

DUNGEON WORLD

UNLIMITED EDITION

A revision of the mechanics and playbooks for Dungeon World by LaTorra and Koebel

Changes made in this edition

Dungeon World has come a long way in its roots from the original Apocalypse World. As such, it has inherited several legacy mechanics and quirks from Dungeons and Dragons, and we feel that these quirks ultimately do not serve the interests of the game. The following playbooks have been revised to better represent a more classic Apocalypse World style experience.

Alignments have been replaced with Drives

Our goal is to allow the players to explore the motivations of their characters without the traditional moral codes of Good and Evil. We hope removing these alignments will also remove some of the stigma about alignment as a straightjacket for a character's actions.

Races have been replaced with Backgrounds

This change is mostly cosmetic to put more focus on the character's backstory. This assumes a default human race for all characters. Players may wish to use the optional Heritage mechanic if they want to play characters from more varied cultural or racial backgrounds.

Ability Scores (3-18) have been removed; only the modifiers remain

In practice, these scores contributed little to actual play and caused confusion for new players. Only the modifiers remain.

HP and Load are now hard-coded for each playbook, rather than being calculated from Ability Scores

A natural extension of using only modifiers rather than ability scores, static HP and Load cuts down on the unnecessary paperwork needed to create a new character.

Each playbook now has only seven advanced moves

Many advanced moves offered little besides bonuses to other moves. We wanted moves to add cool new things that characters can do, and our choices here reflect this principle.

All moves and mechanics now use a single type of die: the d6

This removes the complexity of using multiple types of dice while still allowing for the variance that dice bring to the table.

This is most noticeable during combat, lessening the divide between classes and making "+n" damage bonuses feel more impactful (be it from weapons, class choice, or other factors).

This change also alters monster damage as follows:

- If an effect uses 1d4, it now uses 1d6-1 (minimum of 1)
- If an effect uses 1d8, it now uses 1d6+1
- If an effect uses 1d10, it now uses 1d6+2
- If an effect uses 1d12, it now uses 1d6+3

+1/-1 forward has been replaced with advantage/disadvantage

Die modifiers are, in practice, cumbersome and easy to forget. Instead, anything that would give a bonus to a roll gives advantage, and anything that would penalize a roll gives disadvantage. These changes are incorporated into the playbooks.

- When you **roll with advantage**, roll an extra die and discard the lowest die.
- When you **roll with disadvantage**, roll an extra die and discard the highest.

If you ever have both advantage and disadvantage; they cancel each other out; just roll normally.

Note that damage rolls can also have advantage or disadvantage.

In this case, roll two dice instead of one and keep the higher or lower of the two, as prescribed. **This changes the "take what you can get" option of Volley to rolling with disadvantage.** Any monster damage dice listed as "best" or "worst" are not affected by this change. (See DW, page 25)

The change also affects the bonuses and penalties to rolls found in the Discern Realities and Encumbrance moves. It does not affect Carouse (you still roll+100s of coins spent) or the bonus granted by spending Preparation from Bolster. Spending Preparation still only gives +1.

The names of debilities have been changed

This is a cosmetic change we feel better represents different types of injuries or stressors acquired from the harsh life of adventuring. Mechanically, debilities are affected by the above rule; debilities now give disadvantage to any roll made with the debilitated stat.

Many basic moves have been revised

The above changes necessitate minor revisions to several of the basic moves, which are listed on the following page. We have also used this opportunity to make adjustments to some of the triggers of the basic moves to make them easier to use in play.

The moves that have undergone the most significant changes are Level Up, which now offers a choice of either taking a new move or increasing a stat at each level, and Undertake a Perilous Journey, which has been rewritten to offer more player choice and authorship.

Bonds are worded differently

The statements used in the initial Bonds of each playbook have been revised into questions. At the beginning of the game, each player can go around the table and ask these questions to the others in order to set up their initial Bonds and establish the relationships within the group. Mechanically, Bonds have not changed.

Players have Agendas and Principles too

To help players focus their attention on the conversation and keep the game on track, we have added an Agenda and Principles for players, just like the GM has. While these should be considered part of the rules of play like the GM's Agenda and Principles, they do not carry mechanical weight to affect the dice. The players' Agenda and Principles will be expanded further below.

Revised Basic Moves

The following list reflects the changes that have been made to the basic moves in this version. Some changes are minor to better comply with other mechanical changes, others have been more significantly rewritten. If a basic move is not written here (ex: Defy Danger), assume it is unchanged from core Dungeon World.

Hack and Slash

When you **fight in melee or close quarters**, roll+STR. *On a 10+, deal your damage and choose one:

- You evade, prevent, or counter the enemy's attack
- You strike hard and fast; deal +1d6 damage, but suffer the enemy's attack

*On a 7-9, you deal your damage, but also suffer the enemy's attack.

Volley

When you **take aim and attack an enemy at range**, roll+DEX. *On a 10+, you have a clear shot, deal your damage. *On a 7-9, deal your damage but also choose one:

- You have to move/hold steady to get the shot, placing you in danger as described by the GM
- You have to take what you can get; your damage roll gets disadvantage
- You have to take several shots; spend 1 ammo

Defend

When you **take up a defensive stance or jump in to protect someone or something else**, roll+CON. *On a 10+, hold 3. *On a 7-9, hold 1. Spend your hold to:

- Suffer an attack's damage/effects instead of your ward
- Halve an attack's damage/effects
- Draw all attention from your ward to yourself
- Strike back at an attacker; deal your damage with disadvantage

When you go on the offense, cease to focus on defense, or the threat passes, lose any hold left on this move.

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. Either way, when you **act on the answers for the first time**, whatever move you make gains advantage.

- 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?

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.

Parley

When you **influence or manipulate an NPC to do something they normally wouldn't do**, roll+CHA. *On a hit, they reveal the easiest way to convince them to go along. *On a 7-9, they reveal something you can do to convince them, though it'll likely be costly, tricky, or distasteful.

Note that "easiest" does not necessarily mean easy to accomplish, convincing a royal guard to let you by is still a challenging task. Parley is not mind control in that regard. If you have some kind of leverage on them, the GM should take it into consideration when telling you their costs.

Aid/Interfere

When you **help or hinder someone**, roll+Bond with them. *On a hit, they get either advantage or disadvantage to their roll, your choice. *On a 7-9, you also expose yourself to any risks, costs, or consequences associated with their move.

Undertake a Perilous Journey

When you **travel through hostile territory**, choose one member of the party to act as trailblazer, one to scout ahead, and one to be quartermaster. Each character with a job to do rolls+WIS:

For the scout: *On a hit, you are not ambushed or taken by surprise on the journey. *On a 10+, choose one:

- You get the drop on a threat, either on the path or at your destination
- You discover an interesting or useful place or landmark, tell us what you found and add it to the map
- You notice a sign of a nearby threat; ask the GM what it is, and what it might signify

For the trailblazer: *On a hit, the journey takes the expected amount of time. *On a 10+, choose one:

- It takes less time than you expected, the GM will tell you how much time you saved (this does not affect ration consumption)
- You discover an interesting or useful place or landmark, tell us what you found and add it to the map

For the quartermaster: *On a hit, the party consumes the expected number of rations, one per day of the journey. *On a 10+, you either manage your provisions well or find food in the wild: tell us how, then the GM will say how many rations you recover; distribute them among the group as you see fit.

Level Up

When you **have downtime (hours or days) and XP equal to (or greater than) your current level+10**, you can reflect on your experiences and hone your skills; do all of the following:

- Subtract your current level+10 from your XP,
- Increase your level by 1, and,
- Choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options when you level up instead, but only once for each option:

- Increase one of your stats by 1, to a maximum of +3
- Gain an advanced move from another playbook (not a starting move)
- Gain a capstone move for your class playbook (see each individual playbook for details)

New Mechanic: Followers

The rules in this section cover the creation, recruitment, and usage of followers, replacing the original Dungeon World rules for hirelings. These rules are designed to make followers feel more impactful and allow for greater customization.

The rules presented here are adapted from *The Perilous Wilds* by Jason Lutes with Jeremy Strandberg and are used under the Creative Commons Attribution license 3.0.

Only the penniless and foolhardy undertake an expedition without proper support in the form of porters, hunters, guides, and guards, not to mention specialists who can bring their skills to bear in any number of ways. Followers are those individuals who offer such assistance, accompanying the party on their exploits about the world.

Like monsters, followers have HP, damage, and instincts. They also have moves and/or tags that indicate what they're good at and how they act. Unlike monsters, they have three additional statistics: Quality, Loyalty, and Cost.

Quality represents how effective the follower is, particularly in the areas defined by their tags and moves. A follower's Quality can range from -1 (rubbish) to +3 (masterful). A follower of average competence has a Quality of 0.

Loyalty tracks how committed the follower is to you and your cause. It usually starts at +1 but changes often, ranging from -3 to +3. Note that Loyalty is a resource to be used up by the GM like any other.

Cost describes what motivates the follower to follow. Although a strong leader or worthy cause can be motivating factors, all but the most selfless followers do the dirty work in exchange for coin or other material reward. A follower's Loyalty is increased when you pay their Cost. Costs aren't always tangible things, they may include revenge against a common enemy, an opportunity to discover something, or the rush of glory in battle.

When you **pay a follower's Cost**, increase their Loyalty by 1 (to a maximum of +3). In general, the higher the Follower's Quality, the greater amount of their Cost will be required to meet it. When a follower has -3 Loyalty, they betray or abandon you at the next opportunity.

Instinct is comparable to a monster's Instinct. Instinct is the kind of trouble that the follower gets into or pursues when idle or stressed. Commanding a follower to act against their Instinct requires making the Order Follower move.

Followers can deal and take damage like a monster does. When they would deal damage, you roll a d6 and add their damage modifier (usually +0). When they take damage, they lose HP. When they are reduced to 0 HP, they are out of the action and probably dead or dying—their fate is in the GM's hands.

Revised Move: Recruit

When you **go looking to hire help**, tell the GM what you're looking for, phrased in one of the following ways:

- A group of _____ (porters, guards, minstrels, etc.)
- A skilled _____ (guide, sage, burglar, bodyguard, etc.)

A group is a follower like any other, but with the Group tag. If the GM says you can't find that kind of help in a place like this, start over or move on. Otherwise, roll +0. If you have a good reputation in these parts, or if you're willing to throw around some money in the attempt (the GM will tell you how much), roll with advantage. *On a hit, you find someone suitable. *On a 7-9, choose one, the GM will provide the details:

- They'll demand greater compensation, in coin or some other form
- They'll have a need that must be met first (permission from someone else, a favor, etc.)
- They will obviously be less than ideal

In general, the players can tell the GM what they want their followers to do and expect that they will do it. Unless otherwise noted, they don't make any of the basic moves. Instead, use the following moves:

New Move: Order Follower

When you **order or expect a follower to do something dangerous, degrading, or contrary to their Instinct**, roll +Loyalty. *On a 10+, they do it, to the best of their ability. *On a 7-9, they do it, but choose one:

- Decrease the follower's Loyalty by 1
- They complain loudly, now or later, and demand something in return
- Caution, laziness, or fear makes them take a long time to get it done

New Move: Do Their Thing

When a **follower does something chancy within the scope of their tags or moves**, roll +Quality. *On a 10+, they do it, as well as one could reasonably hope. *On a 7-9, they do it, but there's an unforeseen cost, consequence, or limitation; the GM will say what.

When a follower does something chancy that falls beyond the scope of their tags or moves, or does anything on their own, the GM will simply tell you what happens. No roll is made.

Call for Assistance

When a **follower helps you make a move that calls for a roll**, you gain advantage for that roll, but know that they will be exposed to any potential consequences.

When a **follower helps you Hack and Slash or Volley**, your damage roll gets advantage, and add any damage bonuses the follower has on top of that.

When a **follower helps you Defend**, you can spend 1 hold to redirect an attack to them instead of yourself.

Creating Followers

Like any important NPC, followers should have their own names. By default, followers have 6 HP, a damage bonus of +0, and can carry 2 weight beyond what they come equipped with. The GM will choose their specifics (Quality, Instinct, Cost, tags, etc.) as needed, to be discovered through play.

As a benchmark for follower aptitude:

- Reasonably competent: Quality +0, 1 tag
- Skilled and experienced: Quality +1, 2 tags
- Very talented veteran: Quality +2, 3 tags
- Has lived a life of servitude and oppression: +Meek
- Past their prime: -1 to Quality, +1 Wise (see Tags & Moves)
- Has lived a life of danger: +2 tags
- Has lived a life of privilege: +1 tag
- Not their first adventure: +1 tag
- Specialist: +1 to Quality, -2 tags

Follower Tags

The first tag every follower has is a Wise, expressed as _____ - wise, where the blank is filled by whatever subject or thing the follower knows best. Write down the follower's Wise. If the follower has more than 1 tag, choose additional tags from the Follower Tags list, either now or as needed.

Follower Moves

Write 1-3 moves for the follower that further describe their behavior and abilities. These are for you, the GM. Use them like other GM moves, when the players look to you to see what the follower does, or when they give you a golden opportunity.

The players might order or expect a follower to use one of these moves on their behalf; that's fine, but you might require them to Order Followers and/or that the follower Do Their Thing.

A follower move reflects a skill, ability, or trait that can't be better summarized by a tag. Examples include:

- Point out a flaw in the plan
- Notice something hidden
- Follow quarry by tracks and spoor
- Tend to the sick and injured
- Divine the future
- Poison someone
- Maintain and operate the ship

Loyalty

By default, a new follower starts with Loyalty +1, but the GM may add or subtract 1 Loyalty to reflect their initial disposition and their respect (or lack thereof) for the characters they follow.

Instinct

What does the follower do naturally that might cause trouble? Choose one, make one up, or roll 1d6:

1. Hold grudges and seek payback
2. Slack off and give into temptation
3. Treat others as beneath them
4. Hew to superstition and tradition
5. Take things too far when given a chance to indulge
6. Bicker and fight amongst themselves

Cost

What motivates the follower to accompany and assist the characters? Choose one, make one up, or roll 2d6:

- 2-3. **Fellowship**: Risks taken, by you, to help them
4. **Defense**: Threats to their home put down
5. **Debauchery**: Food, drink, gambling, sex, and mischief
6. **Glory**: Defeating a worthy foe in battle
7. **Wealth**: Valuable treasure looted (of which they get their cut)
8. **Renown**: Public recognition for their deeds and skills.
9. **Vengeance**: Payback against those that have wronged them or their loved ones
10. **Knowledge**: secrets, mysteries, and wonders only found by exploring the wider world
- 11-12. **Good**: suffering alleviated, innocents defended, wrongs righted

Follower Tag list

- _____ **-wise**: They know all about _____ and can roll +Quality to Spout Lore about it on your behalf. *Examples: Woods-wise, Sea-wise, Herb-wise.*
- **Archer**: They use ranged attacks (not necessarily bows) effectively and can roll +Quality to Volley when ordered.
- **Athletic**: Good at running, jumping, climbing and the like.
- **Beautiful**: They make an impression, drawing admiration and attention.
- **Cautious**: They are careful and methodical; they avoid acting rashly.
- **Connected** (_____): They have friends or contacts in _____, a steading or group.
- **Cunning**: Clever and observant. They can roll +Quality to Discern Realities when ordered.
- **Devious**: Deceitful, treacherous, tricky. Just the sort you want working for you.
- **Group**: A team, gang, or mob, with all the strengths and disadvantages that come with greater numbers.
- **Guide** (_____): Knows a particular steading or region and can roll +Quality to Spout Lore, or take on a job when Undertaking a Perilous Journey for the area in question.
- **Hardy**: Tough, hard-working, and willing to put up with discomfort. They can carry an additional 2 weight.
- **Healer**: They have the knowledge and ability to provide aid to the injured and the sick. When they tend wounds with bandages or herbs & poultices, add their Quality to damage healed.
- **Meek**: They accept their lowly lot and will do degrading or unreasonable things without needing to Follow Orders.
- **Magical**: They are magical by nature or training, and sensitive to the workings of magic. Use at least one of their moves to elaborate on their powers.
- **Organized**: They make and follow plans well and work well in a group. Once they agree to a plan, you do not need to Order Followers as long as the plan doesn't go south.
- **Stealthy**: They can avoid detection and often get the drop on foes.
- **Warrior**: They have 1 armor and get +1 to their damage bonus, and you don't need to Order Followers to get them to fight (as long as the opposition is not *terrifying* or overwhelming).

New Mechanic: Heritage

Heritage is an optional mechanic that replaces the Race move presented in the original Dungeon World playbooks. This mechanic is designed to better reflect a character's background and history, as well as offering many more choices for greater customization to each game.

The Heritage system presented here is adapted from *Planarch Codex: Dark Heart of the Dreamer* by Johnathan Walton and is used under the Creative Commons Attribution license 3.0.

When you create a new character, decide on your species, ethnicity, and cultural heritage, choosing anything or any combination of things that sounds interesting to you and the other players. Then choose two Heritage moves to start with, based upon your background. Heritage moves are simple phrases or actions your character can do that are reflective of your character's heritage: their ancestry, homeland, culture, or youth. You also get two Heritage boxes. **At the start of each session (including the first one)**, mark a Heritage box.

When you **draw upon your heritage to perform a task**, erase a mark from one of your Heritage boxes, and then make one of your Heritage moves. No roll is necessary; you just make that move.

When you **Spout Lore about your heritage**, you may erase a mark from one of your Heritage boxes to automatically succeed, as if you had rolled a 10+.

Using a Heritage move may allow you to obviate or overcome a Danger that would otherwise need to be Defied, or grant Lore without having to Spout it first. However, they should not be allowed to deal damage without having to roll for it. Using a Heritage move to set up or augment another move may give advantage on that move. Exactly what happens is left to the GM's discretion.

We have presented a few common racial and cultural choices here as examples, but players are encouraged to think of their own heritages and accompanying moves.

Dwarves of the Iron Mountains

- Analyze stonework
- Resist poison
- See through the darkness
- Sniff out gold and silver

Elves of the Borderlands

- See clearly in faint light
- Balance with uncanny grace
- Blend into the forest
- Listen to the whispers of the trees

People of the Northern Wastes

- Endure hardship to keep a sworn vow
- Find shelter in harsh places
- See the honor in others
- Ignore pain and cold

Citizens of the Great Empire

- Read and write a foreign language (choose the language when you first use this move)
- Hold fast to what you love
- Rationalize in the face of madness
- Blend in with a crowd

Vagrants of Highcastle

- Find a place to hide
- Survive on an empty stomach
- Deflect aggression or suspicion by acting meek
- Size up a mark

Military Caste of the Federation

- Remain focused or marching despite fatigue
- Evaluate a military situation
- Hold the line
- Make hasty repairs to your gear

Nomads of the Plains

- Scavenge for food or shelter in the plains
- Watch a threat from afar
- Read the weather
- Coordinate an assault on a bigger target

Player Agenda

- **Portray a Compelling Character**
- **Challenge Your Character with Adventure**
- **Play to Find Out What Happens**
- **Be a Fan of the Game**

Like the GM, players too have their own agenda and principles. Your agenda makes up the things you aim to do at all times while playing a game of Dungeon World. Everything you say and do at the table that pertains to the game (and away from the table too) exists to accomplish these goals and no others. Things that aren't on this list aren't your goals. You're not trying to beat the GM or other players, or "win" in some mechanical sense by grinding your way to the biggest numbers. You're not here to play out a pre-ordained character path or story, no matter how cool you think that plan may be. Perhaps most importantly, you're not here to simply watch stuff happen or be entertained by one-sided story. You take a powerful role in the unfolding narrative.

Your first agenda is to **portray a compelling character**. While the story may often seem to be about all the stuff happening around your character, it's the characters themselves that are the stars. The stuff that happens around them and to them is there to highlight these characters, and push them into greater depths. So begin with and continue to bring forth a character that's up to that role.

This doesn't mean that you have to make a character that *everyone else* is overwhelmingly fascinated with, but you better find it interesting! And if you are drawn to the character, usually they'll find themselves being drawn in as well. It's your job to make a character who is interesting not only for what they can accomplish, but also for who they are. Play a character who can grow, who is intriguing and worth following through the game—a character whose death will be lamented as well as meaningful.

Challenging your character with adventure means working with your GM to live out a story that is both engaging and dynamic, and that means they need a reason to adventure. Just having an interesting character is worthless if there's never struggle or adversity for that character to engage in. Pursue things that are meaningful and challenging, looking for opportunities to accomplish significant feats both in areas of strength and weakness. Push your character out of their comfort zone, and roll with the GM when they brings those opportunities. Embrace the journey, and make it a colorful one.

This is how you **play to find out what happens**. You're sharing in the fun of finding out how this story will play out and what that will mean for your character as well. You can have goals and objectives, in fact it's necessary to play a compelling character, but realize that part of the adventure is built upon the reality that you aren't always in control, so hold those plans loosely as a player. Not only will the GM be bringing in twists and turns, but so will the other players. It's fun to see how things will play out for you all, rather than forcing a prescribed result.

Finally, the experience is best if you invest in it by **being a fan...** a fan not only of your character but a fan of the world, the story, and the other players (including the GM). It sounds circular to encourage one to enjoy something in order to get the best out of the experience, but the ridiculousness doesn't diminish its significance. Suspend your disbelief and get into a mindset that embraces the setting. Let Dungeon World do what it does best instead of trying to force it into something else. Invest yourself in pursuing what the game has to offer and what the GM is trying to present, while doing your part in adding richness to everyone else's experience as well.

Player Principles

- **Play Your Character With Honesty**
- **Do It By Doing It**
- **Be Awesome And Flawed**
- **Engage With The World**
- **Build Your Part Of The World**
- **Embrace The Contradictions**
- **Share The Spotlight**

These principles are guides to help you fulfill your agenda. When you have the spotlight and your character acts in the world, consider your choices in light of these principles.

Play Your Character With Honesty

This comes out of a recognition that you (the *player*) and your *character* are not the same. By playing this character you are taking on a persona not your own with its own motivations, philosophies, and vices. There is a large degree of intentionality required in portraying this persona with integrity, and becomes more so the further these motivators are from your own. So be deliberate in pursuing them.

Separate player knowledge and discussion from character knowledge and discussion. There will be things that you (as the player) know and think that the character you play wouldn't know or think of, and must guide the character according to only the information they have available. This also means that the character's motivations and philosophies should be the guide for future actions, rather than your own. Consider the character's personality, stats, history, and perspective to inspire you, and follows those cues with integrity.

Do It By Doing It

Remember that even when you're using specific moves, you're telling a story and describing actions. In order to roll a move, your character has to actually do something which triggers that move. The moves themselves are only meant to give mechanics to something that is happening in the fiction, so tell us all what you're actually doing. The best advice for fulfilling this is to always be asking yourself: "How?" Keeping that in mind will actively push you from naming a mechanic to describing specific actions. Your actions should always begin and end with the fiction. To do it, do it.

Example:

*"I attack the owlbear (**How?**) ...by charging it and swinging my axe (**How?**) ...chopping low at his legs in order to stay clear of the claws and beak."*

*"I parley with the guard (**How?**) ...by bribing him (**How?**) ...approaching him casually and sliding a gold coin into his palm, whispering 'You didn't see a thing.'"*

The corollary is that if your character does something in the fiction that would trigger a move, you have to make that move, even if it's risky. Your character wants to do the thing in the fiction, so you need to make the move in the rules.

Be Awesome And Flawed

You should be always be doing stuff, taking action, rolling dice and throwing yourself into what's happening in game. Whether you're being awesome or being flawed, you should be *something*. To be inactive is to effectually cease existing in the story. Every major character in a good story should have a goal, something that matters to them so much that they're willing to leave home and take up a life of adventure to achieve. Your character should be no different. The most interesting characters are those who are specific about what they want, but also have a few quirks or follicles.

When you get the chance to do something awesome, don't hold back. Be brave. Make it big, and take the risks necessary to create those moments. But get equally excited about opportunities to be imperfect, and jump into them with the same participation. Don't shy away from difficulty, setbacks, or even failure. (After all, failure often leads to XP.) What makes your character compelling is the balance of both of these. So let both sides of your character shine in the spotlight!

Win or lose, make your actions stylish. The only way your character's unique identity is displayed is when you push it to the front. Moods, passions, fears and personality have to be shown in the story, otherwise they don't exist in it. So don't just do something, do it with style—*your style*. Whatever it is you want to embody with your character, whatever makes them unique and interesting, should be apparent in everything you do or noteworthy when absent. You will take some of the same actions as everyone else, but no one does them quite like you do.

Engage the World

The scope of Dungeon World goes far beyond just combat and becomes stale if reduced to such. Even if your character is singularly focused, there's still lots of ways for them to interact with the wider world through that one facet. Think of how your character reacts to every different NPC. Explore and pursue the things that interest your character, and consider the greater scope of what it means to be driven by that. Intentionally spend time connecting your character to the other PCs and exploring how you interact with them. Don't be afraid to step outside the box either. You might find out something new about your character--or even yourself.

Example: Suppose your character is all about fighting, plain and simple. You could still:

- *Seek out masters of your style*
- *Describe the extent that you go through to care for your weapons and body*
- *Do fun things like sign up for underground sparring tournaments.*
- *Treat NPCs according to your assessment of their martial prowess or physical threat level*
- *Treat certain monstrous opponents with honor because of shared ideals*
- *React adversely to the other PCs whenever they back down or don't take care of their equipment*
- *Buy one of the PCs a drink when you get back to town because they did something impressive during the last battle*

Cast Hooks, Fill As You Play

Hooks are details you add that draw people's attention and evoke further questions. They can be things for you to latch onto later, or things for any of the other PCs or even the GM to take hold of and run with. These are often in the extra descriptions like: a quirky thing your character does, an odd embellishment to something your character possesses, or a name you throw around. These are interesting because they point to something bigger—a history, a lesson learned, a prejudice, etc. In this way, you not only build your character, but you help build relationships between characters that can be a lot of fun.

It's fine if you throw out these hooks without knowing what's behind them yourself. That way it's able to adapt to whatever may come up and others can also build on it before it is fully fleshed out. These can even be intentional blanks left in your background to leverage or define later when it's needed. When you need a contact in a new town, this might be a good time to define that brother you keep talking about, or how that insignia on your cloak matches the banners flying from the keep. Maybe there's a skill relative to the current situation that could have been part of your upbringing, if you've left room to fill that in. Claim it now!

Build Your Part Of The World

Dungeon World is designed to be collaborative, so take hold of your little section of the world and help define it into something that really interests *you*. Whenever the GM asks you questions about the setting or past, these are huge opportunities to bring the things that interest you to life in the fiction! Take advantage of them by taking the reins in that moment. You not only have permission to do so, but are expected to.

Likewise, you can be intentional in creating these opportunities yourself, without waiting for specific questions to come from the GM. Think of the things that define your character, the things that make them stand out from the other PCs, and consider yourself the resident expert on them. Speak up about your race and culture, your geographical roots, your areas of expertise and hobbies, etc. Use the opportunities when those topics come up in play to help carve out parts of the world that really intrigue you. As other people make their contributions, build on what they say. Perhaps you'll have to roll to Spout Lore, but often GMs relish this sort of creative fodder and inspiration. Don't worry, the GM still runs the world and you still run your character, but that character knows stuff. So speak up and take charge of some of that!

Some of the best things you can build are details you add that draw people's attention and evoke further questions. They can be things for you to latch onto later, or things for any of the other PCs or even the GM to take hold of and run with.

Examples:

If you're a Dwarf, speak up often about Dwarves and contribute to building that part of the world through your character's experience. After all, you are one, so you would know!
If you're the Wizard, take charge in explaining how the winds of magic work in this setting, or explaining the nuances of the ritual that trapped the sprite in your new wand.
If you come from a noble family, throw out tidbits about etiquette and latest fashions whenever you step into dignified society or regal events.

Embrace the Contradictions

Because this is a collaborative story, there will be directions it takes that don't perfectly mesh with the niche or direction you've carved out for your character. Don't be disruptive because "that's what your character would do." Grab hold of these seeming contradictions and work them into the richness of your character. Maybe you'll have to do something that seems out-of-character for your PC, but do it anyway; and along the way you can work into your character a reason why. This will add new dimensions to your character. There are no universals.

Look for ways to add your own contradictions as well, unforced. Your will have a more rich and compelling character for it.

Examples:

Your paladin wouldn't usually go on a mission to break into the church. Why is she doing it anyway?
Your Elf despises Dwarves. So why have you decided to travel with three of them?
You're prideful and never accept help even when necessary. But why do you let Elondria tend to your wounds after battles?

Share The Spotlight

You're one of the main characters, but not the only one. So when the focus of the conversation is naturally shining on someone else, let them be the focus and push your own character in a way that further highlights the current "star". The intention is that they'll do the same when you get the spotlight back for a bit.

This also should lead you to focus on ways that you can be deliberately passing the spotlight, or supporting the other players in the way they play their characters. If there are things that really define one of the other PCs, give that character lots of opportunities to do that. Be impressed by their prowess in that area and turn to them when that's needed. Even if the characters don't get along, the players need to; and even as an adversary you can be highlighting the other characters while being true to the conflict between your PCs.

Throwing a spotlight like this should also be done with the world the GM is creating with you. The stuff that they bring into the world are there for you to utilize, to bring out their full potential. Light up that world and the fantastic places or characters in it, especially the parts that really interest you. The more you highlight something, the more significant it will naturally become.

Note that just because the spotlight is off of doesn't mean you can tune out. You can still contribute to the conversation by paying attention, asking questions, and offering suggestions. In this way, you can build further on the actions of the other characters. Even just the act of listening attentively to other people can have a profound impact. When you make other players look good, they'll return the favor.

The Player Agenda and Principles are based upon material written by Kevin Tompos.

Written and compiled by Peter Johansen

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The Barbarian

Name _____

Look _____ *(Choose one for each category)*

Tormented Eyes, Haunted Eyes, Wild Eyes, or Shrouded Eyes
Mighty Thews, Long Shanks, Scrawny Body, or Supple Body
Strange Tattoos, Unusual Jewelry, or Unmarred by Decoration
Scraps, Silks, Scavenger's Outfit, or Crude Hides

Drive _____ *(Choose one)*

☐ Exile

Teach someone the ways of your people and learn about them in exchange.

☐ Honor

Uphold your personal code of honor despite the cost or inconvenience.

☐ Conquest

Prove yourself superior to someone in power.

Bonds _____ *(Ask your companions these questions)*

Which of you is just a soft city-dweller? _____

To which of you do I owe a debt? _____

Which of you thinks I am but a savage? _____

Which of you most enjoys my stories? _____

Level ____ Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- ☐ Increase one of your stats by 1, to a maximum of +3
- ☐ Gain an advanced move from another playbook
- ☐ 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.

Background _____ *(Choose one)*

☐ Far Traveler

When you **Undertake a Perilous Journey or Defy a Danger caused by the natural environment**, you may tell how you have dealt with a similar trouble in your journeys before. If you do, gain advantage on your roll.
Additionally, when you **Spout Lore about your homeland or its traditions**, you cannot get a 6-, treat any such result as a 7-9 instead.

☐ Berserker

When you **work yourself into a violent, howling frenzy**, you are immune to fear and any other mental effects, and the Ironhide move gives you 2 armor instead of 1, until you take an action requiring subtlety, finesse, thinking or discussion or otherwise come out of your frenzy.

☐ Vandal

When you Discern Realities, on a hit you may also ask "What here is weak or vulnerable?" for free.
Additionally, when you **prove yourself superior to someone in power**, gain advantage on your next move made against their followers, underlings, and hangers-on.

Gear _____ *(Choose options)*

Your Load is 10. You start with dungeon rations (5 uses, 1 weight), a dagger (hand, 1 weight) and some token of where you've travelled or where you're from, describe it! **Choose your weapon:**

☐ Axe (close, 1 weight)

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

Choose one:

☐ Adventuring gear (5 uses, 1 weight)

☐ Shield (+1 armor, 2 weight)

☐ Ragged bow (near, 2 weight) and bundle of arrows (3 ammo, 1 weight)

Your Agenda and Principles _____ *(Follow these)*

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- Play Your Character With Honesty
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- Build Your Part Of The World
- Embrace The Contradictions
- Share The Spotlight

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
☐ Injured	☐ Shaken	☐ Sick	D6 +2
INT	WIS	CHA	Armor
☐ Muddled	☐ Tired	☐ Stressed	
HP			Max HP: 24

You begin with the following moves:

Ironhide

While you are below your Load and not wearing armor, you have 1 armor. Shields do not count as armor for this move.

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:**

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

When you **would roll for a move while pursuing one of your appetites**, you may re-roll one of the dice, but you must keep the second roll. If you choose to re-roll and any of the dice are a 1, even the die you re-rolled, the GM will also introduce a complication or danger that comes about due to your heedless pursuits.

When you level up, you may cross off one of your appetites if you feel that you have satisfied it or it no longer applies to you; if you do, you may select a new appetite in exchange. You may only do this once.

Musclebound

Any melee weapon you wield gains the *forceful* and *messy* tags.

The Upper Hand

When you **take your Last Breath**, on a 7-9, you may make an offer to Death in return for your life. If Death accepts, he will return you to life. If not, you die.

Choose one of the following advanced moves to begin with:

☐ Herald of War

When you **blow a mighty note on your brazen horn in the midst of battle**, roll+CON. *On a 10+, choose two. *On a 7-9, choose one.

- Your allies shake off any fear and gain advantage on their next damage rolls
- Choose an enemy, they are distracted, shaken, or they lose focus
- Choose a worthy opponent, they will treat you as the greatest threat on the battlefield
- Your enemies are stricken with fear, and may rout if pressed hard

If you have not yet slain an enemy either in the current battle or since the last time you used this move, your roll gets disadvantage.

☐ Mark of Might

When you **take this move and spend some uninterrupted time 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.

☐ 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 a useful 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.

☐ Unbowed, Unbent, Unbroken

When you **Make Camp**, you may describe a scar you gained in your most recent fight. If you do, heal an extra 1d6 HP or a debility.

☐ Great Khan

When you **Recruit by rallying warriors to your banner**, the roll gains advantage, and any followers you recruit gain the *Warrior* tag for free while you are leading them.

☐ Samson

When you **are restrained, physically or mentally**, you may mark a debility to break free of your restraints.

☐ Is That All You've Got?

When you **deliberately take the full brunt of an attack**, roll+CON. *On a hit, choose one:

- Your enemy leaves themselves open
- You learn one of the enemy's weaknesses, describe it
- Your lack of reaction infuriates or terrifies your enemy
- You ignore all effects of the attack, other than damage. (e.g.: you are not moved, set on fire, poisoned, restrained, or anything else the attack would have done to you.)

*On a 10+, you also reduce the damage taken by half, before any armor is applied.

The Bard

Name _____

Look _____ *(Choose one for each category)*

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

Drive _____ *(Choose one)*

☐ Fellowship

Use your art to help those in need.

☐ Adventure

Spur others to significant and decisive action.

☐ Diplomacy

Avoid a conflict or defuse a tense situation.

Bonds _____ *(Ask your companions these questions)*

Which of you has travelled with me the longest? _____

With which of you do I share a... *complicated* past?

Which of you have I heard stories about before I met them?

Which of you is the subject of my next masterpiece?

Which of you trusts me the most, and why? _____

Which of you trusts me the *least*, and why? _____

Level _____ Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- ☐ Increase one of your stats by 1, to a maximum of +3
- ☐ Gain an advanced move from another playbook
- ☐ When you Parley with someone, on a 12+ the GM will also tell you something you could do to make them your ally.

Background _____ *(Choose one)*

☐ Loremaster

When you use Bardic Lore, on a 10+ you may also ask the GM an additional follow-up question about the subject, they will answer truthfully.

☐ Blade-Singer

When you use Vox Arcanus, on a 10+, if your next action is to Hack and Slash, you gain advantage when you make your Hack and Slash roll.

☐ Courtesan

When you Parley with someone, on a 10+, you may ask them one question which they must answer truthfully. This information comes from a slip of the tongue or their body language giving it away; they won't notice that they gave up their information.

Gear _____ *(Choose options)*

Your maximum Load is 9. You start with dungeon rations (5 uses, 1 weight) and a musical instrument of your choice, describe it! **Choose three:**

- ☐ Leather armor (1 armor, 1 weight)
- ☐ Dueling rapier (close, precise, 1 weight)
- ☐ Ragged bow (near, 2 weight), bundle of arrows (3 ammo, 1 weight), and short sword (close, 1 weight)
- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Poultices and herbs (2 uses, 1 weight)

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- Share The Spotlight

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
☐ Injured	☐ Shaken	☐ Sick	D6 +0
INT	WIS	CHA	Armor
☐ Muddled	☐ Tired	☐ Stressed	
HP			Max HP: 16

You begin with the following moves:

Vox Arcanus

You have the ability to weave magical effects into your performances, be it music, song, dance, oratory, or otherwise. Describe your style of performance, then **choose three songs you know**:

- ☐ **Soothing Hymn**: Choose an ally, they heal 1d6+1 HP.
- ☐ **Anthem of Courage**: Choose an ally, their mind is cleared of fear, despair, or enchantment.
- ☐ **Countersong**: You drown out the incantations or other sound-based effects of a magic-user you can hear, causing their magic to fail.
- ☐ **Battle Ballad**: Choose an ally, they gain advantage on the next damage roll they make.
- ☐ **Frightening Dirge**: Choose an enemy, they feel fear and react accordingly, as long as you continue to perform this song.
- ☐ **Discordant Blast**: Choose an enemy, they become briefly stunned and deafened.
- ☐ **Fascinating Melody**: You hold the attention of a number of creatures equal to your level, they will listen to you as long as you do nothing but perform and nothing else distracts them.
- ☐ **Vicious Mockery**: Choose an enemy, they will go after you with extreme prejudice, but they also leave themselves open or make a rash decision as they act, the GM will describe how.

When you **weave magic into your performance**, choose one of the songs you know and roll+CHA. *On a hit, you achieve your selected song's effect. *On a 7-9, the GM chooses one:

- Your magic reverberates to other targets you didn't intend to hit, affecting them as well
- You draw unwanted attention
- You expose yourself to danger

When you reach level 3, 6, or 9, choose an additional song from the list to learn.

Bardic Lore

When you **Spout Lore about someone or something you've heard tales, songs, or legends about**, you roll with CHA instead of INT. The GM may then ask you what tale, song, or legend you heard that information in. Tell them the truth, now.

Choose one of the following advanced moves to begin with:

☐ 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:

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

☐ Web of Contacts

When you **declare that you know someone who can help you solve a task**, describe that person and roll+CHA. *On a 10+, choose two. *On a 7-9, choose one:

- You don't owe them a favor
- They're not already in some sort of trouble
- They don't have a dangerous secret

☐ Swashbuckler

When you **dash into a fray or dangerous situation**, roll+DEX. *On a 10+, hold 3. *On a 7-9, hold 1. You may spend a hold to:

- Leap around, over, or through an obstacle in your path
- Create an obstacle or distraction an enemy has to deal with
- Divert attention from yourself to an ally, or from an ally to yourself

When the **danger is passed or resolved**, any remaining hold is lost.

☐ Tall Tales

When you **spend some time trading gossip in a community**, roll+CHA. *On a hit, you learn of an interesting opportunity nearby. *On a 10+, you can also start a rumor of your own; it will spread like wildfire.

☐ Words of Fire

When you **use your words to enflame the passions of a group**, roll+CHA. *On a 10+, choose two. *On a 7-9, choose one:

- The passion you enflame need not be the foremost in their mind. You may choose it: love, lust, hatred, fear, loyalty, greed, jealousy, savagery, etc.
- They must act on their passion right now.
- The effect is great. They feel an overwhelming passion that is plain for all to see.

☐ 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. When you **return to a civilized settlement you've visited before**, you may answer one of the following questions; if you do, the GM answers the other:

- Who have you met here before?
- What did you leave behind here?

☐ Jack of All Trades

Gain a move from another playbook, even a starting move. (Other playbooks may not take this move.)

The Cleric

Name _____

Look _____ *(Choose one for each category)*

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

Drive _____ *(Choose one)*

☐ Pilgrim
Bring the light of your faith to a new place or people and leave them better for it.

☐ Evangelist
Prove the superiority of your church or god.

☐ Shepherd
Endanger yourself to help another.

Bonds _____ *(Ask your companions these questions)*

Which of you is the most faithful in my eyes? _____

Which of you is the *least* faithful in my eyes? _____

Which of you most needs my protection? _____

Which of you has the strongest soul, even if your faith is misguided?

Level ____ Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- ☐ Increase one of your stats by 1, to a maximum of +3
- ☐ Gain an advanced move from another playbook
- ☐ When you use Invocation, on a 12+ your deity's magnificence shines through you; you describe how your chosen Blessing manifests.

Background _____ *(Choose one)*

☐ Cloistered Monk

When you Spout Lore, you roll with WIS instead of INT.

☐ Militant Order

You ignore the clumsy tag on any armor you wear.

☐ Apostle

Your deity is served by a dedicated, widespread cult of worshipers; describe them and where they are typically found, then describe one advantage and one complication they have. When you **go searching for your deity's followers in a place where they would be reasonably found**, you'll usually find someone willing to offer you aid in the name of your deity.

Gear _____ *(Choose options)*

Your Load is 9. You start with dungeon rations (5 uses, 1 weight) and a symbol of your deity, describe it! **Choose three:**

- ☐ Staff (close, two-handed, 1 weight) and poultices and herbs (2 uses, 1 weight)
- ☐ Mace (close, 1 weight) and bandages (3 uses, 0 weight)
- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Healing potion (0 weight)
- ☐ Leather armor (1 armor, 1 weight)
- ☐ Bag of books (5 uses, 2 weight)

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- Share The Spotlight

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
☐ Injured	☐ Shaken	☐ Sick	D6 +0
INT	WIS	CHA	Armor
☐ Muddled	☐ Tired	☐ Stressed	
HP			Max HP: 16

You begin with the following moves:

Deity

You serve and worship some deity, who grants you power. Give your deity a name and define your deity's domain by filling in each blank:

Controls (the sun, the seas, the skies): _____

Represents (love, death, war, wind): _____

Worshippers (nobles, dwarves, wizards): _____

Enemies (demons, undead, heretics): _____

Demands (sacrifices, secrets, victory): _____

When you reach level 6, choose an additional facet for your deity; something else that they control, represent, or another type of worshipper, enemy or demand.

Invocation

When you **call out for your deity's aid in a time of need**, choose a Blessing:

- Your invocation manipulates the realm your deity Controls
- Your invocation commands something your deity Represents
- Your invocation bolsters your deity's Worshippers
- Your invocation rebukes or repels your deity's Enemies

...and roll+WIS. *On a hit, your deity will intervene on your behalf according to your chosen Blessing, the GM will tell you how. *On a 7-9, you will also need to choose a Requirement:

- Your invocation is obvious and immediate, drawing attention to you
- The intervention is subtle or takes a while to manifest
- Your deity Demands something in return. The GM will tell you what
- The experience overwhelms you; you get disadvantage on all WIS rolls until you take a few minutes to clear your head (you cannot choose this if you are already affected by it)

Divine Ward

When you **call upon your deity for protection for yourself or an ally**, roll+WIS. *On a 10+, grant two of the following effects to the subject of your prayers. *On a 7-9, grant one, and choose a Requirement from the Invocation list as well.

- They are healed for 1d6+1 HP
- The next damage roll made against them has disadvantage
- If they are Defying Danger now or in the next few moments, their roll gains advantage
- An enemy facing them is briefly driven back

Choose one of the following advanced moves to begin with:

☐ Chirugy

When you **treat a major injury**, such a broken limb or a damaged eye, the GM will tell you “sure, no problem, but...” and then one to four of the following:

- It will take days/weeks/months to heal
- You’ll need help from _____
- It will need treatment with _____
- It’s going to leave one heck of a distinctive scar
- The best you can do is a replacement; quirky, unreliable or with less functionality than the original

The GM may connect them all with “and”, or a merciful “or”. Once you’ve accomplished the necessities, the injury heals.

Additionally, when you **treat someone else with bandages or poultices and herbs**, add your WIS to the amount of HP they recover.

☐ Picker of the Slain

When you **go through the corpses after a battle**, roll+WIS. *On a hit, pick someone who was seemingly dead; they’re alive instead. *On 7-9, they’re alive but also permanently disfigured, maimed or disabled; tell them how.

☐ Orison for Guidance

When you **fulfill your deity's Demands and pray for guidance**, you are granted some useful knowledge or a boon; the GM will tell you what. In return, your deity tells you what it would have you do. If you do it, mark XP.

☐ Sacred Space

When you **have time and suitable materials to consecrate a space to your deity**, describe how you do so, which may include paying a cost described by the GM, and choose a Blessing from the Invocation list. The chosen Blessing will affect the consecrated area and remain in effect until something happens to ruin your consecration.

☐ Warding Prayer

When you use Divine Ward and get a 10+, you may choose to treat that as a 7-9 result. If you do, the effect you choose is applied to all allies within a short distance of your target.

☐ Bear Witness

When you **approach an enemy to negotiate in good faith**, they will at least hear you out. Even the debased and savage foe will delay violence until you've had your say, though the must be able to understand you. Mindless or unintelligent enemies won't be affected. Additionally, when you **speak the truth with conviction and candor**, none can doubt you. They might deny what you say, but in their hearts they recognize the truth.

☐ Anathema

When you **Hack and Slash your deity's Enemies**, you may roll with WIS instead of STR, and on a hit choose one in addition to dealing your damage:

- Your attack ignores its armor or other defenses
- You suppress one of its unnatural powers
- You force it from its host

The Druid

Name _____

Look

(Choose one for each category)

Wise Eyes, Wild Eyes, or Haunting Eyes

Furry Hood, Messy Hair, or Braided Hair

Ceremonial Garb, Practical Leathers, or Weathered Hides

Tell: _____

Drive

(Choose one)

☐ **Renewal**

Reclaim something for the natural world.

☐ **Cultivation**

Help something or someone grow or move on to the next step in the cycle.

☐ **Preservation**

Eliminate an unnatural menace.

Bonds

(Ask your companions these questions)

Which of you requires my guidance? _____

About which of you do the spirits whisper? _____

Which of you dismisses me as a primitive? _____

Which of you has also seen the spirit realm? _____

Level Experience

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- ☐ Increase one of your stats by 1, to a maximum of +3
- ☐ Gain an advanced move from another playbook
- ☐ When you use Shapeshifter, on a 12+ instead of holding Instinct you stay in that form as long as you wish, and never have to spend Instinct to maintain it until you change back.

Background

(Choose one)

☐ **Spiritual Healer**

When you **spend several hours healing a person's spirit**, you heal them of a debility, or cure them of a poison or disease afflicting them. You can use this ability when you Make Camp, but it takes all of your concentration and leaves you no time to do anything else.

☐ **Servant of the Balance**

When you **deal damage**, hold 1 Balance. When you **touch someone and channel the spirits of life**, you may spend Balance; for each Balance spent, your subject heals 1d6 HP. The maximum amount of Balance you may hold is equal to your CON or 1, whichever is higher.

☐ **Shaman**

When you Shapeshift, choose a stat; your rolls using that stat while shapeshifted have advantage. The GM will also choose a stat; your rolls using that stat while shapeshifted have disadvantage.

Gear

(Choose options)

Your maximum Load is 7. You start with dungeon rations (5 uses, 1 weight) and some token of your land, describe it! **Choose three:**

☐ Hide armor (1 armor, 1 weight)

☐ Wooden shield (+1 armor, 2 weight)

☐ Poultices and herbs (2 uses, 1 weight)

☐ Staff (close, two-handed, 1 weight) and bandages (3 uses, 0 weight)

☐ Spear (close, thrown, near, 1 weight)

☐ Adventuring gear (5 uses, 1 weight)

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Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
☐ Injured	☐ Shaken	☐ Sick	D6 +0
INT	WIS	CHA	Armor
☐ Muddled	☐ Tired	☐ Stressed	
HP			Max HP: 16

You begin with the following moves:

Shapeshifter

When you **call upon the spirits to change your shape**, you transform yourself into an animal from your land, and roll+WIS. *On a 10+, hold 3 Instinct. *On a 7-9, hold 2 Instinct. *On a 6-, hold 1 Instinct anyway, but the GM will also make a move.

Choose a 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 Sapphire Islands |
| ☐ The Whispering Plains | ☐ The Open Sea |
| ☐ The Vast Desert | ☐ The Towering Mountains |
| ☐ The Stinking Mire | ☐ The Frozen North |
| ☐ The Depths of the Earth | ☐ The Blasted Wasteland |

You and your possessions meld into a perfect copy of the animal's 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. When you **make a move while shapeshifted and get a 9 or less**, either spend an Instinct or you revert back to your normal form. You may willingly revert back to your normal form at any time, when you do, you lose any remaining Instinct.

Choose 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.

Spirit Tongue

You can speak with and understand natural beasts and spirits of the wild, and you can closely study and Parley with them as if they were people. You can always ask the GM, "What spirits are active here?" and get an honest answer.

When you **perform a small ritual and make an offering of something they'd like (whisky, incense, blood, etc.)**, the spirits of a place manifest before you—not always friendly, but at least curious and willing to hear you out.

Studied Essence

When you **spend time in meditation with an animal spirit**, the spirit may ask you to perform a deed. When you **perform this deed**, you may add its species to those you can assume using Shapeshift.

Choose one of the following advanced moves to begin with:

☐ 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.

☐ 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.

☐ 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. Additionally, when you **perform an elaborate ritual to affect the weather**, describe how you do so, which may include paying a cost described by the GM, and choose a type of weather: cold, warm, dry, or wet. The weather within a few miles will change to that type for the next week.

☐ Elemental Mastery

When you **call on the primal spirits of fire, water, earth or air to perform a task for you**, roll+CON. *On a 10+, choose two. *On a 7-9, choose one. *On a 6-, 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

The larger your task, the greater price you can expect to pay, and the greater the dangers that may arise from losing control.

☐ Trackless Stride

When you **move through natural terrain**, you leave no trail, and any natural hazards (thorns, mire, rubble) do not hinder you, nor do they cause you to Defy Danger when you move through them. Additionally, when you **Undertake a Perilous Journey or Make Camp in the wilderness**, you do not need to consume any rations.

☐ Widdershins

When you **bind a spirit, extraplanar entity, or perversion of nature with rituals or incantations**, roll+WIS. *On a hit, you either banish it from this place, force it from its host, or put a restriction on it, your choice. *On a 7-9, it will retaliate against you in exchange before the binding is complete. You can dispel your bindings whenever you wish, but it will then be free to do as it pleases.

☐ Red of Tooth and Claw

When you **take the form of a creature both dangerous and fearsome**, you have armor equal to your Instinct in place of any other armor you normally have, and choose one of the following to add to your natural attacks: *forceful*, *messy*, or 2 piercing.

The Fighter

Name _____

Look _____ *(Choose one for each category)*

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

Drive _____ *(Choose one)*

☐ Guardian
Endanger yourself to defend those weaker than you.

☐ Warlord
Prove yourself in battle against a worthy opponent.

☐ Champion
Choose honor over personal gain.

Bonds _____ *(Ask your companions these questions)*

Which of you has fought with me before? Beside or against?

Which of you am I sworn to protect? _____

Which of you is most likely to get us all killed? _____

Which of you needs me to toughen them up? _____

Level _____ Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- ☐ Increase one of your stats by 1, to a maximum of +3
- ☐ Gain an advanced move from another playbook
- ☐ When you Hack and Slash, on a 12+ you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

Background _____ *(Choose one)*

☐ Military Veteran

When you **Spout Lore about a military unit or combat situation**, you may describe a similar situation you have faced before; if you do, you roll with STR instead of INT. The first person acting on your information gains advantage on their next move.

Additionally, when **an enemy is watching you and there's a difficult choice to make**, the GM will tell you what the enemy expects you to do.

☐ Hardened Survivor

When you **would take your Last Breath**, you may spend a Focus to instead set your HP to 1 and get back up and keep fighting.

☐ Dedicated Protector

When you Defend, you do not need to spend hold to redirect an attack from the thing you Defend to yourself; you can do it for free.

Gear _____ *(Choose options)*

Your maximum Load is 12. You start with dungeon rations (5 uses, 1 weight) and a basic melee weapon of your choice (close, 1 weight).

Choose your defenses:

☐ Chainmail (1 armor, 1 weight) and adventuring gear (5 uses, 1 weight)

☐ Scale armor (2 armor, 3 weight)

Choose two:

☐ Shield (+1 armor, 2 weight)

☐ Ragged bow (near, 2 weight) and bundle of arrows (3 ammo, 1 weight)

☐ A mighty weapon (reach, +1 damage, two-handed, 2 weight)

☐ A dagger (hand, 1 weight) and poultices and herbs (2 uses, 1 weight)

☐ Adventuring gear (5 uses, 1 weight)

Your Agenda and Principles _____ *(Follow these)*

- Portray a Compelling Character
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- Play Your Character With Honesty
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- Embrace The Contradictions
- Share The Spotlight

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
☐ Injured	☐ Shaken	☐ Sick	D6 +2
INT	WIS	CHA	Armor
☐ Muddled	☐ Tired	☐ Stressed	
HP			Max HP: 20

You begin with the following moves:

Armored

You ignore the clumsy tag on armor you wear.

Fighting Style

You've been trained in a variety of combat tricks and techniques. Name your fighting style, and **choose three maneuvers that are part of your style**:

- ☐ **Swordbreaker**: You disarm your opponent.
- ☐ **Run Through**: Your damage roll gets +3 piercing.
- ☐ **Parry**: The next damage roll made against you has disadvantage.
- ☐ **Rallying Cry**: Either you or an ally that can both see and hear you heals 1d6 HP and shakes off any fear affecting them.
- ☐ **Crushing Blow**: If your enemy has armor, reduce their armor by 1, to a minimum of zero.
- ☐ **Feint**: You create an opening for someone else to exploit; describe it, and the next person to take advantage of it gains advantage on their roll when they do so. (You cannot gain this benefit yourself)
- ☐ **Disengage**: You disengage from combat with your enemy and safely withdraw a few steps, either before or after both of you would deal damage, your choice.
- ☐ **Evil Eye**: You draw the enemy's attention fully to yourself, for as long as you keep eye contact.
- ☐ **Sixth Sense**: Ask two questions from the Discern Realities list, right now.

When you **prepare yourself for battle (through careful strategizing, tranquil meditation, or otherwise)**, lose any Focus you currently hold and hold 3 Focus. Your maximum Focus is 3.

When you Hack and Slash, on a hit, in addition to your dealing your damage, you may also spend a Focus. If you do, you perform a maneuver that is part of your style in addition to dealing your damage.

When you reach level 3, 6, or 9, choose an additional maneuver from the list to add your style.

Choose one of the following advanced moves to begin with:

☐ Bend Bars, Lift Gates

When you **use pure strength to destroy an inanimate obstacle**, roll+STR. *On a 10+, choose three. *On a 7-9, choose two:

- 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

☐ Come and Get It

When you **single out a foe in combat**, roll+CHA. *On a 10+, choose two. *One a 7-9, choose one. *On a 6-, your foe chooses one to use against you!

- No one else will attack you, except your chosen foe
- Your damage rolls against them have advantage until you attack someone else
- If they attack someone else, you may deal your damage to them as they drop their guard
- You learn something about their true nature as you cross blades; the GM will tell you what

☐ Battlefield Tactics

When you **survey a battlefield or dangerous environment**, ask the GM two of the following questions. The GM will answer truthfully.

- Where's the best way in, out, or through?
- Where is the best place to make a defensive stand?
- Where is the best place to attack from?
- What here is the biggest threat to me?

☐ Setup Strike

When you Hack and Slash and get a 10+, you may choose to instead treat that as a 7-9 result. If you do, gain 1 Focus, up to your normal maximum of 3.

☐ 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.

☐ 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 have disadvantage on all rolls throughout the battle.

☐ War Cry

When you **enter battle with a show of force, such a shout, or rallying cry**, roll+STR. *On a 10+, choose two. *On a 7-9, choose one:

- Your allies are rallied and gain advantage on their next move
- You gain 1 Focus, up to your normal maximum of 3
- Your enemies feel fear and act accordingly (avoiding you, hiding, attacking with fear-driven abandon, etc.)

The Immolator

Name _____

Look (Choose one for each category)

Smoldering eyes, Warm eyes, Searing eyes
Strange brands, Ritual scars, Perfect skin
Imperious bearing, Manic attitude, Barely-hidden rage
Crackling voice, Whispering voice, Roaring voice

Drive (Choose one)

☐ Firebrand

Spread a dangerous new idea.

☐ Destruction

Utterly obliterate something significant or meaningful (not necessarily a physical object).

☐ Torment

Freely sacrifice of yourself to bring about a good result.

Bonds (Ask your companions these questions)

Which of you has felt the touch of hellfire before?

Which of you is playing with fire? _____

Which of you have I changed the most? _____

Level ____ Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- ☐ Increase one of your stats by 1, to a maximum of +3
- ☐ Gain an advanced move from another playbook
- ☐ When you conjure your burning brand, on a 12+, choose three options.

Background (Choose one)

☐ Dragon-Blooded

Non-magical heat and fire do not harm you, and when you use Zuko Style, on a 10+, the flame will persist a short time without fuel.

☐ Infernal Touch

Your Burning Brand does not have uses; it lasts as long as you wish instead. Your Burning Brand is also not *dangerous*, but instead a *living* and *hungry* thing; make sure you feed it, or else.

☐ Phoenix Soul

When you **go out in a blaze of glory and would take your Last Breath**, the flames intervene on your behalf; you return to life with 1d6 HP and with something inherent and valuable to you sacrificed to the flames; the GM will say what.

Gear (Choose options)

Your Load is 8. You carry no weapons and need no armor but the flames that burn within you. You begin with dungeon rations (5 uses, 1 weight), and a symbol of your sacrifices past, describe it! **Choose one:**

☐ Healing potion (0 weight)

☐ Adventuring gear (5 uses, 1 weight)

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- Share The Spotlight

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
☐ Injured	☐ Shaken	☐ Sick	D6 +1
INT	WIS	CHA	Armor
☐ Muddled	☐ Tired	☐ Stressed	
HP			Max HP: 16

You begin with the following moves:

Burning Brand

When you **conjure a weapon of pure flame**, describe its shape and roll+CON. *On a 10+, choose two of the following tags. *On a 7-9 choose one:

- *close*
- *reach*
- *precise*
- *thrown* and *near*
- advantage on damage rolls
- remove the *dangerous* tag

The weapon always begins with the *fiery, hand, dangerous*, and *3 uses* tags. Each attack with the weapon consumes one use. When all of the weapon's uses are consumed, it is extinguished, but it can be summoned again.

Zuko Style

When you **bend a flame to your will**, roll+WIS. *On a 10+ it does as you command, taking the shape and movement you desire for as long as it has fuel on which to burn. *On a 7-9, the effect is short-lived, lasting only a moment.

Give Me Fuel, Give Me Fire

When you **gaze intensely into someone eyes**, you may ask their player "What fuels the flames of your desire?" they'll answer with the truth, even if the character does not know or would otherwise keep this hidden.

Choose one of the following advanced moves to begin with:

☐ From Hell's Heart

When you **summon fire with any of your moves**, you may replace it with the black fires of hell itself. This fire does not burn with heat and ignores armor, scorching the soul itself. Creatures without souls cannot be harmed by this type of flame.

☐ Fighting Fire with Fire

When you **take damage**, the flames within you come to your aid; choose one:

- Add 1 use to your Burning Brand (if active)
- Gain advantage next time you summon your Burning Brand
- Reduce the damage by 1

☐ Lore of Flame

When you **stare into a source of fire, looking for answers**, roll+WIS. *On a hit, the GM will tell you something new and interesting about the current situation. *On a 10+, the GM will give you good detail. *On a 7-9, the GM will give you an impression. If you already know all there is to know, the GM will tell you that.

☐ Cleansing Flames

When you **Make Camp around a large bonfire**, choose one. When you **engulf yourself in a large and very powerful flame, or perform a ritual before such a blaze**, choose two:

- You are healed to your full HP
- You are cured of a debility of your choice
- You regrow any lost limbs
- You are purged of any mortal poisons or diseases

☐ This Killing Fire

Add the following tags to your options for Burning Brand:

- *messy*
- *forceful*
- *thrown* and *far*

☐ Enkindler

When you **speak firmly and passionately to an NPC**, choose one of the following and roll+CHA. *On a hit, the desired effect comes to pass. *On a 7-9, the effect is only fleeting.

- You instill in them a new idea, which they take to with fervor
- You bolster their resolve, removing all sense of fear and doubt
- You belittle them, forcing them to back down—for now

☐ Twice as Bright, Half as Long

When you **call upon the flames of fate**, you may treat one of your missed rolls as a 7-9, or a 7-9 as a 10+. Tell the GM what you've lost to make this come to pass; an emotion, a memory, or some innate piece of your being; it's gone forever, right now. The flames will then make a request of you, big, or small (the GM will say exactly what). You may not use this move again until you have fulfilled their wishes, refusing to do so may have dire consequences.

The Paladin

Name _____

Look _____ *(Choose one for each category)*

Kind Eyes, Fiery Eyes, or Glowing Eyes

Helmet, Styled Hair, or Bald

Worn Holy Symbol, Fancy Holy Symbol, or Emblazoned Crest

Fit Body, Bulky Body, or Thin Body

Drive _____ *(Choose one)*

☐ Chivalry

Endanger yourself to defend those weaker than you.

☐ Judgement

Deny mercy to a criminal or unbeliever.

☐ Crusade

Lead others in righteous battle.

Bonds _____ *(Ask your companions these questions)*

Which of you is a better soul than you let on? _____

Which of you am I watching closely? _____

Which of you finds me unnerving? _____

Which of you do I tolerate despite your... *misguided* ways?

Level _____ Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- ☐ Increase one of your stats by 1, to a maximum of +3
- ☐ Gain an advanced move from another playbook
- ☐ When you Defend, on a 12+ instead of gaining hold the nearest attacking creature is stymied, giving you a clear advantage. The GM will describe it.

Background _____ *(Choose one)*

☐ Banneret

When you **raise your voice**, it carries far and cuts through even the din of heavy battle. When you Recruit or Order Followers, your roll gains advantage.

☐ Sacred Order of Knights

While you **bear a shield**, it can block insubstantial attacks as if they were physical blows, and you can redirect or halve the effects of spells and magical effects by choosing those options when you Defend.

☐ Fanatical Hunter

When you **pray for guidance, even for a moment, and ask, “What here is evil?”** the GM will tell you honestly.

Gear _____ *(Choose options)*

Your maximum Load is 12. You start with dungeon rations (5 uses, 1 weight), scale armor (2 armor, clumsy, 3 weight), and some mark of your faith, describe it! **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 (5 uses, 1 weight)

☐ Healing potion (0 weight)

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- Share The Spotlight

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
☐ Injured	☐ Shaken	☐ Sick	D6 +2
INT	WIS	CHA	Armor
☐ Muddled	☐ Tired	☐ Stressed	
HP			
Max HP: 20			

You begin with the following moves:

Armored

You ignore the clumsy tag on armor you wear.

Paladin's Oath

You adhere to a strict moral code that grants you power beyond that wielded by normal folk. **Choose up to four tenets of your oath:**

- ☐ Never lie or cheat
- ☐ Always protect the weak
- ☐ Never let a crime go unpunished
- ☐ Always offer enemies mercy
- ☐ Never refuse to help someone in need
- ☐ Never indulge in mortal pleasures
- ☐ Never show cowardice
- ☐ Never let a _____ live (this tenet supersedes any tenet of mercy)

When you **spend some time in religious observance**, lose any Zeal you hold, then hold an amount of Zeal equal to the number of tenets of your oath. The maximum Zeal you can hold is equal to the number of tenets of your oath. When you **act in service to your oath**, you may spend a Zeal to:

- When Defying Danger, turn a result of 6- into a 7-9
- When you take damage, reduce the damage by half, rounding down in your favor
- Gain advantage on your damage roll and add the *forceful* tag to your attack
- Stand fast, keeping your position, stance, and course despite what befalls you
- Shake off a poison or disease afflicting you

When you **break a tenet of your oath**, lose any held Zeal, and that tenet does not count when you gain Zeal again until you atone for your misdeeds; the GM will tell you what you must do.

When you level up, you may cross off one of your tenets if you feel that you have fulfilled it completely or it no longer applies to you; if you do, you may select a new tenet in exchange. You may only do this once.

Conviction

When you **would Defy Danger due to pain, fear, or doubt**, don't roll; you automatically succeed as if you rolled a 10+.

Choose one of the following advanced moves to begin with:

☐ Lay on Hands

When you **touch someone else, skin to skin, and pray for their well-being**, choose one of the following:

- They heal 1d6+1 damage
 - They are cured of one mortal poison or disease
- Then roll+CHA. *On a 10+, they are healed or cured, as you wished it. *On a 7-9, they are healed or cured, but the effect is taxing; you either spend 1 Zeal or whatever damage, poison, or disease you healed is transferred to you.

☐ I Am the Law

When you **give an NPC an order based on your righteous authority**, roll+CHA. *On a 10+, the GM chooses one:

- They do what you say
 - They back away cautiously, then flee.
 - They attack you
- *On a 7-9, the GM chooses one of the above, or:
- They dissemble, stall, make excuses, defer to another, or argue the point

☐ Inquisition

When you **look into someone's eyes and gaze upon their soul**, roll+CHA. *On a 10+, hold 2. *On a 7-9, hold 1. *On a 6-, hold 1 anyway, but they also hold 1 on you. While in their presence, spend a hold to ask them one of the following and get an honest answer:

- Are you lying?
- Are you hiding something from me?

If they answer "yes", your next move against them gains advantage.

☐ Beacon of Hope

When you **make a heroic stand against the coming darkness**, you immediately gain 1 Zeal, up to your normal maximum, and anyone standing on the front lines with you gains the benefit of your Conviction ability, until the darkness is defeated or you withdraw from the front lines or fall.

☐ Quest

When you **dedicate yourself to a mission through prayer and ritual cleansing**, state what you set out to do (such as discover the truth about something, or slay a blight on the land). The GM will give you a blessing (such as a voice that transcends language, or an invulnerability to bladed weapons); stay true to your goal, and this blessing remains yours. When you **complete your Quest**, mark XP.

☐ Smite

When you **Hack and Slash a creature of darkness or chaos**, on a hit, you may spend a Zeal; if you do, your damage roll gains advantage and also choose one:

- You banish them if they lack anchor to this world
- You brand them as an agent of chaos or darkness, describe how you mark them
- You break their resolve, the GM will describe how

☐ Vow of Protection

When you **swear a vow to protect someone**, your roll gains advantage when you Defend them, and add the following option to the Defend list:

- Give your ward an opportunity to escape danger
- You may only have one such sworn vow active at a time.

The Ranger

Name _____

Look _____ *(Choose one for each category)*

Wild Eyes, Sharp Eyes, or Animal Eyes
Hooded Head, Wild Hair, or Bald
Camouflaged Clothing, Dark Clothing, or All-Weather Clothing
Long Shanks, Lean Body, or Rugged Body

Drive _____ *(Choose one)*

☐ Wildling

Eschew a convention of the civilized world.

☐ Naturalist

Help an animal or spirit of the wild.

☐ Sentinel

Endanger yourself to combat an unnatural threat.

Bonds _____ *(Ask your companions these questions)*

Which of you have I guided before? _____

Which of you is a friend of nature? _____

Which of you has no business being out here? _____

Which of you looks more like prey to me? _____

Level ____ Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- ☐ Increase one of your stats by 1, to a maximum of +3
- ☐ Gain an advanced move from another playbook
- ☐ When you Volley, on a 12+ your shot hits a vital point, ignoring armor and debilitating or crippling the target somehow. The GM will describe it.

Background _____ *(Choose one)*

☐ Hunter

When you **spend a few moments scanning your surroundings**, you can ask the GM "What tracks or signs of passage are here?" When you **Discern Realities by studying tracks or signs of passage**, gain advantage on the roll, and add "Where did they go?" to the list of questions you may ask.

☐ Wilderness Guide

You can always find your way back to a place you have been to before without Defying Danger from getting lost or any natural rough terrain. When you Undertake a Perilous Journey, you automatically take the 10+ result on whatever job you choose.

☐ Warden of Nature

When you **Spout Lore about a monster**, you roll with WIS instead of INT. Additionally, choose a favorite type of enemy such as dragons, giants, goblin-kin, or demons: _____

Also, add the following to the list of questions for Skirmisher:

- Am I fighting my favorite type of enemy?

Gear _____ *(Choose options)*

Your Load is 10. You start with dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), a fine bow (near, far, 2 weight), and bundle of arrows (3 ammo, 1 weight). **Choose two:**

- ☐ Short sword (close, 1 weight) and bandages (3 uses, 0 weight)
- ☐ Spear (reach, thrown, near, 1 weight) and poultices and herbs (2 uses, 1 weight)
- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Bundle of arrows (3 ammo, 1 weight) and antitoxin (0 weight)

Your Agenda and Principles _____ *(Follow these)*

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- Embrace The Contradictions
- Share The Spotlight

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
☐ Injured	☐ Shaken	☐ Sick	D6 +1
INT	WIS	CHA	Armor
☐ Muddled	☐ Tired	☐ Stressed	
HP			Max HP: 18

You begin with the following moves:

Scout Ahead

When you **go off on your own to explore a dangerous area**, say how you do it and roll+DEX. *On a hit, you make it back safely; the GM will describe what you encountered. *On a 10+, choose three.

*On a 7-9, choose one:

- Ask a question from the Discern Realities list about what you encountered (you may choose this more than once)
- You were able to sneak something out of there; the GM will tell you what you got
- You made some preparation or created some advantage to exploit upon your return; work out the details with the GM
- You got away clean, leaving no trace and rousing no suspicion

*On a 6-, choose one:

- You make it back, but with trouble hot on your heels! The GM will tell you what follows you
- You're missing in action; the details will be revealed later

Skirmisher

When you **enter a battle**, answer the following questions:

- Am I neither encumbered, nor wearing armor with the *clumsy* tag?
- Have I scouted this threat?
- Is there ample room to maneuver here?
- Is the enemy much larger than I am?

For each question you answered "yes" to, hold 1 Readiness. During the battle, you may spend a Readiness to accomplish one of the following, describing how you do it:

- Draw an enemy's attention to you and lure them into a bad position
- Close the distance between you and an enemy before they can react
- Disengage from melee range of an enemy, avoiding any retaliation
- Evade a hazard on the battlefield without Defying Danger

When **the battle ends**, lose any remaining Readiness you hold.

Choose one of the following advanced moves to begin with:

☐ Blot Out the Sun

When you **Volley**, you can spend 1 ammo before you roll to add the *area* tag to your attack; roll damage separately for each target.

☐ Camouflage

When you **keep still in natural surroundings**, enemies never spot you until you do something to reveal yourself (such as attacking or moving quickly).

When you **move with care and calm**, you make no noise and leave no sign of your passage.

☐ Wild Empathy

You can speak with and understand animals, and you can closely study and Parley with them as if they were people, and you may also Recruit animals as if they were followers.

☐ Gambit

When **an enemy's actions make you Defy Danger and you get a 10+**, you may choose to instead treat that as a 7-9 result. If you do, gain 1 Readiness.

☐ Pathfinder

When you **Defy Danger to overcome a natural obstacle or difficult terrain**, on a hit, you may also bring one of your companions through with you safely. Whatever you roll, you may sacrifice a piece of your gear to ignore a consequence—whichever piece is most readily at hand or makes the most sense. If this is adventuring gear that is still undefined, say what it is now.

☐ Trick Shot

When you **make an improbable bow shot with an unusual effect**, describe what you want to happen and roll+DEX. *On a 10+, the GM will tell you one thing you have to do to pull off the shot. *On a 7-9, up to three things.

- Spend some time lining up the shot
- Get into a vulnerable position
- Spend 1 ammo
- Sacrifice or endanger something important

If your shot could deal damage as well, you may elect to make this move with disadvantage; if you do, on a hit you also deal your damage in addition to your desired effect.

☐ Trapper

When you **set a trap**, describe how you set it, which may include paying a cost described by the GM, then choose two effects from the following list:

- The trap deals your damage to the target
- The target is ensnared and cannot escape until it breaks the trap; strong monsters can break out of the trap faster
- The trap sets off a loud alarm; no matter where you are, you'll hear it or be able to sense when it goes off
- The target's leg is crippled; its ability to run is impaired until the injury is healed
- The target is moved a short distance

When a **monster stumbles into your trap**, roll+WIS. *On a 10+, you get both effects. *On a 7-9, you get one, your choice.

The Thief

Name _____

Look *(Choose one for each category)*

Shifty Eyes, Eyepatch, or Criminal Eyes
Hooded Head, Messy Hair, or Cropped Hair
Dark Clothes, Fancy Clothes, or Common Clothes
Lean Body, Tense Body, or Quick Body

Drive *(Choose one)*

☐ **Treasure Hunter**
Take a major risk to acquire something valuable.

☐ **Infiltrator**
Infiltrate a secure or dangerous location.

☐ **Daredevil**
Leap into danger without a plan.

Bonds *(Ask your companions these questions)*

Which of you is the only one that trusts me? _____

Which of you has my back? _____

Which of you thinks I'm a worthless rat? _____

Which of you is willing to do what it takes? _____

Level ____ Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- ☐ Increase one of your stats by 1, to a maximum of +3
- ☐ Gain an advanced move from another playbook
- ☐ When you Defy Danger, on a 12+ you transcend the danger. The GM will also offer you a better outcome, or a moment of grace.

Background *(Choose one)*

☐ **Burglar**
When you Discern Realities or use Danger Sense, you may ask the GM “What here is useful or valuable to me?” for free, even on a miss.

☐ **Assassin**
Add the following to the list of options for Backstab:

- You temporarily disable one of their limbs or senses

When you Backstab, on a 10+ you get three choices from the list instead of two.

☐ **Street Rat**
When you **have a moment's distraction and available cover**, you can disappear from view and get into hiding, just like that.

Gear *(Choose options)*

Your maximum Load is 9. You start with dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), and thieves' tools (1 weight). **Choose your armaments:**

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

Choose two:

- ☐ 3 throwing daggers (thrown, near, 0 weight) and antitoxin
- ☐ Ragged bow (near, 2 weight) and bundle of arrows (3 ammo, 1 weight)
- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Healing potion

Your Agenda and Principles *(Follow these)*

- Portray a Compelling Character
- Challenge Your Character with Adventure
- Play to Find Out What Happens
- Be a Fan of the Game

- Play Your Character With Honesty
- Do It By Doing It
- Be Awesome And Flawed
- Engage With The World
- Build Your Part Of The World
- Embrace The Contradictions
- Share The Spotlight

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
☐ Injured	☐ Shaken	☐ Sick	D6 +1
INT	WIS	CHA	Armor
☐ Muddled	☐ Tired	☐ Stressed	
HP			Max HP: 16

You begin with the following moves:

Danger Sense

When you **take a moment to survey an area**, you may ask the GM "Is there an ambush or trap here?" If the answer is "yes", roll+WIS. *On a 10+, ask the GM three questions from the list below. *On a 7-9, ask one.

- What will trigger the trap or ambush?
- What will happen once it's triggered?
- How could it be disarmed or thwarted?
- What else should I be on the lookout for?

Backstab

When you **attack an unaware foe in melee**, either deal your damage or roll+DEX. *On a 10+, deal your damage and pick two. *On a 7-9, deal your damage and pick one.

- Your damage roll gains advantage
- You slip away before they can react or strike back
- You stun or hamper them for a few moments, anyone taking advantage of this gains advantage
- You steal a visible, unprotected item off of their person; they won't notice it's gone until you flaunt that you have it
- You reduce their armor by 1 until they repair it

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.

Pants on Fire

When a **move has another player (including the GM) ask you a question about your character**, you can answer however you like, honestly or not.

Choose one of the following advanced moves to begin with:

☐ 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 choice.

☐ Shoot First

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

☐ Silvertongue

When you **use lies, bluster, or deception to avoid suspicion or get out of trouble**, roll+CHA. *On 10+, hold 3. *On 7-9, hold 1. Spend a hold to do one of the following, describing how you do it:

- Move about or maneuver unchallenged
- Withstand direct scrutiny or questioning
- Direct suspicion or attention elsewhere
- Provide cover for an ally

Remember that every lie is doomed to be revealed, eventually. When **your deception is exposed**, lose any hold remaining on this move.

☐ Escape Route

When **you're in too deep and need a way out**, name your escape route and roll+DEX. *On a hit, you're gone. *On a 7-9, you leave something behind or take something with you, the GM will tell you what.

☐ Poisoner

When you **have you have time to gather materials and a safe place to brew**, you can create up to three doses of poison. Describe what effects your poison has, and the GM will give you one or more caveats:

- It will only work under specific circumstances
- You'll need _____ to make it
- The best you can manage is a weaker version
- It'll take a while to take effect
- It's dangerous for anyone to handle—including you
- It'll have obvious or undesirable side effects

☐ Heist

When you **take time to make a plan to steal something**, name the thing you want to steal and ask the GM two the following questions:

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

The first time someone acts on each answer, they gain advantage.

☐ Like a Ghost

When you **roll for another move that you want to perform in a clandestine manner**, you may choose options equal to your DEX or less (but not fewer than none), and then tell the other players:

- ...how you draw attention elsewhere instead of to you
- ...how you stay out of sight
- ...that you remain silent
- ...why you leave no trace behind

*On a 10+, all that you say is true. *On a 7-9, the GM chooses one of your statements to be false, the others are true. *On a 6-, no guarantees.

The Wizard

Name _____

Look *(Choose one for each category)*

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

Drive *(Choose one)*

☐ Power
Use your magic to command the respect of others or enhance your prestige.

☐ Knowledge
Discover something about a magical mystery.

☐ Weird
Confront or embrace something strange or other-worldly.

Bonds *(Ask your companions these questions)*

Which of you has a dark fate that I have foreseen?

Which of you understands magic the least? _____

Which of you is keeping secrets from me? _____

Level _____ Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- ☐ Increase one of your stats by 1, to a maximum of +3
- ☐ Gain an advanced move from another playbook
- ☐ When you Spout Lore, on a 12+ the GM will also ask you a question about the subject. Whatever you answer, it is the truth.

Background *(Choose one)*

☐ Arcane Student

When you Spout Lore, hit or miss, you may also ask the GM "How or where could I find out more?" after they reply to your original question.

☐ Naturally Gifted

Choose one option from the Cantrip list. You can create that effect whenever you like, without having to Cast a Spell.

☐ Sorcerous Pact

You learned your magic from someone--or *something* else. Describe them, and the GM will tell you their agenda. When you **perform a Ritual which advances their agenda, and they consent to aid you (GM's call)**, you may ignore one condition the GM tell you for the Ritual.

Gear *(Choose options)*

Your Load is 7. You start with dungeon rations (5 uses, 1 weight), a staff (close, 2-handed, 1 weight) and an arcane treasure through which you draw power; describe it! **Choose two:**

- ☐ Enchanted robes (1 armor, 1 weight)
- ☐ Poultices and herbs (2 uses, 1 weight)
- ☐ Bag of books (5 uses, 2 weight)
- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Dagger (hand, 1 weight) and antitoxin

Your Agenda and Principles *(Follow these)*

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- Challenge Your Character with Adventure
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- Be a Fan of the Game

- Play Your Character With Honesty
- Do It By Doing It
- Be Awesome And Flawed
- Engage With The World
- Build Your Part Of The World
- Embrace The Contradictions
- Share The Spotlight

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
☐ Injured	☐ Shaken	☐ Sick	D6 -1
INT	WIS	CHA	Armor
☐ Muddled	☐ Tired	☐ Sick	
HP			Max HP: 12

You begin with the following moves:

Cast a Spell

You have mastered the workings of magic. Take the Wizard domains sheet. You begin with mastery of the Cantrip domain. **Choose two more domains that you have mastered, and choose one Bane from the following list as well (or work with the GM to make up your own Bane):**

- ☐ While you cannot speak clearly, you do not have both hands free, or you wear or wield something made of metal, you cannot cast a spell.
- ☐ Your magic can never affect anyone or anything warded by cold iron.
- ☐ Your magic is granted to you by a greater power, and they will occasionally make demands of you. Ignore them at your risk.
- ☐ When you Cast a Spell, if either of the dice show a 1, a bit of taint or corruption warps the area around you, the GM will describe how. Rest assured, it will be to your detriment.

When you **weave a spell using one of your mastered domains**, roll+INT. *On a 10+, you get 2 Power to spend on your spell. *On a 7-9, you get 1 Power, and choose one of the following as well:

- Your spell will have some undesirable side effect or limitation
- You draw unwelcome attention or put yourself in a spot
- The spell disturbs the fabric of reality as it is cast; you have disadvantage to Cast a Spell until you take some time to rest and refocus yourself

Power not spent on your spell is wasted, it cannot be saved for later. Power has no effect on Cantrips, just ignore it.

When you reach level 3, 6, or 9, choose an additional domain from the list to master.

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 effect will be unreliable or limited
- You and your allies will risk danger from _____
- You'll have to disenchant _____ to do it

Choose one of the following advanced moves to begin with:

☐ Antiquarian

When you **closely examine an interesting object for the first time**, roll+INT. *On a 10+, ask the GM three of the following questions. *On 7-9, ask two. *On a 6-, ask two anyway, but the GM will give you a false answer for one of them:

- What does this do, or what does it signify?
- What is it made of?
- Who created this object and how old is it?
- Who used this object last?
- What has been done to or with it recently?
- What's wrong with it and how could it be fixed?
- Does this have magical properties, and if so, what are they?

☐ Counterspell

When you **counter a magical spell as it is being cast**, roll+INT.

*On a hit, the spell is successfully countered. *On a 7-9, choose one:

- The spell is countered, but the unraveled magic causes some undesirable collateral damage or side effects
- The spell is only partially countered, a weaker version gets through
- The spell is countered, but you are left vulnerable elsewhere

☐ Spellbreaker

When you **unweave an ongoing magical effect**, roll+INT. *On a 10+, choose two. *On a 7-9, choose one.

- The magic doesn't return after a short time
- A weaker version of the magic doesn't linger
- The unwoven magic doesn't lash out and harm anything

☐ Empower

When you Cast a Spell, on a 10+ you may choose from the 7-9 list. If you do, you get 3 Power instead of 2 Power.

☐ Magic Circle

When you have **adequate time, arcane materials, and a safe place to work**, 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, which may include paying a cost described by the GM, and the GM will tell you one problem or limitation that you'll have to deal with in using it.

☐ Sage Advice

When **someone else comes to you for advice and you tell them what you honestly think is best**:

- If they are a PC, when they follow your advice, they gain advantage on their next move.
- If they are an NPC, roll+CHA. *On a 10+, they follow your advice in whatever way they think is most beneficial for them. *On a 7-9, they only follow your advice if you back them up and help them do it.

☐ Mystic Tether

While **a spell you cast is ongoing on another person**, you may aid, interfere, or study them closely, no matter where they are, and you gain advantage when you do so.

Cantrip

You conjure a minor magical effect. Choose one:

- An item you touch glows with arcane light, about as bright as a torch, until you dispel it or it leaves your presence
- The GM will tell you what here is magical
- You make cosmetic changes to an object you touch: clean it, soil it, cool it, warm it, flavor it, or change its color
- You repair a single break or tear in an object you hold
- You slowly telekinetically lift or move an unattended object that you can see which weighs no more than one pound

□ Divination

You conjure a vision through space and time. Answer one question yourself, then ask the GM one question for each Power:

- Who do I see?
- What circumstance are they in?
- What do I see happening to them?
- What consequences will this have?

The GM's answers represent the most likely outcome based on the current situation. The GM will try to make your vision come true if possible, but it is not infallible. Until the vision is resolved, you get disadvantage when you cast this spell.

□ Evocation

You summon a bolt of magical energy, which strikes a target you can see for 1d6+1 damage. Choose one of the following for each Power:

- The attack is *forceful*
- The spell effects a small area around the target, but the effect is halved
- The damage ignores armor
- The damage is elemental in nature; *fire*, *ice*, or *lightning*
- The attack debilitates or restrains your target instead of dealing damage; describe how, and the GM will tell you how effective it is

□ Illusion

You create an illusion upon someone or something you can touch, changing its appearance or rendering it invisible. This illusion lasts as long as you concentrate on it, or until someone interacts with it to prove it an illusion. Choose one additional effect for each Power.

- The illusion can move (you must choose this if the target is a person, otherwise the illusion breaks if they move)
- The illusion instead covers a small, stationary area around a point that you can see
- The illusion can include sounds, smells, or flavors
- Your illusion lasts for a short time after you stop concentrating

While this spell is ongoing, you have disadvantage to Cast a Spell.

□ Abjuration

Cast this spell to place a ward upon an area, object, or a circle you have drawn. Choose one option for each Power:

- No magic, save your own, can cross the ward
- Choose a type of creature; they cannot cross the ward
- The first creature to touch, cross, or disturb your ward takes 1d6+1 damage
- When your ward is touched or crossed, it will set off an alarm; no matter where you are, you'll know about it
- Anyone inside of the warded area gets +1 armor

The ward lasts until you dismiss it, something disrupts it, or the effect is discharged.

□ Conjuration

You summon forth a magical creature or construct, which aids you as best it can. Describe what you call forth! Treat it as your character, but with access to only the basic moves. It has a +1 modifier for all stats, HP equal to your level, and uses your damage modifier. The construct also gets your choice of one of these traits for each Power:

- It has +2 instead of +1 to one stat (this option may be chosen more than once)
- It's not reckless
- Its damage modifier is +1
- It has some useful adaptation or secondary ability

The construct persists until destroyed or you dismiss it. While this spell is ongoing, you have disadvantage to Cast a Spell.

□ Enchantment

You wrap a beguiling charm around a target you can see. Choose one effect or an additional target for each Power:

- They cannot harm you, except in self-defense
- They must act single-mindedly upon a strong emotion that they already are feeling
- They fall into a light sleep or stand entranced, until something shakes them out of it
- They will truthfully answer one question you ask them
- They will have no memory of what you had them do or that they were ever enchanted, even after the spell ends

The enchantment lasts until they leave your presence, the effect you chose is completed or violated, or until you choose to end it. While this spell is ongoing, you have disadvantage to Cast a Spell.

□ Necromancy

You bind the energy of life and death that surrounds all creatures.

Choose one effect an additional target for each Power:

- A corpse you touch answers any three questions you ask to the best of the knowledge it had in life or gained in death
- No undead may come within reach of you until the next time you cast a spell
- You fill a target you can see with supernatural fear, they choose to flee from you, panic, cower, or fight in desperation, until the next time you cast a spell
- You inflict a curse upon a target you can see. The next damage roll made against them gets advantage
- You weaken a target you can see. The next damage roll they make gets disadvantage

□ Transmutation

You alter yourself or a person you touch. Choose one effect from the list or an additional target for each Power, describing how you grant them the chosen effects.

- You choose a stat; they gain advantage to all rolls made with that stat, and the GM chooses a stat; they get disadvantage to all rolls made with the GM's chosen stat
- They gain the ability to breathe under water
- They gain the ability to see clearly in the dark
- They gain the ability to levitate, floating gently either up or down as they choose
- They gain magical protection; choose an element, they gain advantage to Defying Danger caused by that element and any damage they suffer caused by that element is halved

The effects last until you choose to end them. While this spell is ongoing, you have disadvantage to Cast a Spell.

Bonus Material

Thanks for reading all the way to the end. Here are some extra optional moves for abstracting research and planning, stress and madness, and random dungeon crawl generation.

New Basic Move: Tavern Tales

When you **spend time swapping tales and sorting through information about a dangerous place you have yet to explore**, name a place you want to know more about, then spend at least 1 preparation and roll+preparation spent. *On a hit, choose one from the list and tell us how you get it. *On a 7-9, your information will be slightly off, out of date, or incomplete when you try to use it.

- You acquire part of a map, draw it out or otherwise present it to the group.
- You learn of a trap or similar hazard, describe it. When you encounter it, gain advantage on your next move.
- You learn of a valuable treasure, describe it and where it's kept.
- You learn of a dangerous enemy or group in the area, describe and/or name them. When you encounter them, gain advantage on your next move.
- You learn something useful about the area's history, layout, or politics, tell us what.
- You acquire something that will be particularly useful in there (a key, a password, etc.), tell us what you got.

*On a 6-, choose one anyway, but don't describe it yet. Instead, ask the GM what it will cost you to gain that knowledge, and even then what you get will be slightly off, out of date, or incomplete when you try to use it.

If you are the Bard, you make this move with advantage.

New Basic Move: Raid

When you **plan an attack on a place**, describe your approach and your primary objective, then whoever made the plan rolls...

- +1 if you exploit a known weakness or vulnerability in your target
- +1 if you have allies to coordinate your attack with or someone on the inside
- +1 if you have detailed knowledge of the terrain, either from a map or a scouting report (*c.f.* Scout Ahead from the Ranger playbook)
- +1 if you have the drop on them or the element of surprise on your side

*On a 10+, choose two. *On a 7-9, choose one:

- You have the initiative; your enemies are either caught off-guard, demoralized, or in disarray
- You have seized some tactical advantage that gives you the upper hand in the fight, the GM will tell you what
- There are no unexpected complications present

*On a 6-, your plan has gone awry, the GM will describe the scene with you already at a disadvantage or in a desperate situation.

The GM will describe the starting point of the action as the battle is joined or as your main forces breach the perimeter, based on your roll and options chosen. They will also ask some establishing questions as to what happened and present you with the opportunity to act.

New Basic Move: Hexcrawl

When you **spend at least a full day exploring a region in search of adventure**, say what you are hoping to find and how many days you wish to search for, then everyone marks 1 ration per day spent and roll+days spent. *On a 10+, you find what you're looking for and are in a relatively advantageous position when you find it. *On a 7-9, choose one. *On a 6-, both, and it will be even worse than you thought.

- You'll have to overcome a hazard or enemy, or pay a cost to find what you were looking for
- What you find won't be exactly what you hoped, or there will be some other complication present

If the players are looking for something very specific that the GM knows isn't in the area, the GM may offer an alternative instead. For example, if the players are looking for the location of a bandit lair, but the GM knows they are looking in the wrong place, they may suggest they look for clues as to the location to the bandit lair instead.

New Basic Move: Steel Yourself

When you **steel yourself against extreme pain, stress, corruption, or horror and power through**, roll+CON for physical trauma, or +WIS for psychological trauma. *On a hit, you hold it together, and may act as you please. *On a 7-9, gain 1 Stress. *On a 6-, count your Stress:

0-2 Stress: Choose one:

- You flinch or hesitate from the fear or pain
- Your nerves are rattled; when you act against the source of your fear, the next move you make gets disadvantage
- Gain 1 Stress

3-4 Stress: Choose a reaction from this list:

- Run screaming in terror until the threat is out of your sight
- Drop whatever it is you're holding and freeze in shock until someone or something snaps you out of it
- Fly into an uncontrolled rage until the threat is gone. Expect collateral damage.
- Give into your corruption or madness until you have indulged yourself in a harmful manner
- Mark one of your Stress as permanent, it can never be removed

5-6 Stress: The GM chooses from the 3-4 Stress list.

7+ Stress: It all becomes too much. You either go permanently, incurably mad, suffer a fatal heart attack, or give in wholly to your corruption. Either way, this is the end for you.

Stress is a type of damage that can be inflicted, as per the GM move. For example, low intensity stressors over a prolonged period of time (a long march in the cold with little sleep, food, or comfort), or a sudden stressful event without persistent threat (a trap suddenly springs and injures someone), may cause Stress.

When you Make Camp, remove 1 Stress. When you **spend a day in rest and safety**, remove 2 Stress instead.

Laudanum

20 coins, 3 uses, 0 weight

A soothing tincture to inure one's mind against the horrors of the dark. Rumors of it being addictive are almost entirely untrue.

When you **consume a draught of laudanum**, mark off a use, remove 1 Stress, and the next move you make gets disadvantage.

New Mechanic: Dungeon Crawl

The following is a new method for procedural dungeon creation. Rather than having a planned map in mind, the GM instead has themes and features they would like to include. What is revealed is determined randomly. The methods presented here are adapted from *The Perilous Wilds* by Jason Lutes.

To create a dungeon using this method, the GM starts with an overall environment for the dungeon, such as “Dwarven Prison,” “Natural Lair,” or “Cult Library”. From there, the GM can brainstorm a few themes; more specific words or phrases that describe the atmosphere of the dungeon. A dungeon’s theme is a reference point for you to describe the environment as the party explores, and should ideally create a few ideas for locations or encounters within the dungeon. A given theme might obviously relate to the dungeon’s overall environment, or it might not; you get to make sense of the juxtaposition through play. A unusual theme may represent an interloper or a recent change. Generally speaking, the more themes a dungeon has, the greater its variety of contents.

Examples of themes:

- Criminal activity
- Torture or punishment
- Rot and decay
- Forgotten knowledge
- Chaos and destruction
- Planar powers
- Elemental power (which one?)
- Scheming evil
- Secrets and trickery
- Endless hunger
- Holy war
- Undeath

When you **delve into the unknown regions of a dungeon or similar dangerous place**, if this is the first time you have made this move this session, the GM will tell you how much Torch to hold initially, depending on the danger. Then whoever is in the lead rolls...

- +1 if the way is illuminated or you don't need to carry a light source
- +1 if they have been to this place before or if they have a map of this place
- +1 if the enemies here are unalert, distracted, or have recently retreated or suffered defeat

*On a 10+, choose two. *On a 7-9, choose one:

- You are in an advantageous position to face whatever threat lies ahead, describe how after the GM describes the next area.
- The area ahead is unique somehow and/or connected to a theme of the dungeon; the GM will describe it and make an appropriate dungeon move, and you gain 1 Progress.
- Gain 1 Torch, and describe how you secure or mark the path, or find a notable landmark.

*On a 6-, lose 1 Torch, and you will be at a disadvantage in the next room, with the person who led the way being placed most directly in harm's way. Regardless of the roll, be sure to update your map appropriately.

Torch represents safety and security within the dungeon. It is a resource that can be used up, as per the GM move “use up their resources”. High Torch means the enemy is on the run, and the path both ahead and behind you is clear. Low Torch means that the party is lost, and the darkness is closing in on them. Torch can go as high as 3 or as low as -3. For a relatively safe and uncomplicated dungeon, the crawl starts with 2 Torch. A more dangerous or complex dungeon begins with 1 Torch, and a deathtrap begins with zero Torch.

When you **seal or conceal yourself in a secure or hidden place to Make Camp while in the dungeon**, roll+Torch. *On a 10+, choose one. *On a 7-9, choose two. *On a 6-, all three.

- The enemy regroups while you rest, lose 1 Torch.
- You must backtrack a bit to find a safe place, lose 1 Progress.
- Your rest will be interrupted. Hope someone is on watch!

While **your Torch is zero or less**, you are either lost or cut off; you cannot escape the dungeon until you raise your Torch to at least 1. When **your Torch reaches -3**, it begins hunting you. Best of luck, heroes.

Progress represents how far you have explored the dungeon. The primary use of Progress is to represent how close you are to your goal. When you have acquired enough Progress, you have reached your goal in this area; the exit on the opposite side, the dungeon’s heart where the treasure lies, or the dungeon’s master. Small dungeons should require 3 Progress to complete, longer dungeons between 5 to 7 Progress, and a truly epic dungeon can require as much as 10 Progress to complete.

Progress may also be used as a spendable resource to accomplish side goals, such as finding hidden caches of loot or mapping an area. If the players wish to accomplish such a side goal, the GM can *tell them the requirements and ask*, which may include spending Progress, Torch, or other resources. If you leave the dungeon, any remaining Progress held is lost.

Reaching your goal does not necessarily mean that you have found everything in the dungeon. There may yet be more to find, in some hidden wing of the dungeon that remains undiscovered or sealed for the next expedition here. Hold onto your maps!

If you're having trouble coming up with interesting themes or encounters, ask yourself the following questions to try and get a brainstorm going. These questions may also help you answer any questions the players have about the dungeon--or you can turn the tables and ask them instead.

- Who or what is believed to have built this place?
- For what purpose was it built?
- How did it come to ruin?
- What do you notice right away when you enter? (smells, temperature, humidity, sounds, etc.)
- What dangers is it said to conceal? (monsters, forces, traps, etc.)
- What discoveries may lie within? (clues, puzzles, treasure, etc.)

The Extra

Name _____

Look _____ (Choose one for each category)

Ordinary Hair, Wide-Brimmed Hat, or Helmet
Plain Uniform, Work Clothes, or Traveler's Clothes
Covered Face, Earnest Face, or Surly Face

Job _____ (Choose one)

☐ Warrior

Increase your damage bonus to +1.

☐ Expert

When you use your area of expertise, you roll with advantage.

☐ Magician

You may cast Cantrips as if you were a Wizard.

Gear

Your maximum Load is 4. You start with a basic melee weapon of your choice (close, 1 weight), and **choose one**:

☐ Ragged bow (near, 2 weight), and bundle of arrows (3 ammo, 1 weight)

☐ Leather armor (1 armor, 1 weight)

☐ Adventuring gear (5 uses, 1 weight)

The Extra is a supporting character which can be used when you have a guest player at your table, or if a player's regular character is off doing something else. They're good for a quick taste of the game, when you need some expendable minions, or a one-shot scenario or situation. Don't feel bad or take it personally if they die; they are Expendable, after all.

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
☐ Injured	☐ Shaken	☐ Sick	D6 +0
INT	WIS	CHA	Armor
☐ Muddled	☐ Tired	☐ Stressed	
HP			
Max HP: 10			

You get the following moves:

Expertise

You are an expert in a certain field. **Choose your area of expertise:**

- ☐ Herbalism and medicine (WIS)
- ☐ Pathfinding and survival in the wilds (WIS)
- ☐ Infiltration and burglary (DEX)
- ☐ Esteem in a certain social circle (tell us what!) (CHA)
- ☐ The trade and appraisal of exotic artifacts (INT)
- ☐ Protection and guarding (CON)
- ☐ Brute force and heavy hands (STR)
- ☐ Skilled craftsmanship (tell us your field, and the GM will choose the stat most appropriate)

When you **perform a feat, task, or Spout Lore relevant to your area of expertise**, roll+the indicated stat. *On a 10+, you accomplish your task. *On a 7-9, you still succeed, but the GM will offer you a worse outcome, hard bargain, or ugly choice.

Ace in the Hole

When things are looking bad, you have a special advantage to help you out of a tight spot. **Choose one, but don't describe it until it comes up in play, and reveal it when you need it:**

- ☐ The favor of someone powerful (describe them)
- ☐ A web of contacts (choose either *well-placed* or *loyal*)
- ☐ Membership in a guild (choose either *prestigious* or *shadowy*)
- ☐ A hideout (choose either *secret* or *fortified*)

Expendable

You have neither Heritage, Drive, or Bonds; you're here because you were hired to do a job. You can never gain XP.

When you **sacrifice yourself trying to accomplish something**, choose one:

- The other characters learn from your death; tell us what they discovered
- You give them an opening; say how you temporarily hold back or impede a threat just long enough for someone to take advantage of the opening
- You were just doing your job; tell us something you managed to do before dying, such as opening up a locked door, taking out a minor enemy, or doing the thing you were hired for

At the end of the session, if you are still alive, any XP you would gain from answering the End of Session questions may be applied to another character you own, or will make in the future.

The Villager

Name _____

Look _____ *(Choose one for each category)*

Ordinary Hair, Wide-Brimmed Hat, or Helmet
Plain Uniform, Work Clothes, or Traveler's Clothes
Covered Face, Earnest Face, or Surly Face

Background _____ *(Choose one)*

☐ Laborer

When you **put the good of your village before your own desires**, gain 1 goodwill.

☐ Militia

When you **fight for the honor of your village**, gain 1 goodwill.

☐ Apprentice

When your **knowledge aids the village in some important way**, gain 1 goodwill.

☐ Knave

When you **help the village while helping yourself**, gain 1 goodwill.

☐ Stranger

When **your actions earn you the trust of the village**, gain 1 goodwill.

Profession

You have a skill that you've learned and use to earn your keep around the village. How did you learn it? When you **put what you've learned in your profession to good use**, gain 1 goodwill.

My profession in the village is: _____

Gear

You have one tool that is relevant to your profession, not armor or a weapon more sophisticated than a knife or a staff. You have no coins, but luckily you live in a tightly connected community where a filling meal and warm bed are always available to you—provided you do your share.

Bonds

STR	DEX	CON	Damage
☐ Injured	☐ Shaken	☐ Sick	D6 -1
INT	WIS	CHA	Armor
☐ Muddled	☐ Tired	☐ Stressed	
HP			
Max HP: 7			

You get the following moves:

Assigning Stats

You start with all of the basic moves. When you make a move with a stat for the first time, pick the modifier you wish for that stat: -1, +0, +1 or +2. You can have one -1, two +0, two +1, and one +2 stat. **You must have all six stats assigned before you can level up.**

Goodwill

Goodwill is earned by using your alignment and background. You can spend a goodwill to give advantage to you roll during any move involving fellow villagers (including other PCs). You will also spend goodwill for the Life of Adventure move when you level up.

Bonds

Add Bonds with your fellow would-be adventurers as you get to know them and have memorable experiences. Do you trust them? Do you have history together before you became adventurers? Do they owe you a debt? Do you know their secrets? Do you want to prove something to them? Do they need you to keep them safe? **You must write at least two Bonds before you can level up.**

When you write a Bond, you may let the player whose character you just wrote a Bond with assign a modifier to one of your unused stats for you, and you also gain one of the following advanced moves, up to a maximum of two:

- ☐ **Hometown Hero:** When you take this move, you immediately gain 2 goodwill.
- ☐ **Martial Training:** Your damage bonus is now +0.
- ☐ **Toughness:** Your maximum HP is now 10.
- ☐ **Determined Defender:** When you Defend, you may spend goodwill as if it were hold.
- ☐ **Faithful:** Describe a deity that you follow. When you **pray to your deity for guidance**, your deity tells you what it would have you do. If you do it, gain 1 goodwill.
- ☐ **Trap Finder:** Add "Is there a trap here and if so, what triggers it?" to the list of Discern Realities questions:
- ☐ **Student:** When you take this option, the next time you Spout Lore, instead of rolling, you automatically take the 10+ result.
- ☐ **Leadership:** You may spend a goodwill to free someone who can see and hear you of any fear, despair, or stun effects; describe how you do it.

When you have assigned all six stats and written at least two Bonds, you are ready to become a real adventurer. When you are ready to leave your home for a Life of Adventure, make the Life of Adventure move on the opposite side of this sheet.

Dungeon World is a game of adventure fantasy. Though you are just a humble villager now, a dangerous world of adventure is knocking at your door, and you will get your first taste of it here. The adventure and your destiny will emerge around the decisions you make.

Your characters already have some history one another, so we can get right into the action. This shared history is represented in the Bonds on your sheet. The gamemaster (GM) will ask you questions about where your character is from, what the world is like, and what they are doing. Your answers will shape the world and your adventure. We play to find out what happens.

Playing Dungeon World means having a conversation; somebody says something, then you reply, maybe someone else chimes in. Players take turns in the natural flow of the conversation, which always has some back-and-forth. The GM says something, the players respond. The players ask questions or make statements, the GM tells them what happens next. The conversation works best when we all listen, ask questions, and build on each other's contributions.

Hack and Slash

When you **fight in melee or close quarters**, roll+STR. *On a 10+, deal your damage and choose one:

- You evade, prevent, or counter the enemy's attack
- You strike hard and fast; deal +1d6 damage, but suffer the enemy's attack

*On a 7-9, you deal your damage, but also suffer the enemy's attack.

Volley

When you **take aim and attack an enemy at range**, roll+DEX. *On a 10+, you have a clear shot, deal your damage. *On a 7-9, deal your damage but also choose one:

- You have to move/hold steady to get the shot, placing you in danger as described by the GM
- You have to take what you can get; your damage roll gets disadvantage
- You have to take several shots; spend 1 ammo

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 do; 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 **take up a defensive stance or jump in to protect someone or something else**, roll+CON. *On a 10+, hold 3. *On a 7-9, hold 1. Spend your hold to:

- Suffer an attack's damage/effects instead of your ward
- Halve an attack's damage/effects
- Draw all attention from your ward to yourself
- Strike back at an attacker; deal your damage with disadvantage

When you go on the offense, cease to focus on defense, or the threat passes, lose any hold left on this move.

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. Either way, when you act on the answers for the first time, whatever move you make gains advantage.

- 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?

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.

Parley

When you **influence or manipulate an NPC to do something they normally wouldn't do**, roll+CHA. *On a hit, they reveal the easiest way to convince them to go along. *On a 7-9, they reveal something you can do to convince them, though it'll likely be costly, tricky, or distasteful. If you have some kind of leverage on them, the GM should take it into consideration when telling you their costs.

Life of Adventure

When you **leave your home for a Life of Adventure**, do all of the following:

- Embrace your heroic destiny. Leave your villager playbook behind and then choose a new playbook to fill out.
- Gain a true name and a new, cooler look.
- Choose a Drive and Background. Your companions vote on these based on your chosen class and your past behavior. Ties are broken by the GM.
- Copy the stats you chose to your new playbook.
- Gain all the resources and abilities of a first-level character, including gear and class moves, but keep any Bonds you've already written. If your new class gives you more Bonds than what you've already written, write some more.
- Lose any villager abilities you may have acquired, including your profession and background.
- Tell the other players how you learned the basics of your class. The GM may ask you questions about your time in training.

Finally, spend all of your remaining goodwill and roll+goodwill spent. *On a 10+, you enjoy a warm send-off. The village's hopes and dreams go with you, along with a small object of great sentimental value. *On 7-9, choose one:

- You have unfinished business here that is likely to come find you wherever you go.
- You are leaving behind someone that needs you badly and can't survive without you.
- You are abandoning something precious to be claimed by a loathsome rival.
- You've been rejected by the village. You no longer belong here, and maybe never will.

*On a 6- there can be no return. Grim portents accompany you.