NEUTRAL**: Teach someone the ways of your people.

RACE
☐ **OUTSIDER**: You may be elf, dwarf, halfling, or human, but you and your people are not from around here. At the beginning of each session, the GM will ask you something about your homeland, why you left, or what you left behind. If you answer them, mark XP.

BONDS
Fill in the name of one of your companions in at least one:

_____

_____

_____

_____

_____

_____

_____

_____

EXAMPLES: X is puny and foolish, but amusing to me. X's ways are strange and confusing. X is always getting into trouble—I must protect them from themselves. X shares my hunger for glory, the earth will tremble at our passing!

CHARACTER SKETCH

ARMOR	HIT POINTS MAX HP:	XP LEVEL:

STR	DEX	CON
INT	WIS	CHA

Assign these scores to your stats:
16 (+2), 15 (+1), 13 (+1), 11 (0), 9 (0), 8 (-1).

Your maximum HP is 8+Constitution.

Your base damage is d10.

STARTING MOVES

Choose one of these to start with:

☐ FULL PLATE AND PACKING STEEL
You ignore the clumsy tag on armor you wear.

☐ UNENCUMBERED, UNHARMED
So long as you are below your Load and neither wear armor nor carry a shield, take +1 armor.

You also start with all of these:

HERCULEAN APPETITES
Others may content themselves with just a taste of wine, or dominion over a servant or two, but you want more. Choose two appetites. While pursuing one of your appetites if you would roll for a move, instead of rolling 2d6 you roll 1d6+1d8. If the d6 is the higher die of the pair, the GM will also introduce a complication or danger that comes about due to your heedless pursuits.

- ☐ Pure destruction
- ☐ Power over others
- ☐ Mortal pleasures
- ☐ Conquest
- ☐ Riches and property
- ☐ Fame and glory

THE UPPER HAND
You take +1 ongoing to last breath rolls. When you take your last breath, on a 7–9 you make an offer to Death in return for your life. If Death accepts he will return you to life. If not, you die.

MUSCLEBOUND
While you wield a weapon it gains the forceful and messy tags.

WHAT ARE YOU WAITING FOR?
When you cry out a challenge to your enemies, roll+Con.

On a 10+ they treat you as the most obvious threat to be dealt with and ignore your companions, take +2 damage ongoing against them.

On a 7–9 only a few (the weakest or most foolhardy among them) fall prey to your taunting.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves:

☐ STILL HUNGRY
Choose an additional appetite.

☐ APPETITE FOR DESTRUCTION
Take a move from the fighter, bard or thief class list. You may not take multiclass moves from those classes.

☐ MY LOVE FOR YOU IS LIKE A TRUCK
When you perform a feat of strength, name someone present who you have impressed and take +1 forward to parley with them..

☐ WHAT IS BEST IN LIFE
At the end of a session, if during this session you have crushed your enemies, seen them driven before you, or have heard the lamentations of their kinfolk mark XP.

☐ WIDE-WANDERER
You've travelled the wide world over. When you arrive someplace ask the GM about any important traditions, rituals, and so on, they'll tell you what you need to know.

☐ USURPER
When you prove yourself superior to a person in power, take +1 forward with their followers, underlings, and hangers on.

☐ KHAN OF KHANS
Your hirelings always accept the gratuitous fulfillment of one of your appetites as payment.

☐ SAMSON
You may take a debility to immediately break free of any physical or mental restraint.

☐ SMASH!
When you hack and slash, on a 12+ deal your damage and choose something physical your target has (a weapon, their position, a limb): they lose it.

☐ INDESTRUCTIBLE HUNGER
When you take damage you can choose to take -1 ongoing until you sate one of your appetites instead of taking the damage. If you already have this penalty you cannot choose this option.

☐ EYE FOR WEAKNESS
When you discern realities add "What here is weak or vulnerable?" to the list of questions you can ask.

☐ ON THE MOVE
When you defy a danger caused by movement (maybe falling off a narrow bridge or rushing past an armed guard) take +1.

MASTER MOVES

When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

☐ A GOOD DAY TO DIE
As long as you have less than your Con in current HP (or 1, whichever is higher) take +1 ongoing.

☐ KILL 'EM ALL
Requires: Appetite for Destruction
Take another move from the Fighter, Bard or Thief class list. You may not take multiclass moves from those classes.

☐ WAR CRY
When you enter battle with a show of force (a shout, a rallying cry, a battle dance) roll+Cha.

On a 10+ both, on a 7–9 one or the other.

- Your allies are rallied and take +1 forward
- Your enemies feel fear and act accordingly (avoiding you, hiding, attacking with fear-driven abandon)

☐ MARK OF MIGHT
When you take this move and spend some time uninterrupted, reflecting on your past glories you may mark yourself with a symbol of your power (a long braid tied with bells, ritual scars or tattoos, etc). Any intelligent mortal creature who sees this symbol knows instinctively that you are a force to be reckoned with and treats you appropriately.

☐ MORE! ALWAYS MORE!
When you satisfy an appetite to the extreme (destroying something unique and significant, gaining enormous fame, riches, power, etc) you may choose to resolve it. Cross it off the list and mark XP. While you may pursue that appetite again, you no longer feel the burning desire you once did. In its place, choose a new appetite from the list or write your own.

☐ THE ONE WHO KNOCKS
When you defy danger, on a 12+ you turn the danger back on itself, the GM will describe how.

☐ HEALTHY DISTRUST
Whenever the unclean magic wielded by mortal men causes you to defy danger, treat any result of 6- as a 7–9.

☐ FOR THE BLOOD GOD
You are initiated in the old ways, the ways of sacrifice. Choose something your gods (or the ancestor spirits, or your totem, etc) value—gold, blood, bones or the like. When you sacrifice those things as per your rites and rituals, roll+wis. On a 10+ the GM will grant you insight into your current trouble or a boon to help you. On a 7-9 the sacrifice is not enough and your gods take of your flesh as well, but still grant you some insight or boon. On a miss, you earn the ire of the fickle spirits

GEAR

Your Load is 8+Str. You carry dungeon rations (5 uses, 1 weight), a dagger (hand, 1 weight) some token of where you've travelled or where you're from, and your choice of weapon:

- ☐ Axe (close, 1 weight)
- ☐ Two-handed sword (close, +1 damage, 2 weight)

Choose one:

- ☐ Adventuring gear (1 weight) and dungeon rations (5 uses, 1 weight)
- ☐ Chainmail (1 armor, 1 weight)

ITEM	WEIGHT	VALUE

COIN & TREASURE

LOAD

MAX:

BASIC MOVES REFERENCE

HACK AND SLASH
When you attack an enemy in melee, roll+STR. On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7–9, you deal your damage to the enemy and the enemy makes an attack against you.

VOLLEY
When you take aim and shoot at an enemy at range, roll+Dex. On a 10+ you have a clear shot—deal your damage. On a 7–9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one.

DEFY DANGER
When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it...

- ...by powering through, +Str
- ...by getting out of the way or acting fast, +Dex
- ...by enduring, +Con
- ...with quick thinking, +Int
- ...through mental fortitude, +Wis
- ...using charm and social grace, +Cha

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7–9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

DEFEND
When you stand in defense of a person, item, or location under attack, roll+Con. On a 10+, hold 3. On a 7–9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally giving that ally +1 forward against the attacker
- Deal damage to the attacker equal to your level

SPOUT LORE
When you consult your accumulated knowledge about something, roll+Int. On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7–9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

DISCERN REALITIES
When you closely study a situation or person, roll+Wis. On a 10+ ask the GM 3 questions from the list below. On a 7–9 ask 1. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

PARLEY
When you you have leverage on a GM character and manipulate them, roll+Cha. Leverage is something they need or want. On a hit they ask you for something and do it if you make them a promise first. On a 7–9, they need some concrete assurance of your promise, right now.

AID OR INTERFERE
When you help or hinder someone you have a bond with, roll+Bond with them. On a 10+ they take +1 or -2, your choice. On a 7–9 you also expose yourself to danger, retribution, or cost.

NOTES

DUNGEON WORLD

CHARACTER PLAYBOOK | BARD (D6)

NAME:
ELF: Astrafel, Daelwyn, Feliana, Damarra, Sistranalle, Pendrell, Melliandre, Dagoliir

HUMAN: Baldric, Leena, Dunwick, Willem, Edwyn, Florian, Seraphine, Quorra, Charlotte, Lily, Ramonde, Cassandra

LOOK
Choose one for each:

- Knowing Eyes, Fiery Eyes, or Joyous Eyes
- Fancy Hair, Wild Hair, or Stylish Cap
- Finery, Traveling Clothes, or Poor Clothes
- Fit Body, Well-fed Body, or Thin Body

ALIGNMENT
Choose an alignment:

- ☐ **GOOD**: Perform your art to aid someone else.
- ☐ **NEUTRAL**: Avoid a conflict or defuse a tense situation.
- ☐ **CHAOTIC**: Spur others to significant and unplanned decisive action.

RACE
Choose a race and gain the corresponding move:

- ☐ **ELF**: When you enter an important location (your call) you can ask the GM for one fact from the history of that location.
- ☐ **HUMAN**: When you first enter a civilized settlement someone who respects the custom of hospitality to minstrels will take you in as their guest.

BONDS
Fill in the name of one of your companions in at least one:

_____

_____

_____

_____

_____

_____

EXAMPLES: This is not my first adventure with X. I sang stories of X long before I ever met them in person. X is often the butt of my jokes. I am writing a ballad about the adventures of X. X trusted me with a secret. X does not trust me, and for good reason.

CHARACTER SKETCH

ARMOR	HIT POINTS MAX HP:	XP LEVEL:

STR	DEX	CON
INT	WIS	CHA

Assign these scores to your stats:
16 (+2), 15 (+1), 13 (+1), 11 (0), 9 (0), 8 (-1).

Your maximum HP is 6+Constitution.

Your base damage is d6.

STARTING MOVES

You start with these moves:

ARCANE ART

When you weave a performance into a basic spell, choose an ally and an effect:

- Heal 1d8 damage
- +1d4 forward to damage
- Their mind is shaken clear of one enchantment
- The next time someone successfully assists the target with aid, they get +2 instead of +1

Then roll+CHA:

- On a 10+, the ally gets the selected effect.
- On a 7-9, your spell still works, but you draw unwanted attention or your magic reverberates to other targets affecting them as well, GM's choice.

BARDIC LORE

Choose an area of expertise:

- ☐ Spells and Magicks
- ☐ The Dead and Undead
- ☐ Grand Histories of the Known World
- ☐ A Bestiary of Creatures Unusual
- ☐ The Planar Spheres
- ☐ Legends of Heroes Past
- ☐ Gods and Their Servants

When you first encounter an important creature, location, or item (your call) covered by your bardic lore you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what tale, song, or legend you heard that information in.

CHARMING AND OPEN

When you speak frankly with someone, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list (which you must answer truthfully).

- Whom do you serve?
- What do you wish I would do?
- How can I get you to _____?
- What are you really feeling right now?
- What do you most desire?

A PORT IN THE STORM

When you return to a civilized settlement you've visited before, tell the GM when you were last here. They'll tell you how it's changed since then.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves:

☐ HEALING SONG

When you heal with arcane art, you heal +1d8 damage.

☐ VICIOUS CACOPHONY

When you grant bonus damage with arcane art, you grant an extra +1d4 damage.

☐ IT GOES TO ELEVEN

When you unleash a crazed performance (a righteous lute solo or mighty brass blast, maybe) choose a target who can hear you and roll+Cha.

On a 10+ the target attacks their nearest ally in range.

On a 7–9 they attack their nearest ally, but you also draw their attention and ire.

☐ METAL HURLANT

When you shout with great force or play a shattering note choose a target and roll+Con.

On a 10+ the target takes 1d10 damage and is deafened for a few minutes.

On a 7–9 you still damage your target, but it's out of control: the GM will choose an additional target nearby.

☐ A LITTLE HELP FROM MY FRIENDS

When you successfully aid someone you take +1 forward as well.

☐ ELDRITCH TONES

Your arcane art is strong, allowing you to choose two effects instead of one.

☐ DUELIST'S PARRY

When you hack and slash, you take +1 armor forward.

☐ BAMBOOZLE

When you parley with someone, on a 7+ you also take +1 forward with them.

☐ MULTICLASS DABBLER

Get one move from another class. Treat your level as one lower for choosing the move.

☐ MULTICLASS INITIATE

Get one move from another class. Treat your level as one lower for choosing the move.

MASTER MOVES

When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

HEALING CHORUS

Replaces: Healing Song

When you heal with arcane art, you heal +2d8 damage.

☐ VICIOUS BLAST

Replaces: Vicious Cacophony

When you grant bonus damage with arcane art, you grant an extra +2d4 damage.

☐ UNFORGETTABLE FACE

When you meet someone you've met before (your call) after some time apart you take +1 forward against them.

☐ REPUTATION

When you first meet someone who's heard songs about you, roll+CHA.

On a 10+, tell the GM two things they've heard about you.

On a 7-9, tell the GM one thing they've heard, and the GM tells you one thing.

☐ ELDRITCH CHORD

Replaces: Eldritch Tones

When you use arcane art, you choose two effects. You also get to choose one of those effects to double.

☐ AN EAR FOR MAGIC

When you hear an enemy cast a spell the GM will tell you the name of the spell and its effects. Take +1 forward when acting on the answers.

☐ DEVIOUS

When you use charming and open you may also ask "How are you vulnerable to me?" Your subject may not ask this question of you.

☐ DUELIST'S BLOCK

Replaces: Duelist's Parry

When you hack and slash, you take +2 armor forward.

☐ CON

Replaces: Bamboozle

When you parley with someone, on a 7+ you also take +1 forward with them and get to ask their player one question which they must answer truthfully.

☐ MULTICLASS MASTER

Get one move from another class. Treat your level as one lower for choosing the move.

GEAR

Your load is 9+Str. You have dungeon rations (5 uses, 1 weight).

Choose one instrument, all are 0 weight for you:

- ☐ Your father's mandolin, repaired
- ☐ A fine lute, a gift from a noble
- ☐ The pipes with which you courted your first love
- ☐ A stolen horn
- ☐ A fiddle, never before played
- ☐ A songbook in a forgotten tongue

Choose your clothing:

- ☐ Leather armor (1 armor, 1 weight)
- ☐ Ostentatious clothes (0 weight)

Choose your armament:

- ☐ Dueling rapier (close, precise, 2 weight)
- ☐ Worn bow (near, 2 weight), bundle of arrows (3 ammo, 1 weight), and short sword (close, 1 weight)

Choose one:

- ☐ Adventuring gear (1 weight)
- ☐ Bandages (0 weight)
- ☐ Halfling pipeleaf (0 weight)
- ☐ 3 coins

ITEM	WEIGHT	VALUE

COIN & TREASURE

LOAD

MAX:

BASIC MOVES REFERENCE

HACK AND SLASH
When you attack an enemy in melee, roll+STR. On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7–9, you deal your damage to the enemy and the enemy makes an attack against you.

VOLLEY
When you take aim and shoot at an enemy at range, roll+Dex. On a 10+ you have a clear shot—deal your damage. On a 7–9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one.

DEFY DANGER
When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it...

- ...by powering through, +Str
- ...by getting out of the way or acting fast, +Dex
- ...by enduring, +Con
- ...with quick thinking, +Int
- ...through mental fortitude, +Wis
- ...using charm and social grace, +Cha

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7–9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

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- Halve the attack's effect or damage
- Open up the attacker to an ally giving that ally +1 forward against the attacker
- Deal damage to the attacker equal to your level

SPOUT LORE
When you consult your accumulated knowledge about something, roll+Int. On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7–9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

DISCERN REALITIES
When you closely study a situation or person, roll+Wis. On a 10+ ask the GM 3 questions from the list below. On a 7–9 ask 1. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

PARLEY
When you you have leverage on a GM character and manipulate them, roll+Cha. Leverage is something they need or want. On a hit they ask you for something and do it if you make them a promise first. On a 7–9, they need some concrete assurance of your promise, right now.

AID OR INTERFERE
When you help or hinder someone you have a bond with, roll+Bond with them. On a 10+ they take +1 or -2, your choice. On a 7–9 you also expose yourself to danger, retribution, or cost.

NOTES

DUNGEON WORLD

CHARACTER PLAYBOOK | CLERIC (D6)

NAME:
DWARF: Durga, Aelfar, Gerda, Rurgosh, Bjorn, Drummond, Helga, Siggrun, Freya

HUMAN: Wesley, Brinton, Jon, Sara, Hawthorn, Elise, Clarke, Lenore, Piotr, Dahlia, Carmine

LOOK
Choose one for each:

- Kind Eyes, Sharp Eyes, or Sad Eyes
- Tonsure, Strange Hair, or Bald
- Flowing Robes, Habit, or Common Garb
- Thin Body, Knobby Body, or Flabby Body

ALIGNMENT
Choose an alignment:

- ☐ **GOOD**: Endanger yourself to heal another.
- ☐ **LAWFUL**: Endanger yourself following the precepts of your church or god.
- ☐ **EVIL**: Harm another to prove the superiority of your church or god.

RACE
Choose a race and gain the corresponding move:

- ☐ **DWARF**: You are one with stone. When you commune you are also granted a special version of Words of the Unspeaking as a rote which only works on stone.
- ☐ **HUMAN**: Your faith is diverse. Choose one wizard spell. You can cast and be granted that spell as if it was a cleric spell.

BONDS
Fill in the name of one of your companions in at least one:

_____

_____

_____

_____

_____

EXAMPLES: X has insulted my deity; I do not trust them. X is a good and faithful person; I trust them implicitly. X is in constant danger, I will keep them safe. I am working on converting X to my faith.

CHARACTER SKETCH

ARMOR	HIT POINTS MAX HP:	XP LEVEL:

STR	DEX	CON
INT	WIS	CHA

Assign these scores to your stats:
16 (+2), 15 (+1), 13 (+1), 11 (0), 9 (0), 8 (-1).

Your maximum HP is 8+Constitution.

Your base damage is d6.

STARTING MOVES

You start with these moves:

DEITY

You serve and worship some deity or power which grants you spells. Give your god a name (maybe Helferth, Sucellus, Zorica or Krugon the Bleak) and choose your deity's domain:

- ☐ Healing and Restoration
- ☐ Bloody Conquest
- ☐ Civilization
- ☐ Knowledge and Hidden Things
- ☐ The Downtrodden and Forgotten
- ☐ What Lies Beneath

Choose one precept of your religion:

- ☐ Your religion preaches the sanctity of suffering, add Petition: Suffering
- ☐ Your religion is cultish and insular, add Petition: Gaining Secrets
- ☐ Your religion has important sacrificial rites, add Petition: Offering
- ☐ Your religion believes in trial by combat, add Petition: Personal Victory

DIVINE GUIDANCE

When you petition your deity according to the precept of your religion, you are granted some useful knowledge or boon related to your deity's domain. The GM will tell you what.

TURN UNDEAD

When you hold your holy symbol aloft and call on your deity for protection, roll+Wis.

On a 7+, so long as you continue to pray and brandish your holy symbol, no undead may come within reach of you.On a 10+, you also momentarily daze intelligent undead and cause mindless undead to flee. Aggression breaks the effects and they are able to act as normal. Intelligent undead may still find ways to harry you from afar. They're clever like that.

COMMUNE

When you spend uninterrupted time (an hour or so) in quiet communion with your deity, you:

- Lose any spells already granted to you.
- Are granted new spells of your choice whose total levels don't exceed your own level+1, and none of which is a higher level than your own level.
- Prepare all of your rotes, which never count against your limit.

CAST A SPELL

When you unleash a spell granted to you by your deity, roll+Wis.

On a 10+, the spell is successfully cast and your deity does not revoke the spell, so you may cast it again.

On a 7–9, the spell is cast, but choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- Your casting distances you from your deity—take -1 ongoing to cast a spell until the next time you commune.
- After you cast it, the spell is revoked by your deity. You cannot cast the spell again until you commune and have it granted to you.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves:

☐ CHOSEN ONE

Choose one spell. You are granted that spell as if it was one level lower.

☐ INVIGORATE

When you heal someone they take +2 forward to their damage.

☐ THE SCALES OF LIFE AND DEATH

When someone takes their last breath in your presence, they take +1 to the roll.

☐ SERENITY

When you cast a spell you ignore the first -1 penalty from ongoing spells.

☐ FIRST AID

Cure Light Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.

☐ DIVINE INTERVENTION

When you commune you get 1 hold and lose any hold you already had. Spend that hold when you or an ally takes damage to call on your deity, they intervene with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negate the damage.

☐ PENITENT

When you take damage and embrace the pain, you may take +1d4 damage (ignoring armor). If you do, take +1 forward to cast a spell.

☐ EMPOWER

When you cast a spell, on a 10+ you have the option of choosing from the 7–9 list. If you do, you may choose one of these effects as well:

- The spell's effects are doubled
- The spell's targets are doubled

☐ ORISON FOR GUIDANCE

When you sacrifice something of value to your deity and pray for guidance, your deity tells you what it would have you do. If you do it, mark experience.

☐ DIVINE PROTECTION

When you wear no armor or shield you get 2 armor.

☐ DEVOTED HEALER

When you heal someone else of damage, add your level to the amount of damage healed.

MASTER MOVES

When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

☐ ANOINTED

Requires: Chosen One

Choose one spell in addition to the one you picked for chosen one. You are granted that spell as if it was one level lower.

☐ APOTHEOSIS

The first time you spend time in prayer as appropriate to your god after taking this move, choose a feature associated with your deity (rending claws, wings of sapphire feathers, an all-seeing third eye, etc.). When you emerge from prayer, you permanently gain that physical feature.

☐ REAPER

When you take time after a conflict to dedicate your victory to your deity and deal with the dead, take +1 forward.

☐ PROVIDENCE

Replaces: Serenity

You ignore the -1 penalty from two spells you maintain.

☐ GREATER FIRST AID

Requires: First Aid

Cure Moderate Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.

☐ DIVINE INVINCIBILITY

Replaces: Divine Intervention

When you commune you gain 2 hold and lose any hold you already had. Spend that hold when you or an ally takes damage to call on your deity, who intervenes with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negates the damage.

☐ MARTYR

Replaces: Penitent

When you take damage and embrace the pain, you may take +1d4 damage (ignoring armor). If you do, take +1 forward to cast a spell and add your level to any damage done or healed by the spell.

☐ DIVINE ARMOR

Replaces: Divine Protection

When you wear no armor or shield you get 3 armor.

☐ GREATER EMPOWER

Replaces: Empower

When you cast a spell, on a 10–11 you have the option of choosing from the 7–9 list. If you do, you may choose one of these effects as well. On a 12+ you get to choose one of these effects for free.

- The spell's effects are doubled
- The spell's targets are doubled

☐ MULTICLASS DABBLER

Get one move from another class. Treat your level as one lower for choosing the move.

GEAR

Your load is 10+Str. You carry dungeon rations (5 uses, 1 weight) and some symbol of the divine, describe it (0 weight). Choose your defenses:

- ☐ Chainmail (1 armor, 1 weight)
- ☐ Shield (+1 armor, 2 weight)

Choose your armament:

- ☐ Warhammer (close, 1 weight)
- ☐ Mace (close, 1 weight)
- ☐ Staff (close, two-handed, 1 weight) and bandages (0 weight)

Choose one:

- ☐ Adventuring gear (1 weight) and dungeon rations (5 uses, 1 weight)
- ☐ Healing potion (0 weight)

ITEM	WEIGHT	VALUE

COIN & TREASURE

LOAD

MAX:

BASIC MOVES REFERENCE

HACK AND SLASH
When you attack an enemy in melee, roll+STR. On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7–9, you deal your damage to the enemy and the enemy makes an attack against you.

VOLLEY
When you take aim and shoot at an enemy at range, roll+Dex. On a 10+ you have a clear shot—deal your damage. On a 7–9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one.

DEFY DANGER
When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it...

- ...by powering through, +Str
- ...by getting out of the way or acting fast, +Dex
- ...by enduring, +Con
- ...with quick thinking, +Int
- ...through mental fortitude, +Wis
- ...using charm and social grace, +Cha

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7–9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

DEFEND
When you stand in defense of a person, item, or location under attack, roll+Con. On a 10+, hold 3. On a 7–9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally giving that ally +1 forward against the attacker
- Deal damage to the attacker equal to your level

SPOUT LORE
When you consult your accumulated knowledge about something, roll+Int. On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7–9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

DISCERN REALITIES
When you closely study a situation or person, roll+Wis. On a 10+ ask the GM 3 questions from the list below. On a 7–9 ask 1. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

PARLEY
When you you have leverage on a GM character and manipulate them, roll+Cha. Leverage is something they need or want. On a hit they ask you for something and do it if you make them a promise first. On a 7–9, they need some concrete assurance of your promise, right now.

AID OR INTERFERE
When you help or hinder someone you have a bond with, roll+Bond with them. On a 10+ they take +1 or -2, your choice. On a 7–9 you also expose yourself to danger, retribution, or cost.

NOTES

DUNGEON WORLD

CHARACTER PLAYBOOK | DRUID (D6)

NAME:
ELF: Hycorax, Ethanwe, Sinathel, Demanor, Menoliir, Mithralan, Taeros, Aegor

HALFLING: Tanner, Dunstan, Rose, Ivy, Robard, Mab, Thistle, Puck, Anne, Serah

HUMAN: Elana, Obelis, Herran, Syla, Andanna, Siobhan, Aziz, Pelin, Sibel, Nils, Wei

LOOK
Choose one for each:

- Wise Eyes, Wild Eyes, or Haunting Eyes
- Furry Hood, Messy Hair, or Braided Hair
- Ceremonial Garb, Practical Leathers, or Weathered Hides

ALIGNMENT
Choose an alignment:

- ☐ **CHAOTIC**: Destroy a symbol of civilization.
- ☐ **GOOD**: Help something or someone grow.
- ☐ **NEUTRAL**: Eliminate an unnatural menace.

RACE
Choose a race and gain the corresponding move:

- ☐ **ELF**: The sap of the elder trees flows within you. In addition to any other attunements, the Great Forest is always considered your land.
- ☐ **HUMAN**: As your people learned to bind animals to field and farm, so too are you bound to them. You may always take the shape of any domesticated animal, in addition to your normal options.
- ☐ **HALFLING**: You sing the healing songs of spring and brook. When you make camp, you and your allies heal +1d6.

BONDS
Fill in the name of one of your companions in at least one:

_____

_____

_____

_____

EXAMPLES: X smells more like prey than a hunter. The spirits spoke to me of a great danger that follows X. I have showed X a secret rite of the Land. X has tasted my blood and I theirs. We are bound by it.

CHARACTER SKETCH

ARMOR	HIT POINTS MAX HP:	XP LEVEL:

STR	DEX	CON
INT	WIS	CHA

Assign these scores to your stats:
16 (+2), 15 (+1), 13 (+1), 11 (0), 9 (0), 8 (-1).

Your maximum HP is 6+Constitution.

Your base damage is d6.

STARTING MOVES

You start with these moves:

BORN OF THE SOIL

You learned your magic in a place whose spirits are strong and ancient and they've marked you as one of their own. No matter where you go, they live within you and allow you to take their shape. Choose one of the following. It is the land to which you are attuned—when shapeshifting you may take the shape of any animal who might live in your Land.

- ☐ The Great Forests
- ☐ The Whispering Plains
- ☐ The Vast Desert
- ☐ The Stinking Mire
- ☐ The River Delta
- ☐ The Depths of the Earth
- ☐ The Sapphire Islands
- ☐ The Open Sea
- ☐ The Towering Mountains
- ☐ The Frozen North
- ☐ The Blasted Wasteland

Chose a tell—a physical attribute that marks you as born of the soil—that reflects the spirit of your land. It may be an animal feature like antlers or leopard's spots or something more general: hair like leaves or eyes of glittering crystal. Your tell remains no matter what shape you take.

BY NATURE SUSTAINED

You don't need to eat or drink. If a move tells you to mark off a ration just ignore it.

SPIRIT TONGUE

The grunts, barks, chirps, and calls of the creatures of the wild are as language to you. You can understand any animal native to your land or akin to one whose essence you have studied.

SHAPESHIFTER

When you call upon the spirits to change your shape, roll+Wis.

- On a 10+ hold 3.
- On a 7–9 hold 2.
- On a miss hold 1 in addition to whatever the GM says.

You may take on the physical form of any species whose essence you have studied or who lives in your land: you and your possessions meld into a perfect copy of the species' form. You have any innate abilities and weaknesses of the form: claws, wings, gills, breathing water instead of air. You still use your normal stats but some moves may be harder to trigger—a housecat will find it hard to do battle with an ogre. The GM will also tell you one or more moves associated with your new form. Spend 1 hold to make that move. Once you're out of hold, you return to your natural form. At any time, you may spend all your hold and revert to your natural form.

STUDIED ESSENCE

When you spend time in contemplation of an animal spirit, you may add its species to those you can assume using shapeshifting.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves:

☐ HUNTER'S BROTHER

Choose one move from the ranger class list.

☐ RED OF TOOTH AND CLAW

When you are in an appropriate animal form (something dangerous) increase your damage to d8.

☐ COMMUNION OF WHISPERS

When you spend time in a place, making note of its resident spirits and calling on the spirits of the land, roll+Wis. You will be granted a vision of significance to you, your allies, and the spirits around you.

On a 10+ the vision will be clear and helpful to you. On a 7–9 the vision is unclear, its meaning murky. On a miss, the vision is upsetting, frightening, or traumatizing. The GM will describe it. Take -1 forward.

☐ BARKSKIN

So long as your feet touch the ground you have +1 armor.

☐ EYES OF THE TIGER

When you mark an animal (with mud, dirt, or blood) you can see through that animal's eyes as if they were your own, no matter what distance separates you. Only one animal at a time may be marked in this way.

☐ SHED

When you take damage while shapeshifted you may choose to revert to your natural form to negate the damage.

☐ THING-TALKER

You see the spirits in the sand, the sea and the stone. You may now apply your spirit tongue, shapeshifting and studied essence to inanimate natural objects (plants and rocks) or creatures made thereof, as well as animals. Thing-talker forms can be exact copies or can be mobile vaguely humanoid-shaped entities.

☐ FORMCRAFTER

When you shapeshift choose a stat: you take +1 ongoing to rolls using that stat while shifted. The GM will choose a stat, too: you take -1 ongoing to rolls using that stat while shifted.

☐ ELEMENTAL MASTERY

When you call on the primal spirits of fire, water, earth or air to perform a task for you roll+Wis.

On a 10+ choose two. On a 7–9 choose one. On a miss, some catastrophe occurs as a result of your calling.

- The effect you desire comes to pass
- You avoid paying nature's price
- You retain control

☐ BALANCE

When you deal damage, take 1 balance. When you touch someone and channel the spirits of life you may spend balance. For each balance spent, heal 1d4 HP.

MASTER MOVES

When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

☐ EMBRACING NO FORM

When you shapeshift, roll 1d4 and add that total to your hold.

☐ DOPPELGÄNGER'S DANCE

You are able to study the essence of specific individuals to take their exact form, including men, elves, or the like. Suppressing your tell is possible, but if you do, take -1 ongoing until you return to your own form.

☐ BLOOD AND THUNDER

Replaces: Red of Tooth and Claw

When you are in an appropriate animal form (something dangerous) increase your damage to d10.

☐ THE DRUID SLEEP

When you take this move, the next opportunity that you have safety and time to spend in an appropriate location, you may attune yourself to a new land. This effect occurs only once and the GM will tell you how long it will take and what cost you must pay. From then on, you are considered to be born of the soil in both lands.

☐ WORLD-TALKER

Requires: Thing-Talker

You see the patterns that make up the fabric of the world. You may now apply your spirit tongue, shapeshifter and studied essence moves to pure elements—fire, water, air and earth.

☐ STALKER'S SISTER

Choose one move from the ranger class list.

☐ FORMSHAPER

Requires: Formcrafter

You may increase your armor by 1 or deal an additional +1d4 damage while in an animal form. Choose which when you shapeshift.

☐ CHIMERA

When you shapeshift, you may create a merged form of up to three different shapes. You may be a bear with the wings of an eagle and the head of a ram, for example. Each feature will grant you a different move to make. Your chimera form follows the same rules as shapeshifter otherwise.

☐ WEATHER WEAVER

When you are under open skies when the sun rises the GM will ask you what the weather will be that day. Tell them whatever you like, it comes to pass.

GEAR

Your load is 6+Str. You carry some token of your land, describe it. Choose your defenses:

- ☐ Hide armor (1 armor, 1 weight)
- ☐ Wooden shield (+1 armor, 1 weight)

Choose your armament:

- ☐ Shillelagh (close, 2 weight)
- ☐ Staff (close, two-handed, 1 weight)
- ☐ Spear (close, thrown, near, 1 weight)

Choose one:

- ☐ Adventuring gear (1 weight)
- ☐ Poultices and herbs (2 uses, 1 weight)
- ☐ Halfling pipeleaf (0 weight)
- ☐ 3 antitoxin (0 weight)

ITEM	WEIGHT	VALUE

COIN & TREASURE

LOAD

MAX:

BASIC MOVES REFERENCE

HACK AND SLASH
When you attack an enemy in melee, roll+STR. On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7–9, you deal your damage to the enemy and the enemy makes an attack against you.

VOLLEY
When you take aim and shoot at an enemy at range, roll+Dex. On a 10+ you have a clear shot—deal your damage. On a 7–9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one.

DEFY DANGER
When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it...

- ...by powering through, +Str
- ...by getting out of the way or acting fast, +Dex
- ...by enduring, +Con
- ...with quick thinking, +Int
- ...through mental fortitude, +Wis
- ...using charm and social grace, +Cha

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7–9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

DEFEND
When you stand in defense of a person, item, or location under attack, roll+Con. On a 10+, hold 3. On a 7–9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally giving that ally +1 forward against the attacker
- Deal damage to the attacker equal to your level

SPOUT LORE
When you consult your accumulated knowledge about something, roll+Int. On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7–9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

DISCERN REALITIES
When you closely study a situation or person, roll+Wis. On a 10+ ask the GM 3 questions from the list below. On a 7–9 ask 1. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

PARLEY
When you you have leverage on a GM character and manipulate them, roll+Cha. Leverage is something they need or want. On a hit they ask you for something and do it if you make them a promise first. On a 7–9, they need some concrete assurance of your promise, right now.

AID OR INTERFERE
When you help or hinder someone you have a bond with, roll+Bond with them. On a 10+ they take +1 or -2, your choice. On a 7–9 you also expose yourself to danger, retribution, or cost.

NOTES

DUNGEON WORLD

CHARACTER PLAYBOOK | FIGHTER (D10)

NAME:
DWARF: Ozruk, Surtur, Brunhilda, Annika, Janos, Greta, Dim, Rundrig, Jarl, Xotoq

ELF: Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Thelian

HALFLING: Finnegan, Olive, Randolph, Bartleby, Aubrey, Baldwin, Becca

HUMAN: Hawke, Rudiger, Gregor, Brianne, Walton, Castor, Shanna, Ajax, Hob

LOOK
Choose one for each:

- Hard Eyes, Dead Eyes, or Eager Eyes
- Wild Hair, Shorn Hair, or Battered Helm
- Calloused Skin, Tanned Skin, or Scarred Skin
- Built Body, Lithe Body, or Ravaged Body

ALIGNMENT
Choose an alignment:

- ☐ **GOOD**: Defend those weaker than you.
- ☐ **NEUTRAL**: Defeat a worthy opponent.
- ☐ **EVIL**: Kill a defenseless or surrendered enemy.

RACE
Choose a race and gain the corresponding move:

- ☐ **DWARF**: When you share a drink with someone, you may parley with them using CON instead of CHA.
- ☐ **ELF**: Choose one weapon—you can always treat weapons of that type as if they had the precise tag.
- ☐ **HALFLING**: When you defy danger and use your small size to your advantage, take +1.
- ☐ **HUMAN**: Once per battle you may reroll a single damage roll (yours or someone else's).

BONDS
Fill in the name of one of your companions in at least one:

_____
_____
_____
_____
_____
_____

CHARACTER SKETCH

ARMOR	HIT POINTS MAX HP:	XP LEVEL:

STR	DEX	CON
INT	WIS	CHA

Assign these scores to your stats:
16 (+2), 15 (+1), 13 (+1), 11 (0), 9 (0), 8 (-1).

Your maximum HP is 10+Constitution.

Your base damage is d10.

EXAMPLE BONDS: X owes me their life, whether they admit it or not. I have sworn to protect X. I worry about the ability of X to survive in the dungeon. X is soft, but I will make them hard like me.

STARTING MOVES

You start with these moves:

BEND BARS, LIFT GATES

When you use pure strength to destroy an inanimate obstacle, roll+Str. On a 10+, choose 3. On a 7-9 choose 2.

- It doesn't take a very long time
- Nothing of value is damaged
- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

ARMORED

You ignore the clumsy tag on armor you wear.

SIGNATURE WEAPON

This is your weapon. There are many like it, but this one is yours. Your weapon is your best friend. It is your life. You master it as you master your life. Your weapon, without you, is useless. Without your weapon, you are useless. You must wield your weapon true.

Choose a base description, all are 2 weight:

☐ Sword ☐ Hammer ☐ Flail
☐ Axe ☐ Spear ☐ Fists

Choose the range that best fits your weapon:

☐ Hand ☐ Close ☐ Reach

Choose two enhancements:

☐ Hooks and spikes. +1 damage, but +1 weight.
☐ Sharp. +2 piercing.
☐ Perfectly weighted. Add precise.
☐ Serrated edges. +1 damage.
☐ Glows in the presence of one type of creature, your choice.
☐ Huge. Add messy and forceful.
☐ Versatile. Choose an additional range.
☐ Well-crafted. -1 weight.

Choose a look:

☐ Ancient ☐ Ornate ☐ Sinister
☐ Unblemished ☐ Blood-stained

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves:

☐ MERCILESS

When you deal damage, deal +1d4 damage.

☐ HEIRLOOM

When you consult the spirits that reside within your signature weapon, they will give you an insight relating to the current situation, and might ask you some questions in return, roll+CHA.

- On a 10+, the GM will give you good detail.
- On a 7-9, the GM will give you an impression.

☐ ARMOR MASTERY

When you make your armor take the brunt of damage dealt to you, the damage is negated but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor it is destroyed.

☐ IMPROVED WEAPON

Choose one extra enhancement for your signature weapon.

☐ SEEING RED

When you discern realities during combat, you take +1.

☐ INTERROGATOR

When you parley using threats of impending violence as leverage, you may use STR instead of CHA.

☐ SCENT OF BLOOD

When you hack and slash an enemy, your next attack against that same foe deals +1d4 damage.

☐ MULTICLASS DABBLER

Get one move from another class. Treat your level as one lower for choosing the move.

☐ IRON HIDE

You gain +1 armor.

☐ BLACKSMITH

When you have access to a forge you can graft the magical powers of a weapon onto your signature weapon. This process destroys the magical weapon. Your signature weapon gains the magical powers of the destroyed weapon.

MASTER MOVES

When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

☐ BLOODTHIRSTY

Replaces: Merciless

When you deal damage, deal +1d8 damage.

☐ ARMORED PERFECTION

Replaces: Armor Mastery

When you choose to let your armor take the brunt of damage dealt to you, the damage is negated and you take +1 forward against the attacker, but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor it is destroyed.

☐ EVIL EYE

Requires: Seeing Red

When you enter combat, roll+CHA.

On a 10+, hold 2. On a 7-9, hold 1. Spend your hold to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off. On a 6-, your enemies immediately identify you as their biggest threat.

☐ TASTE OF BLOOD

Replaces: Scent of Blood

When you hack and slash an enemy, your next attack against that same foe deals +1d8 damage.

☐ MULTICLASS INITIATE

Required: Multiclass Dabbler

Get one move from another class. Treat your level as one lower for choosing the move.

☐ STEEL HIDE

Replaces: Iron Hide

You gain +2 armor.

☐ THROUGH DEATH'S EYES

When you go into battle, roll+WIS.

On a 10+, name someone who will live and someone who will die. On a 7-9, name someone who will live or someone who will die. Name NPCs, not player characters. The GM will make your vision come true, if it's even remotely possible. On a 6- you see your own death and consequently take -1 ongoing throughout the battle.

☐ EYE FOR WEAPONRY

When you look over an enemy's weaponry, ask the GM how much damage they do.

☐ SUPERIOR WARRIOR

When you hack and slash on a 12+ you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

GEAR

Your load is 12+Str. You carry your signature weapon and dungeon rations (5 uses, 1 weight). Choose your defenses:

☐ Chainmail (1 armor, 1 weight) and adventuring gear (1 weight)
☐ Scale armor (2 armor, 3 weight)

Choose two:

☐ 2 Healing potions (0 weight)
☐ Shield (+1 armor, 2 weight)
☐ Antitoxin (0 weight), dungeon rations (1 weight), and poultices and herbs (1 weight)
☐ 22 coins

ITEM	WEIGHT	VALUE

COIN & TREASURE

LOAD

MAX:

BASIC MOVES REFERENCE

HACK AND SLASH
When you attack an enemy in melee, roll+STR. On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7–9, you deal your damage to the enemy and the enemy makes an attack against you.

VOLLEY
When you take aim and shoot at an enemy at range, roll+Dex. On a 10+ you have a clear shot—deal your damage. On a 7–9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one.

DEFY DANGER
When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it...

- ...by powering through, +Str
- ...by getting out of the way or acting fast, +Dex
- ...by enduring, +Con
- ...with quick thinking, +Int
- ...through mental fortitude, +Wis
- ...using charm and social grace, +Cha

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7–9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

DEFEND
When you stand in defense of a person, item, or location under attack, roll+Con. On a 10+, hold 3. On a 7–9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally giving that ally +1 forward against the attacker
- Deal damage to the attacker equal to your level

SPOUT LORE
When you consult your accumulated knowledge about something, roll+Int. On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7–9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

DISCERN REALITIES
When you closely study a situation or person, roll+Wis. On a 10+ ask the GM 3 questions from the list below. On a 7–9 ask 1. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

PARLEY
When you you have leverage on a GM character and manipulate them, roll+Cha. Leverage is something they need or want. On a hit they ask you for something and do it if you make them a promise first. On a 7–9, they need some concrete assurance of your promise, right now.

AID OR INTERFERE
When you help or hinder someone you have a bond with, roll+Bond with them. On a 10+ they take +1 or -2, your choice. On a 7–9 you also expose yourself to danger, retribution, or cost.

NOTES

DUNGEON WORLD

CHARACTER PLAYBOOK | PALADIN (D10)

NAME:
Thaddeus, Augustine, Lux, Cassius, Hadrian, Lucia, Octavia, Regulus, Valeria, Sanguinus, Titanius

LOOK
Choose one for each:

- Kind Eyes, Fiery Eyes, or Glowing Eyes
- Helmet, Styled Hair, or Bald
- Worn Holy Symbol or Fancy Holy Symbol
- Fit Body, Bulky Body, or Thin Body

ALIGNMENT
Choose an alignment:

☐ **LAWFUL**: Deny mercy to a criminal or unbeliever.

☐ **GOOD**: Endanger yourself to protect someone weaker than you..

RACE
Choose a race and gain the corresponding move:

☐ **HUMAN**: When you pray for guidance, even for a moment, and ask, "What here is evil?" the GM will tell you, honestly.

BONDS
Fill in the name of one of your companions in at least one:

_____
_____
_____
_____
_____
_____
_____
_____

EXAMPLES: X's misguided behavior endangers their very soul! X has stood by me in battle and can be trusted completely. I respect the beliefs of X but hope they will someday see the true way. X is a brave soul, I have much to learn from them.

CHARACTER SKETCH

ARMOR	HIT POINTS MAX HP:	XP LEVEL:

STR	DEX	CON
INT	WIS	CHA

Assign these scores to your stats:
16 (+2), 15 (+1), 13 (+1), 11 (0), 9 (0), 8 (-1).

Your maximum HP is 10+Constitution.

Your base damage is d10.

STARTING MOVES

You start with these moves:

LAY ON HANDS (CHA)

When you touch someone, skin to skin, and pray for their well-being , roll+CHA.

On a 10+ you heal 1d8 damage or remove one disease.

On a 7–9, they are healed, but the damage or disease is transferred to you.

ARMORED

You ignore the clumsy tag on armor you wear.

I AM THE LAW

When you give an NPC an order based on your divine authority, roll+Cha.

On a 7+, they choose one:

- Do what you say
- Back away cautiously, then flee
- Attack you

On a 10+, you also take +1 forward against them.

On a miss, they do as they please and you take -1 forward against them.

QUEST

When you dedicate yourself to a mission through prayer and ritual cleansing, state what you set out to do:

- ☐ Slay _____, a great blight on the land
- ☐ Defend _____ from the iniquities that beset them
- ☐ Discover the truth of _____

Then choose up to two boons:

- ☐ An unwavering sense of direction to _____.
- ☐ Invulnerability to _____ (e.g., edged weapons, fire, enchantment, etc.)
- ☐ A mark of divine authority
- ☐ Senses that pierce lies
- ☐ A voice that transcends language
- ☐ A freedom from hunger, thirst, and sleep

The GM will then tell you what vow or vows is required of you to maintain your blessing:

- ☐ Honor (forbidden: cowardly tactics and tricks)
- ☐ Temperance (forbidden: gluttony in food, drink, and pleasure of the flesh)
- ☐ Piety (required: observance of daily holy services)
- ☐ Valor (forbidden: suffering an evil creature to live)
- ☐ Truth (forbidden: lies)
- ☐ Hospitality (required: comfort to those in need, no matter who they are)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves:

☐ DIVINE FAVOR

Dedicate yourself to a deity (name a new one or choose one that's already been established). You gain the commune and cast a spell cleric moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1.

☐ BLOODY AEGIS

When you take damage you can grit your teeth and accept the blow. If you do you take no damage but instead suffer a debility of your choice. If you already have all six debilities you can't use this move.

☐ SMITE

While on a quest you deal +1d4 damage.

☐ EXTERMINATUS

When you speak aloud your promise to defeat an enemy, you deal +2d4 damage against that enemy and -4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.

☐ CHARGE!

When you lead the charge into combat, those you lead take +1 forward.

☐ STAUNCH DEFENDER

When you defend you always get +1 hold, even on a 6-.

☐ SETUP STRIKE

When you hack and slash, choose an ally. Their next attack against your target does +1d4 damage.

☐ HOLY PROTECTION

You get +1 armor while on a quest.

☐ VOICE OF AUTHORITY

Take +1 to order hirelings.

☐ HOSPITALLER

When you heal an ally, you heal +1d8 damage.

MASTER MOVES

When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

☐ EVIDENCE OF FAITH

Requires: Divine Favor

When you see divine magic as it happens, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.

☐ HOLY SMITE

Replaces: Smite

While on a quest you deal +1d8 damage.

☐ EVER ONWARD

Replaces: Charge!

When you lead the charge into combat, those you lead take +1 forward and +2 armor forward.

☐ IMPERVIOUS DEFENDER

Replaces: Staunch Defender

When you defend you always get +1 hold, even on a 6-. When you get a 12+ to defend instead of getting hold the nearest attacking creature is stymied giving you a clear advantage, the GM will describe it.

☐ TANDEM STRIKE

Replaces: Setup Strike

When you hack and slash, choose an ally. Their next attack against your target does +1d4 damage and they take +1 forward against them.

☐ DIVINE PROTECTION

Replaces: Holy Protection

You get +2 armor while on a quest.

☐ DIVINE AUTHORITY

Replaces: Voice of Authority

Take +1 to order hirelings. When you roll a 12+ the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.

☐ PERFECT HOSPITALLER

Replaces: Hospitaller

When you heal an ally, you heal +2d8 damage.

☐ INDOMITABLE

When you suffer a debility (even through Bloody Aegis) take +1 forward against whatever caused it.

☐ PERFECT KNIGHT

When you quest you choose three boons instead of two.

GEAR

Your load is 12+Str. You start with dungeon rations (5 uses, 1 weight), scale armor (2 armor, 3 weight), and some mark of faith, describe it (0 weight).

Choose your weapon:

- ☐ Halberd (reach, +1 damage, two-handed, 2 weight)
- ☐ Long sword (close, +1 damage, 1 weight) and shield (+1 armor, 2 weight)

Choose one:

- ☐ Adventuring gear (1 weight)
- ☐ Dungeon rations (1 weight) and healing potion (0 weight)

ITEM	WEIGHT	VALUE

COIN & TREASURE

LOAD

MAX:

BASIC MOVES REFERENCE

HACK AND SLASH
When you attack an enemy in melee, roll+STR. On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7–9, you deal your damage to the enemy and the enemy makes an attack against you.

VOLLEY
When you take aim and shoot at an enemy at range, roll+Dex. On a 10+ you have a clear shot—deal your damage. On a 7–9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one.

DEFY DANGER
When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it...

- ...by powering through, +Str
- ...by getting out of the way or acting fast, +Dex
- ...by enduring, +Con
- ...with quick thinking, +Int
- ...through mental fortitude, +Wis
- ...using charm and social grace, +Cha

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7–9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

DEFEND
When you stand in defense of a person, item, or location under attack, roll+Con. On a 10+, hold 3. On a 7–9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally giving that ally +1 forward against the attacker
- Deal damage to the attacker equal to your level

SPOUT LORE
When you consult your accumulated knowledge about something, roll+Int. On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7–9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

DISCERN REALITIES
When you closely study a situation or person, roll+Wis. On a 10+ ask the GM 3 questions from the list below. On a 7–9 ask 1. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

PARLEY
When you you have leverage on a GM character and manipulate them, roll+Cha. Leverage is something they need or want. On a hit they ask you for something and do it if you make them a promise first. On a 7–9, they need some concrete assurance of your promise, right now.

AID OR INTERFERE
When you help or hinder someone you have a bond with, roll+Bond with them. On a 10+ they take +1 or -2, your choice. On a 7–9 you also expose yourself to danger, retribution, or cost.

NOTES

DUNGEON WORLD
CHARACTER PLAYBOOK | RANGER (D8)

NAME:
ELF: Astrafel, Daelwyn, Feliana, Damarra, Sistranalle, Pendrell, Melliandre, Dagoliir

HUMAN: Baldric, Leena, Dunwick, Willem, Edwyn, Florian, Seraphine, Quorra, Charlotte, Lily, Ramonde, Cassandra

LOOK
Choose one for each:

- Wild Eyes, Sharp Eyes, or Animal Eyes
- Hooded Head, Wild Hair, or Bald
- Cape, Camouflage, or Traveling Clothes
- Lithe Body, Wild Body, or Sharp Body

ALIGNMENT
Choose an alignment:

- ☐ **CHAOTIC**: Free someone from literal or figurative bonds.
- ☐ **GOOD**: Endanger yourself to combat an unnatural threat.
- ☐ **NEUTRAL**: Help an animal or spirit of the wild.

RACE
Choose a race and gain the corresponding move:

- ☐ **ELF**: When you undertake a perilous journey through wilderness whatever job you take you succeed as if you rolled a 10+.
- ☐ **HUMAN**: When you make camp in a dungeon or city, you don't need to consume a ration.

BONDS
Fill in the name of one of your companions in at least one:

_____
_____
_____
_____
_____
_____
_____
_____

EXAMPLES: I have guided X before and they owe me for it. X is a friend of nature, so I will be their friend as well. X has no respect for nature, so I have no respect for them. X does not understand life in the wild, so I will teach them.

CHARACTER SKETCH

ARMOR	HIT POINTS MAX HP:	XP LEVEL:

STR	DEX	CON
INT	WIS	CHA

Assign these scores to your stats:
16 (+2), 15 (+1), 13 (+1), 11 (0), 9 (0), 8 (-1).

Your maximum HP is 8+Constitution.

Your base damage is d8.

STARTING MOVES

You start with these moves:

HUNT AND TRACK (WIS)

When you follow a trail of clues left behind by passing creatures, roll+WIS.

On a 7+, you follow the creature's trail until there's a significant change in its direction or mode of travel.

On a 10+, you also choose 1:

- Gain a useful bit of information about your quarry, the GM will tell you what
- Determine what caused the trail to end

CALLED SHOT

When you attack a defenseless or surprised enemy at range, you can choose to deal your damage or name your target and roll+DEX.

HEAD

- 10+: As 7–9, plus your damage
- 7-9: They do nothing but stand and drool for a few moments.

ARMS

- 10+: As 7-9, plus your damage
- 7-9: They drop anything they're holding.

LEGS

- 10+: As 7-9, plus your damage
- 7-9: They're hobbled and slow moving.

ANIMAL COMPANION

You have a supernatural connection with a loyal animal. You can't talk to it per se but it always acts as you wish it to. Name your animal companion and choose a species:

☐ Wolf ☐ Eagle ☐ Cat ☐ Rat
☐ Cougar ☐ Dog ☐ Owl ☐ Mule
☐ Bear ☐ Hawk ☐ Pigeon

Choose a base:

☐ Ferocity +2, Cunning +1, 1 Armor, Instinct +1
☐ Ferocity +2, Cunning +2, 0 Armor, Instinct +1
☐ Ferocity +1, Cunning +2, 1 Armor, Instinct +1
☐ Ferocity +3, Cunning +1, 1 Armor, Instinct +2

Choose as many strengths as its ferocity:

☐ Fast ☐ Adaptable ☐ Ferocious
☐ Burly ☐ Quick reflexes ☐ Intimidating
☐ Huge ☐ Tireless ☐ Keen senses
☐ Calm ☐ Camouflage ☐ Stealthy

Your animal companion is trained to fight humanoids. Choose as many additional trainings as its cunning:

☐ Hunt ☐ Guard ☐ Labor
☐ Search ☐ Fight monsters ☐ Travel
☐ Scout ☐ Perform

Choose as many weaknesses as its instinct:

☐ Flighty ☐ Broken ☐ Stubborn
☐ Savage ☐ Frightening ☐ Lame
☐ Slow ☐ Forgetful

COMMAND

When you work with your animal companion on something it's trained in

- and you attack the same target, add its ferocity to your damage
- and you track, add its cunning to your roll
- and you take damage, add its armor to your armor
- and you discern realities, add its cunning to your roll
- and you parley, add its cunning to your roll
- and someone interferes with you, add its instinct to their roll

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves:

☐ HALF-ELVEN

Somewhere in your lineage lies mixed blood and it begins to show its presence. You gain the elf starting move if you took the human one at character creation or vice versa.

☐ WILD EMPATHY

You can speak with and understand animals.

☐ FAMILIAR PREY

When you spout lore about a monster you use WIS instead of INT.

☐ VIPER'S STRIKE

When you strike an enemy with two weapons at once, add an extra 1d4 damage for your off-hand strike.

☐ CAMOUFLAGE

When you keep still in natural surroundings, enemies never spot you until you make a movement.

☐ MAN'S BEST FRIEND

When you allow your animal companion to take a blow that was meant for you, the damage is negated and your animal companion's ferocity becomes 0. If its ferocity is already 0 you can't use this ability. When you have a few hours of rest with your animal companion its ferocity returns to normal.

☐ BLOT OUT THE SUN

When you volley you may spend extra ammo before rolling. For each point of ammo spent you may choose an extra target. Roll once and apply damage to all targets.

☐ WELL-TRAINED

Choose another training for your animal companion.

☐ GOD AMIDST THE WASTES

Dedicate yourself to a deity (name a new one or choose one that's already been established). You gain the commune and cast a spell cleric moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1.

☐ FOLLOW ME

When you undertake a perilous journey you can take two roles. You make a separate roll for each.

☐ A SAFE PLACE

When you set the watch for the night, everyone takes +1 to take watch.

MASTER MOVES

When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

☐ WILD SPEECH

Replaces: Wild Empathy

You can speak with and understand any non-magical, non-planar creature.

☐ HUNTER'S PREY

Replaces: Familiar Prey

When you spout lore about a monster you use WIS instead of INT. On a 12+, in addition to the normal effects, you get to ask the GM any one question about the subject.

☐ VIPER'S FANGS

Replaces: Viper's Strike

When you strike an enemy with two weapons at once, add an extra 1d8 damage for your off-hand strike.

☐ SMAUG'S BELLY

When you know your target's weakest point your arrows have 2 piercing.

☐ STRIDER

Replaces: Follow Me

When you undertake a perilous journey you can take two roles. Roll twice and use the better result for both roles.

☐ A SAFER PLACE

Replaces: A Safe Place

When you set the watch for the night everyone takes +1 to take watch. After a night in camp when you set the watch everyone takes +1 forward.

☐ OBSERVANT

When you hunt and track, on a hit you may also ask one question about the creature you are tracking from the discern realities list for free.

☐ SPECIAL TRICK

Choose a move from another class. So long as you are working with your animal companion you have access to that move.

☐ UNNATURAL ALLY

Your animal companion is a monster, not an animal. Describe it. Give it +2 ferocity and +1 instinct, plus a new training.

GEAR

Your load is 11+Str. You start with dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), and a bundle of arrows (3 ammo, 1 weight).

Choose your armament:

☐ Hunter's bow (near, far, 1 weight) and short sword (close, 1 weight)

☐ Hunter's bow (near, far, 1 weight) and spear (reach, 1 weight)

Choose one:

☐ Adventuring gear (1 weight) and dungeon rations (1 weight)

☐ Adventuring gear (1 weight) and bundle of arrows (3 ammo, 1 weight)

ITEM	WEIGHT	VALUE

COIN & TREASURE

LOAD

MAX:

BASIC MOVES REFERENCE

HACK AND SLASH
When you attack an enemy in melee, roll+STR. On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7–9, you deal your damage to the enemy and the enemy makes an attack against you.

VOLLEY
When you take aim and shoot at an enemy at range, roll+Dex. On a 10+ you have a clear shot—deal your damage. On a 7–9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one.

DEFY DANGER
When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it...

- ...by powering through, +Str
- ...by getting out of the way or acting fast, +Dex
- ...by enduring, +Con
- ...with quick thinking, +Int
- ...through mental fortitude, +Wis
- ...using charm and social grace, +Cha

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7–9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

DEFEND
When you stand in defense of a person, item, or location under attack, roll+Con. On a 10+, hold 3. On a 7–9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally giving that ally +1 forward against the attacker
- Deal damage to the attacker equal to your level

SPOUT LORE
When you consult your accumulated knowledge about something, roll+Int. On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7–9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

DISCERN REALITIES
When you closely study a situation or person, roll+Wis. On a 10+ ask the GM 3 questions from the list below. On a 7–9 ask 1. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

PARLEY
When you you have leverage on a GM character and manipulate them, roll+Cha. Leverage is something they need or want. On a hit they ask you for something and do it if you make them a promise first. On a 7–9, they need some concrete assurance of your promise, right now.

AID OR INTERFERE
When you help or hinder someone you have a bond with, roll+Bond with them. On a 10+ they take +1 or -2, your choice. On a 7–9 you also expose yourself to danger, retribution, or cost.

NOTES

DUNGEON WORLD

CHARACTER PLAYBOOK | THIEF (D8)

NAME:
HALFLING: Felix, Rook, Mouse, Sketch, Trixie, Robin, Omar, Brynn, Bug

HUMAN: Sparrow, Shank, Jack, Marlow, Dodge, Rat, Pox, Humble, Farley

LOOK
Choose one for each:

- Shifty Eyes or Criminal Eyes
- Hooded Head, Messy Hair, or Cropped Hair
- Dark Clothes, Fancy Clothes, or Common Clothes
- Lithe Body, Knobby Body, or Flabby Body

ALIGNMENT
Choose an alignment:

- ☐ **CHAOTIC**: Leap into danger without a plan.
- ☐ **NEUTRAL**: Avoid detection or infiltrate a location.
- ☐ **EVIL**: Shift danger or blame from yourself to someone else.

RACE
Choose a race and gain the corresponding move:

- ☐ **HALFLING**: When you attack with a ranged weapon, deal +2 damage.
- ☐ **HUMAN**: You are a professional. When you spout lore or discern realities about criminal activities, take +1.

BONDS
Fill in the name of one of your companions in at least one:

_____
_____
_____
_____
_____
_____
_____
_____

EXAMPLES: I stole something from X. X has my back when things go wrong. X knows incriminating details about me. X and I have a con running.

CHARACTER SKETCH

ARMOR	HIT POINTS MAX HP:	XP LEVEL:

STR	DEX	CON
INT	WIS	CHA

Assign these scores to your stats:
16 (+2), 15 (+1), 13 (+1), 11 (0), 9 (0), 8 (-1).

Your maximum HP is 6+Constitution.

Your base damage is d8.

STARTING MOVES

You start with these moves:

TRAP EXPERT

When you spend a moment to survey a dangerous area, roll+DEX.

On a 10+, hold 3.

On a 7–9, hold 1. Spend your hold as you walk through the area to ask these questions:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What else is hidden here?

TRICKS OF THE TRADE

When you pick locks or pockets or disable traps, roll+DEX.

On a 10+, you do it, no problem.

On a 7–9, you still do it, but the GM will offer you two options between suspicion, danger, or cost.

BACKSTAB

When you attack a surprised or defenseless enemy with a melee weapon, you can choose to deal your damage or roll+DEX.

On a 10+ choose two.

On a 7–9 choose one.

- You don't get into melee with them
- You deal your damage+1d6
- You create an advantage, +1 forward to you or an ally acting on it
- Reduce their armor by 1 until they repair it

FLEXIBLE MORALS

When someone tries to detect your alignment you can tell them any alignment you like.

POISONER

You've mastered the care and use of a poison. Choose a poison from the list below; that poison is no longer dangerous for you to use. You also start with three uses of the poison you choose. Whenever you have time to gather materials and a safe place to brew you can make three uses of the poison you choose for free. Note that some poisons are applied, meaning you have to carefully apply it to the target or something they eat or drink. Touch poisons just need to touch the target, they can even be used on the blade of a weapon.

- ☐ **OIL OF TAGIT** (applied): The target falls into a light sleep
- ☐ **BLOODWEED** (touch): The target deals -1d4 damage ongoing until cured
- ☐ **GOLDENROOT** (applied): The target treats the next creature they see as a trusted ally, until proved otherwise
- ☐ **SERPENT'S TEARS** (touch): Anyone dealing damage to the target rolls twice and takes the better result.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves:

☐ CHEAP SHOT

When using a precise or hand weapon, your backstab deals an extra +1d6 damage.

☐ CAUTIOUS

When you use trap expert you always get +1 hold, even on a 6-.

☐ WEALTH AND TASTE

When you make a show of flashing around your most valuable possession, choose someone present. They will do anything they can to obtain your item or one like it.

☐ SHOOT FIRST

You're never caught by surprise. When an enemy would get the drop on you, you get to act first instead.

☐ POISON MASTER

After you've used a poison once it's no longer dangerous for you to use.

☐ ENVENOM

You can apply even complex poisons with a pinprick. When you apply a poison that's not dangerous for you to use to your weapon it's touch instead of applied.

☐ BREWER

When you have time to gather materials and a safe place to brew you can create three doses of any one poison you've used before.

☐ UNDERDOG

When you're outnumbered, you have +1 armor.

☐ CONNECTIONS

When you put out word to the criminal underbelly about something you want or need, roll+CHA.

On a 10+, someone has it, just for you.

On a 7–9, you'll have to settle for something close or it comes with strings attached, your call.

MASTER MOVES

When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

☐ DIRTY FIGHTER

Replaces: Cheap Shot

When using a precise or hand weapon, your backstab deals an extra +1d8 damage and all other attacks deal +1d4 damage.

☐ EXTREMELY CAUTIOUS

Replaces: Cautious

When you use trap expert you always get +1 hold, even on a 6-. On a 12+ you get 3 hold and the next time you come near a trap the GM will immediately tell you what it does, what triggers it, who set it, and how you can use it to your advantage.

☐ ALCHEMIST

Replaces: Brewer

When you have you have time to gather materials and a safe place to brew you can create three doses of any poison you've used before. Alternately you can describe the effects of a poison you'd like to create. The GM will tell you that you can create it, but with one or more caveats:

- It will only work under specific circumstances
- The best you can manage is a weaker version
- It'll take a while to take effect
- It'll have obvious side effects

☐ SERIOUS UNDERDOG

Replaces: Underdog

You have +1 armor. When you're outnumbered, you have +2 armor instead.

☐ EVASION

When you defy danger on a 12+, you transcend the danger. You not only do what you set out to, but the GM will offer you a better outcome, true beauty, or a moment of grace.

☐ STRONG ARM, TRUE AIM

You can throw any melee weapon, using it to volley. A thrown melee weapon is gone; you can never choose to reduce ammo on a 7–9.

☐ ESCAPE ROUTE

When you're in too deep and need a way out, name your escape route and roll+DEX.

On a 10+ you're gone. On a 7–9 you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.

☐ DISGUISE

When you have time and materials you can create a disguise that will fool anyone into thinking you're another creature of about the same size and shape. Your actions can give you away but your appearance won't.

☐ HEIST

When you take time to make a plan to steal something, name the thing you want to steal and ask the GM these questions. When acting on the answers you and your allies take +1 forward.

- Who will notice it's missing?
- What's its most powerful defense?
- Who will come after it?
- Who else wants it?

GEAR

Your load is 9+Str. You start with dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), 3 uses of your chosen poison, and 10 coins.

Choose your arms:

- ☐ Dagger (hand, 1 weight) and short sword (close, 1 weight)
- ☐ Rapier (close, precise, 1 weight)

Choose a ranged weapon:

- ☐ 3 throwing daggers (thrown, near, 0 weight)
- ☐ Ragged Bow (near, 2 weight) and bundle of arrows (3 ammo, 1 weight)

Choose one:

- ☐ Adventuring gear (1 weight)
- ☐ Healing potion (0 weight)

ITEM	WEIGHT	VALUE

COIN & TREASURE

LOAD

MAX:

BASIC MOVES REFERENCE

HACK AND SLASH
When you attack an enemy in melee, roll+STR. On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7–9, you deal your damage to the enemy and the enemy makes an attack against you.

VOLLEY
When you take aim and shoot at an enemy at range, roll+Dex. On a 10+ you have a clear shot—deal your damage. On a 7–9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one.

DEFY DANGER
When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it...

- ...by powering through, +Str
- ...by getting out of the way or acting fast, +Dex
- ...by enduring, +Con
- ...with quick thinking, +Int
- ...through mental fortitude, +Wis
- ...using charm and social grace, +Cha

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7–9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

DEFEND
When you stand in defense of a person, item, or location under attack, roll+Con. On a 10+, hold 3. On a 7–9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally giving that ally +1 forward against the attacker
- Deal damage to the attacker equal to your level

SPOUT LORE
When you consult your accumulated knowledge about something, roll+Int. On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7–9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

DISCERN REALITIES
When you closely study a situation or person, roll+Wis. On a 10+ ask the GM 3 questions from the list below. On a 7–9 ask 1. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

PARLEY
When you you have leverage on a GM character and manipulate them, roll+Cha. Leverage is something they need or want. On a hit they ask you for something and do it if you make them a promise first. On a 7–9, they need some concrete assurance of your promise, right now.

AID OR INTERFERE
When you help or hinder someone you have a bond with, roll+Bond with them. On a 10+ they take +1 or -2, your choice. On a 7–9 you also expose yourself to danger, retribution, or cost.

NOTES

DUNGEON WORLD

CHARACTER PLAYBOOK | WIZARD (D4)

NAME:
ELF: Galadiir, Fenfaril, Lilliastre, Phirosalle, Enkirash, Halwyr

HUMAN: Avon, Morgan, Rath, Ysolde, Ovid, Vitus, Aldara, Xeno, Uri

LOOK
Choose one for each:

- Haunted Eyes, Sharp Eyes, or Crazy Eyes
- Styled Hair, Wild Hair, or Pointed Hat
- Worn Robes, Stylish Robes, or Strange Robes
- Pudgy Body, Creepy Body, or Thin Body

ALIGNMENT
Choose an alignment:

- ☐ **GOOD**: Use magic to directly aid another.
- ☐ **NEUTRAL**: Discover something about a magical mystery.
- ☐ **EVIL**: Use magic to cause terror and fear.

RACE
Choose a race and gain the corresponding move:

- ☐ **ELF**: Magic is as natural as breath to you. Detect Magic is a cantrip for you.
- ☐ **HUMAN**: Choose one cleric spell. You can cast it as if it was a wizard spell

BONDS
Fill in the name of one of your companions in at least one:

_____
_____
_____
_____
_____
_____
_____
_____

EXAMPLES: X will play an important role in the events to come. I have foreseen it! X is keeping an important secret from me. X is woefully misinformed about the world; I will teach them all that I can.

CHARACTER SKETCH

ARMOR	HIT POINTS MAX HP:	XP LEVEL:

STR	DEX	CON
INT	WIS	CHA

Assign these scores to your stats:
16 (+2), 15 (+1), 13 (+1), 11 (0), 9 (0), 8 (-1).

Your maximum HP is 4+Constitution.

Your base damage is d4.

STARTING MOVES

You start with these moves:

SPELLBOOK

You have mastered several spells and inscribed them in your spellbook. You start out with three first level spells in your spellbook as well as the cantrips. Whenever you gain a level, you add a new spell of your level or lower to your spellbook. You spellbook is 1 weight.

PREPARE SPELLS

When you spend uninterrupted time (an hour or so) in quiet contemplation of your spellbook, you:

- Lose any spells you already have prepared
- Prepare new spells of your choice from your spellbook whose total levels don't exceed your own level+1.
- Prepare your cantrips which never count against your limit.

CAST A SPELL (INT)

When you release a spell you've prepared, roll+Int.

On a 10+, the spell is successfully cast and you do not forget the spell—you may cast it again later.

- On a 7-9, the spell is cast, but choose one:
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- The spell disturbs the fabric of reality as it is cast—take -1 ongoing to cast a spell until the next time you Prepare Spells.
- After it is cast, the spell is forgotten. You cannot cast the spell again until you prepare spells.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to cast a spell.

SPELL DEFENSE

You may end any ongoing spell immediately and use the energy of its dissipation to deflect an oncoming attack. The spell ends and you subtract its level from the damage done to you.

RITUAL

When you draw on a place of power to create a magical effect, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you one to four of the following conditions:

- It's going to take days/weeks/months
- First you must _____
- You'll need help from _____
- It will require a lot of money
- The best you can do is a lesser version, unreliable and limited
- You and your allies will risk danger from _____
- You'll have to disenchant _____ to do it

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves:

☐ PRODIGY

Choose a spell. You prepare that spell as if it were one level lower.

☐ EMPOWERED MAGIC

When you cast a spell, on a 10+ you have the option of choosing from the 7-9 list. If you do, you may choose one of these as well:

- The spell's effects are maximized
- The spell's targets are doubled

☐ FOUNT OF KNOWLEDGE

When you spout lore about something no one else has any clue about, take +1.

☐ KNOW-IT-ALL

When another player's character comes to you for advice and you tell them what you think is best, they get +1 forward when following your advice and you mark experience if they do.

☐ EXPANDED SPELLBOOK

Add a new spell from the spell list of any class to your spellbook.

☐ ENCHANTER

When you have time and safety with a magic item you may ask the GM what it does, the GM will answer you truthfully.

☐ LOGICAL

When you use strict deduction to analyze your surroundings, you can discern realities with INT instead of WIS.

☐ ARCANE WARD

As long as you have at least one prepared spell of first level or higher, you have +2 armor.

☐ COUNTERSPELL

When you attempt to counter an arcane spell that will otherwise affect you, stake one of your prepared spells on the defense and roll+Int.

On a 10+, the spell is countered and has no effect on you.

On a 7-9, the spell is countered and you forget the spell you staked. Your counterspell protects only you; if the countered spell has other targets they get its effects.

☐ QUICK STUDY

When you see the effects of an arcane spell, ask the GM the name of the spell and its effects. You take +1 when acting on the answers.

MASTER MOVES

When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

☐ MASTER

Requires: Prodigy

Choose one spell in addition to the one you picked for prodigy. You prepare that spell as if it were one level lower.

☐ GREATER EMPOWERED MAGIC

Replaces: Empowered Magic

When you cast a spell, on a 10-11 you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+ you get to choose one of these effects for free:

- The spell's effects are doubled
- The spell's targets are doubled

☐ ENCHANTER'S SOUL

Requires: Enchanter

When you have time and safety with a magic item in a place of power you can empower that item so that the next time you use it its effects are amplified, the GM will tell you exactly how.

☐ HIGHLY LOGICAL

Replaces: Logical

When you use strict deduction to analyze your surroundings, you can discern realities with Int instead of Wis. On a 12+ you get to ask the GM any three questions, not limited by the list.

☐ ARCANE ARMOR

Replaces: Arcane Ward

As long as you have at least one prepared spell of first level or higher, you have +4 armor.

☐ PROTECTIVE COUNTER

Requires: Counterspell

When an ally within sight of you is affected by an arcane spell, you can counter it as if it affected you. If the spell affects multiple allies you must counter for each ally separately.

☐ ETHEREAL TETHER

When you have time with a willing or helpless subject you can craft an ethereal tether with them. You perceive what they perceive and can discern realities about someone tethered to you or their surroundings no matter the distance. Someone willingly tethered to you can communicate with you over the tether as if you were in the room with them.

☐ MYSTICAL PUPPET STRINGS

When you use magic to control a person's actions they have no memory of what you had them do and bear you no ill will.

☐ SPELL AUGMENTATION

When you deal damage to a creature you can shunt a spell's energy into them—end one of your ongoing spells and add the spell's level to the damage dealt.

☐ SELF-POWERED

When you have time, arcane materials, and a safe space, you can create your own place of power. Describe to the GM what kind of power it is and how you're binding it to this place, the GM will tell you one kind of creature that will have an interest in your workings.

GEAR

Your load is 7+Str. You start with your spellbook (1 weight) and dungeon rations (5 uses, 1 weight).

Choose your defenses:

☐ Leather armor (1 armor, 1 weight)
☐ Bag of books (5 uses, 2 weight) and 3 healing potions

Choose your weapon:

☐ Dagger (hand, 1 weight)
☐ Staff (close, two-handed, 1 weight)

Choose one:

☐ Healing potion (0 weight)
☐ 3 antitoxins (0 weight

ITEM	WEIGHT	VALUE

COIN & TREASURE

LOAD

MAX:

DUNGEON WORLD

WIZARD SPELLBOOK

CANTRIPS

You prepare all of your cantrips every time you prepare spells without having to select them or count them toward your allotment of spells.

LIGHT — CANTRIP

An item you touch glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence.

UNSEEN SERVANT — CANTRIP ONGOING

You conjure a simple invisible construct that can do nothing but carry items. It has load 3 and carries anything you hand to it. It cannot pick up items on its own and can only carry those you give to it. Items carried by an unseen servant appear to float in the air a few paces behind you. An unseen servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried. Otherwise the unseen servant serves you until you end the spell.

PRESTIDIGITATION — CANTRIP

You perform minor tricks of true magic. If you touch an item as part of the casting you can make cosmetic changes to it: clean it, soil it, cool it, warm it, flavor it, or change its color. If you cast the spell without touching an item you can instead create minor illusions no bigger than yourself. Prestidigitation illusions are crude and clearly illusions—they won't fool anyone, but they might entertain them.

LEVEL 1 SPELLS

CONTACT SPIRITS — SUMMONING

Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes, just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

DETECT MAGIC — DIVINATION

One of your senses is briefly attuned to magic. The GM will tell you what here is magical.

TELEPATHY — DIVINATION ONGOING

You form a telepathic bond with a single person you touch, enabling you to converse with that person through your thoughts. You can only have one telepathic bond at a time.

CHARM PERSON — ENCHANTMENT ONGOING

The person (not beast or monster) you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.

INVISIBILITY — ILLUSION ONGOING

Touch an ally: nobody can see them. They're invisible! The spell persists until the target attacks or you dismiss the effect. While the spell is ongoing you can't cast a spell.

MAGIC MISSILE — EVOCATION

Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target.

ALARM

Walk a wide circle as you cast this spell. Until you prepare spells again your magic will alert you if a creature crosses that circle. Even if you are asleep, the spell will shake you from your slumber.

LEVEL 3 SPELLS

DISPEL MAGIC
Choose a spell or magic effect in your presence: this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened so long as you are nearby.

VISIONS THROUGH TIME — DIVINATION
Cast this spell and gaze into a reflective surface to see into the depths of time. The GM will reveal the details of a grim portent to you—a bleak event that will come to pass without your intervention. They'll tell you something useful about how you can interfere with the grim portent's dark outcomes. Rare is the portent that claims "You'll live happily ever after." Sorry.

FIREBALL — EVOCATION
You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armor.

MIMIC — ONGOING
You take the form of someone you touch while casting this spell. Your physical characteristics match theirs exactly but your behavior may not. This change persists until you take damage or choose to return to your own form. While this spell is ongoing you lose access to all your wizard moves.

MIRROR IMAGE — ILLUSION
You create an illusory image of yourself. When you are attacked, roll a d6. On a 4, 5, or 6 the attack hits the illusion instead, the image then dissipates and the spell ends.

SLEEP — ENCHANTMENT
1d4 enemies you can see of the GM's choice fall asleep. Only creatures capable of sleeping are affected. They awake as normal: loud noises, jolts, pain.

LEVEL 5 SPELLS

CAGE — EVOCATION ONGOING
The target is held in a cage of magical force. Nothing can get in or out of the cage. The cage remains until you cast another spell or dismiss it. While the spell is ongoing, the caged creature can hear your thoughts and you cannot leave sight of the cage.

CONTACT OTHER PLANE — DIVINATION
You send a request to another plane. Specify who or what you'd like to contact by location, type of creature, name, or title. You open a two-way communication with that creature. Your communication can be cut off at any time by you or the creature you contacted.

POLYMORPH — ENCHANTMENT
Your touch reshapes a creature entirely, they stay in the form you craft until you cast a spell. Describe the new shape you craft, including any stat changes, significant adaptations, or major weaknesses. The GM will then tell you one or more of these:

- The form will be unstable and temporary
- The creature's mind will be altered as well
- The form has an unintended benefit or weakness

SUMMON MONSTER — SUMMONING ONGOING
A monster appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage dice. The monster also gets your choice of 1d6 of these traits:

- It has +2 instead of +1 to one stat
- It's not reckless
- It does 1d8 damage
- Its bond to your plane is strong: +2 HP for each level you have
- It has some useful adaptation

The GM will tell you the type of monster you get based on the traits you select. The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to cast a spell.

LEVEL 7 SPELLS

DOMINATE — ENCHANTMENT ONGOING
Your touch pushes your mind into someone else's. You gain 1d4 hold. Spend one hold to make the target take one of these actions:

- Speak a few words of your choice
- Give you something they hold
- Make a concerted attack on a target of your choice
- Truthfully answer one question

If you run out of hold the spell ends. If the target takes damage you lose 1 hold. While the spell is ongoing you cannot cast a spell.

TRUE SEEING — DIVINATION ONGOING
You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While this spell is ongoing you take -1 to cast a spell.

SHADOW WALK — ILLUSION
The shadows you target with this spell become a portal for you and your allies. Name a location, describing it with a number of words up to your level. Stepping through the portal deposits you and any allies present when you cast the spell at the location you described. The portal may only be used once by each ally.

CONTINGENCY — EVOCATION
Choose a 5th level or lower spell you know. Describe a trigger condition using a number of words equal to your level. The chosen spell is held until you choose to unleash it or the trigger condition is met, whichever happens first. You don't have to roll for the held spell, it just takes effect. You may only have a single contingent spell held at a time; if you cast Contingency while you have a held spell, the new held spell replaces the old one.

CLOUDKILL — SUMMONING ONGOING
A cloud of fog drifts into this realm from beyond the Black Gates of Death, filling the immediate area. Whenever a creature in the area takes damage it takes an additional, separate 1d6 damage which ignores armor. This spell persists so long as you can see the affected area, or until you dismiss it.

LEVEL 9 SPELLS

ANTIPATHY — ENCHANTMENT ONGOING
Choose a target and describe a type of creature or an alignment. Creatures of the specified type or alignment cannot come within sight of the target. If a creature of the specified type does find itself within sight of the target, it immediately flees. This effect continues until you leave the target's presence or you dismiss the spell. While the spell is ongoing you take -1 to cast a spell.

ALERT — DIVINATION
Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. If you choose, you can view the location of the event as though you were there in person. You can only have one Alert active at a time.

SOUL GEM
You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

SHELTER — EVOCATION ONGOING
You create a structure out of pure magical power. It can be as large as a castle or as small as a hut, but is impervious to all non-magical damage. The structure endures until you leave it or you end the spell.

PERFECT SUMMONS — SUMMONING
You teleport a creature to your presence. Name a creature or give a short description of a type of creature. If you named a creature, that creature appears before you. If you described a type of creature, a creature of that type appears before you.

DUNGEON WORLD

CLERIC SPELLBOOK

ROTES

Every time you commune, you gain access to all of your rotes without having to select them or count them toward your allotment of spells.

LIGHT — ROTE

An item you touch glows with divine light, about as bright as a torch. It gives off no heat or sound and requires no fuel but is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence.

SANCTIFY — ROTE

Food or water you hold in your hands while you cast this spell is consecrated by your deity. In addition to now being holy or unholy, the affected substance is purified of any mundane spoilage.

GUIDANCE — ROTE

The symbol of your deity appears before you and gestures towards the direction or course of action your deity would have you take then disappears. The message is through gesture only; your communication through this spell is severely limited..

LEVEL 1 SPELLS

BLESS — ONGOING

Your deity smiles upon a combatant of your choice. They take +1 ongoing so long as battle continues and they stand and fight. While this spell is ongoing you take -1 to cast a spell.

CURE LIGHT WOUNDS

At your touch wounds scab and bones cease to ache. Heal an ally you touch of 1d8 damage.

DETECT ALIGNMENT

When you cast this spell choose an alignment: Good, Evil, Lawful, or Chaotic. One of your senses is briefly able to detect that alignment. The GM will tell you what here is of that alignment.

CAUSE FEAR — ONGOING

Choose a target you can see and a nearby object. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, fight. While this spell is ongoing you take -1 to cast a spell. You cannot target entities with less than animal intelligence (magical constructs, undead, automatons, and the like).

MAGIC WEAPON — ONGOING

The weapon you hold while casting does +1d4 damage until you dismiss this spell. While this spell is ongoing you take -1 to cast a spell.

SANCTUARY

As you cast this spell, you walk the perimeter of an area, consecrating it to your deity. As long as you stay within that area you are alerted whenever someone acts with malice within the sanctuary (including entering with harmful intent). Anyone who receives healing within a sanctuary heals +1d4 HP.

SPEAK WITH DEAD

A corpse converses with you briefly. It will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death.

LEVEL 3 SPELLS

ANIMATE DEAD
ONGOING

You invoke a hungry spirit to possess a recently-dead body and serve you. This creates a zombie that follows your orders to the best of its limited abilities. Treat the zombie as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 HP. The zombie also gets your choice of 1d4 of these traits:

- It's talented. Give one stat a +2 modifier.
- It's durable. It has +2 HP for each level you have.
- It has a functioning brain and can complete complex tasks.
- It does not appear obviously dead, at least for a day or two.

The zombie lasts until it is destroyed by taking damage in excess of its HP, or until you end the spell. While this spell is ongoing you take -1 to cast a spell.

CURE MODERATE WOUNDS
You staunch bleeding and set bones through magic. Heal an ally you touch of 2d8 damage.

DARKNESS
ONGOING

Choose an area you can see: it's filled with supernatural darkness and shadow. While this spell is ongoing you take -1 to cast a spell.

RESURRECTION
Tell the GM you would like to resurrect a corpse whose soul has not yet fully departed this world. Resurrection is always possible, but the GM will give you one or more (possibly all) of these conditions to fulfill:

- It's going to take days/weeks/months
- You must get help from _____
- It will require a lot of money
- You must sacrifice _____ to do it

The GM may, depending on the circumstances, allow you to resurrect the corpse now, with the understanding that the conditions must be met before it's permanent, or require you to meet the conditions before the corpse is resurrected.

HOLD PERSON
Choose a person you can see. Until you cast a spell or leave their presence they cannot act except to speak. This effect ends immediately if the target takes damage from any source.

LEVEL 5 SPELLS

REVELATION
Your deity answers your prayers with a moment of perfect understanding. The GM will shed light on the current situation. When acting on the information, you take +1 forward.

CURE CRITICAL WOUNDS
Heal an ally you touch of 3d8 damage.

DIVINATION
Name a person, place, or thing you want to learn about. Your deity grants you visions of the target, as clear as if you were there.

CONTAGION
ONGOING

Choose a creature you can see. Until you end this spell, the target suffers from a disease of your choice. While this spell is ongoing you take -1 to cast a spell.

WORDS OF THE UNSPEAKING
With a touch you speak to the spirits within things. The non-living object you touch answers three questions you pose, as best it can.

TRUE SEEING
ONGOING

Your vision is opened to the true nature of everything you lay your eyes on. You pierce illusions and see things that have been hidden. The GM will describe the area before you ignoring any illusions and falsehoods, magical or otherwise. While this spell is ongoing you take -1 to cast a spell.

TRAP SOUL
You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

LEVEL 7 SPELLS

WORD OF RECALL
Choose a word. The first time after casting this spell that you speak the chosen word, you and any allies touching you when you cast the spell are immediately returned to the exact spot where you cast the spell. You can only maintain a single location; casting Word of Recall again before speaking the word replaces the earlier spell.

HEAL
Touch an ally and you may heal their damage a number of points up to your maximum HP.

HARM
Touch an enemy and strike them with divine wrath—deal 2d8 damage to them and 1d6 damage to yourself. This damage ignores armor.

SEVER
ONGOING

Choose an appendage on the target such as an arm, tentacle, or wing. The appendage is magically severed from their body, causing no damage but considerable pain. Missing an appendage may, for example, keep a winged creature from flying, or a bull from goring you on its horns. While this spell is ongoing you take -1 to cast a spell.

MARK OF DEATH
Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.

CONTROL WEATHER
Pray for rain—or sun, wind, or snow. Within a day or so, your god will answer. The weather will change according to your will and last a handful of days.

LEVEL 9 SPELLS

STORM OF VENGEANCE
Your deity brings the unnatural weather of your choice to pass. Rain of blood or acid, clouds of souls, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.

REPAIR
Choose one event in the target's past. All effects of that event, including damage, poison, disease, and magical effects, are ended and repaired. HP and diseases are healed, poisons are neutralized, magical effects are ended.

DIVINE PRESENCE
ONGOING

Every creature must ask your leave to enter your presence, and you must give permission aloud for them to enter. Any creature without your leave takes an extra 1d10 damage whenever they take damage in your presence. While this spell is ongoing you take -1 to cast a spell.

CONSUME UNLIFE
The mindless undead creature you touch is destroyed and you steal its death energy to heal yourself or the next ally you touch. The amount of damage healed is equal to the HP that the creature had remaining before you destroyed it.

PLAGUE
ONGOING

Name a city, town, encampment, or other place where people live. As long as this spell is active that place is beset by a plague appropriate to your deity's domains (locusts, death of the first born, etc.) While this spell is ongoing you take -1 to cast a spell.