



EQUIPMENT

MAX LOAD (8+STR)



NOTES

STARTING GEAR

2 SPEARS (REACH, THROWN, NEAR, 2 WEIGHT)

RATIONS (5 USES, 1 WEIGHT)

SOME TOKEN OF YOUR TRAVELS OR HOMELAND

CHOOSE YOUR WEAPON

☐ AXE (CLOSE, 1 WEIGHT)

☐ TWO HANDED SWORD (CLOSE, +1 DAMAGE, 2 WEIGHT)

CHOOSE ONE

☐ ADVENTURING GEAR (5 USES, 1 WEIGHT)

+PERSONAL FEAST (RATION, 1 USE, 1 WEIGHT)

☐ CHAINMAIL (1 ARMOR, WORN, 1 WEIGHT)

BARBARIAN

Hither you came from parts unknown. Sword in hand—a reaver. A slayer.

Let the wizard casts his spells. What good is magick when steel cuts through flesh and bone just the same? The Paladin swears fealty to the divine. She can keep her fairy tale god—you are your own master. You hail from the far reaches of

Dungeon World in search of—what? Glory? Treasure? Spilt blood? In the end it matters not.

They call you barbarian. Uncivilized. Let them. You know better. Their world of nobles and laws is fleeting. You will tread the jeweled thrones of Dungeon World under your boot, and you will show them what might and fear truly mean.

For you know what is best in life, and you will take it.

NAME

LEVEL

XP



ALIGNMENT | CHOOSE ONE OR WRITE YOUR OWN

☐ **Feral**

Eschew a convention of the civilized world

☐ **Peaceful**

Teach someone the ways of your people

☐ **Violent**

Cause collateral damage just to show your strength

☐

CHARACTER SKETCH

BONDS

BACKGROUND | CHOOSE ONE OR WRITE YOUR OWN

☐ **Wayfarer**

You've seen things other people wouldn't believe. You may roll+WIS when Spouting Lore.

☐ **Savage**

You come from a nasty, brutish land. When you pull a dirty tactic against someone who doesn't expect you to fight like an animal, take +1 Forward.

☐ **Survivor**

You've had to fight tooth and claw to get where you are now. When you take something that is rightfully yours (your call), you impress, stun, or frighten your enemies.

☐

Starting Attributes: 8(-1), 9, 12, 13(+1), 15(+1), 16(+2)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLECT	WISDOM	CHARISMA	VIGOR
STR	DEX	CON	INT	WIS	CHA	Once per Encounter HEALING SURGE Recover d4 HP per vigor spent ACTION SURGE Spend 1 vigor to reroll both D6 Max = 4+CON
☐ WEAK	☐ SHAKY	☐ SICK	☐ DAZED	☐ CONFUSED	☐ SCARRED	
HIT POINTS MAX = 8+CONSTITUTION		ARMOR		DAMAGE D12		MODIFIERS

STARTING MOVES

☒ 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:** deal +1 damage at all times.
- ☐ **Riches and Property:** Gain +4 carry weight.
- ☐ **Power Over Others:** gain +1 Max Vigor if you have a Follower.
- ☐ **Fame and Glory:** When you Carouse, choose an extra option.

- ☐ **Mortal Pleasures:** Drinking an entire Keg of Dwarven Ale grants you the same benefit as drinking a Healing Potion.

- ☐ **Conquest:** Gain +1 XP every session if you've crushed your enemies, seen them driven before you, or heard the lamentations of their kin.

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When you **attempt to satisfy one of your appetites**, you may roll+CON. On a hit, you regain 1 Vigor. But on a 9-, you are left wanting more and take -1 Forward.

☒ STRONG ARM

You may roll+STR instead of +DEX when you **Volley with a Thrown weapon**.

☒ MASTER OF DEATH

Take +1 on your Last Breath rolls. On a 7-9, you make an offer to Death, not the other way around. If Death accepts, you are returned to life. If not, you die.

☒ BLOODLUST

You may enter a violent rage that clouds your thoughts. If you do so, take -1 Ongoing to all rolls except Hack and Slash and Volley. All your damage becomes Brutal (roll twice, taking the better result). This lasts until you roll a 7+ satisfying one of your Appetites.

☒ FORCE OF DESTRUCTION

You are known for two terrible proficiencies. What are they?

- ☐ **Unencumbered, Unharmd:** You have 2 armor as long as you aren't restrained and are below your Max Load
- ☐ **Musclebound:** When you wield a weapon, it becomes Forceful and Messy
- ☐ **Immovable Object:** Enemies cannot move you, as long as you are conscious to resist them
- ☐ **Unstoppable Force:** You take +1 to Defy Danger if you are running or leaping
- ☐ **Eye for Weakness:** When you Discern Realities, you may also ask "What here is weak or vulnerable", regardless of what you roll.
- ☐ **Like a Vice:** One of your hands is enough to effortlessly restrain an average sized opponent. Only the heroically strong can even attempt to break free from you.
- ☐ **Mountain of Steel:** All your armor and weapons weigh one less, to a minimum of one.
- ☐ **Juggernaut:** You ignore the Clumsy and Tiring tag on armor you wear.

☐

☐

LEVEL 2+ ABILITIES

☐ A GOOD DAY TO DIE

When you **have no Vigor remaining**, take +1 Ongoing (even to Last Breath rolls).

☐ SAMSON

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

☐ LIKE A WRECKING BALL

When you **gather momentum and charge blindly through any obstacles in your way**, roll+STR. On a hit, nothing can stop you, and you deal your damage to anyone who tries. But on a 7-9, pick one:

- You deal your damage to yourself as well
- Accidentally destroy something you'll wish you hadn't.
- You shouldn't have gone head first. Become Dazed or Confused (your choice).

☐ IS THAT ALL YOU'VE GOT?

When you **take damage from an enemy**, you may ask them this question and roll+CON. On a hit, pick one. On a 10+, their attack cannot reduce you below 1 HP.

- Your lack of reaction infuriates or terrifies your enemy.
- You learn one of their weaknesses. Describe it.
- Your enemy leaves themselves open, giving your allies +1 Forward against them.

☐ MY LOVE FOR YOU IS LIKE A TRUCK

When you **perform a feat of herculean strength**, pick someone present who is awed. Take +1 Forward with them.

☐ THE ONE WHO KNOCKS

When you **Defy Danger**, on a 12+ you turn the danger back on itself. Describe how.

☐ KHAN OF KHANS

When you **personally recruit a follower**, decide which of your appetites drew them to you. Any time you indulge in this appetite, they take +1 Forward. They will accept your gratuitous fulfilment of that appetite as payment.

☐ WAR CRY

When you **enter a battle with a ritualistic show of strength** (a chant, a dance, a rallying cry, etc), roll+STR. On a hit your allies take +1 Forward. On a 10+ you also strike fear into the hearts of a few of your enemies.

☐ HEALTHY DISTRUST

When you **roll to Defy Danger caused by sorcerous magicks**, treat any result of 6- as a 7-9.

☐ OBSESSION

At any time, you may ask the GM "can I indulge in my appetites here? If so, how can I best do so?"

☐ STRENGTH OF ONE HUNDRED

You always win one-on-one contests of strength with mortal men. There's simply no comparison. Additionally, choose 2:

- ☐ All your attacks are Forceful
- ☐ Your melee weapons gain the Thrown tag
- ☐ Your ranged weapons gain the Far tag

☐ APPETITE FOR DESTRUCTION

Gain another Herculean Appetite, or another Force of Destruction.

☐ BARGAIN WITH DEATH

When you **return from Death's Door alive**, mark XP and bring back one of Death's powerful secrets with you. The GM will tell you what it is.

☐ FACE ME, IF YOU DARE!

When you **call out a challenge to your enemies**, roll+STR. On a 10+ they treat you as the biggest threat, ignoring your companions, and you gain +1 Damage and Armor ongoing against them.

On a 7-9, only a few (the weakest or most foolish) fall prey to your taunting.

☐ USURPER

When you **prove yourself superior to a person in power**, take +1 Ongoing with those who follow them.

☐ NOMAD

You've been everywhere, man. When you **arrive someplace new**, ask the GM about any important local traditions, rituals, customs, and so on. They'll tell you what you need to know.

☐ ANCESTRAL SPIRITS

When you **call out to the spirits of your ancestors**, make a sacrifice appropriate to your appetites and roll+WIS. On a hit, they grant you some useful information, but on a 7-9 it is vague or ambiguous.

☐ THIEF, WARRIOR, VAGABOND

Gain a move from the Ranger, Thief, Bard, or Fighter class. Treat your level as two lower for choosing the move.

LEVEL 6+ ABILITIES

☐ SMASH!

When you **Hack and Slash**, on a 12+ pick something physical your opponent has (a weapon, their position, a limb); they lose it.

☐ FOR THE BLOOD GOD

Requires Ancestral Spirits

You may make a blood sacrifice when **consulting your Ancestral Spirits**. If you do, then you gain a powerful boon to help you on your journey. But on a 9- your sacrifice was not enough and they take more, from your own flesh!

☐ MORE, ALWAYS MORE!

When you **satisfy an Appetite in an extreme and legendary way**, you may choose to resolve it. If you do, cross it off the list and mark 2 XP. You still get its benefit, but you can never again satisfy it. Gain a new appetite to satisfy. If you cross off three Appetites, you must then retire, change classes or take on an apprentice, as if you'd hit 11th level.

☐ ETERNAL CHAMPION

Mark yourself with a symbol of your past accomplishments. Any intelligent being who sees it instinctively knows that you're a force to be reckoned with, and treats you accordingly. Also gain a move from the Ranger, Thief, Bard, or Fighter class. Treat your level as two lower for choosing the move.