

Drive | choose 1

At the end a session, if you've met your drive's requirement, mark XP.

☐ LIBERTY

Free someone from figurative or literal bondage.

☐ STEWARDSHIP

Face danger to protect a natural place or creature.

☐ THE HUNT

Slay a creature of considerable might or cunning.

☐ WONDER

Show someone a place or thing of natural beauty.

Something Wicked This Way Comes

You know firsthand that trouble is out there, and like it or not, one of these days the folk of Stonetop are going to have to face it. What is it that you're so worried about? (pick 1)

- ☐ a dark, unwholesome presence lurking in the Wood
- ☐ a strange, furtive figure seen near the Ruined Tower
- ☐ something big & savage stalking the northern foothills
- ☐ whatever's made the lizardfolk of Ferrier's Bog so bold
- ☐ that which the Hillfolk refuse to speak of

Answer at least 3 of the following questions about this threat:

- ☐ What, exactly, do you think it is?

- ☐ How close have you gotten to it? What did you see?

- ☐ Whom or what have you lost to it?

- ☐ What did it leave behind?

- ☐ What do you think it wants?

- ☐ Who refuses to believe you?

- ☐ Who can tell you more, if you only you can convince them?

Bonds | do this together with the group

Fill in the blanks with the names of NPCs or PCs. For NPCs, pick from the appropriate names list and add them the Notables or Neighbors section of the Stonetop playbook with at least one descriptive trait.

Fill in up to 3 of these:

- _____ is my closest friend
- _____ is my brother/sister
- _____ is my daughter/son
- _____ is my father/mother
- _____ is my grandparent
- _____ is my husband/wife

If you are a mighty hunter, fill in 2 of these with someone from Stonetop:

- _____ taught me to hunt
- _____ is jealous of my reputation
- _____ depends on me
- _____ fears the Wood, and rightly so

If you are a wide wanderer, fill in 1 of these with someone from Stonetop:

- For _____, I've set down roots
- I always return home to _____
- I owe _____ a debt that can't be repaid

And 1 of these (with someone in the wider world):

- _____ wants me dead
- _____ is always glad to see me

And 1 of these (with anyone):

- _____ has travelled far with me
- _____ thinks I'm bad news

If you are beast-bonded, fill in 2 of these with someone from Stonetop:

- _____ knows something important about the bond that my companion and I share
- My companion is very fond of _____
- My companion insists we protect _____
- My companion is jealous of my relationship with _____

As play goes on, your bonds will change and grow. Write new bonds in the space below:

THE RANGER

a character playbook for *Dungeon World: Stonetop*

There is so much more out there. More than these low walls, these homes of piled stone. And you've seen it, ranger. Left the Old Roads behind and felt the pulse of the wild places, the fury of storm and beast, and the cold grip of terror knowing just how small you are in the face of it all.

And you've felt the wide world a-changing. Strange times are afoot and forces long kept in check grow restless. Guide them, ranger, and keep them safe. Lead your kith and kin through the darkness that is sure to come.

Background | choose 1

☐ MIGHTY HUNTER

You are a hunter of the Great Wood, the best the town has produced in generations. Stonetop is home, but so are the towering trees. You know every part of the Wood within a two-day march.

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

Also, you start with the Hunt and Track move.

☐ WIDE WANDERER

You have travelled much of the known world and perhaps parts beyond. Add 3 of the following to the Neighbors lists on Stonetop's playbook, choosing a trait for each:

- ☐ Tierny (from Marshedge)
- ☐ Eser (from Gordon's Delve)
- ☐ Yann (from the Hillfolk)
- ☐ Tovia (from Lygos)
- ☐ Sascha (from the northern Manmarch)

When you Spout Lore about the wider world, you can roll +WIS instead of +INT.

When you return to a place of importance that you've been to before, tell the GM when you were last there. They'll tell you how it's changed.

☐ BEAST-BONDED

You grew up civilized, but your soul is bound to a natural beast. You are closer to it than to any man or woman. How did this bond come about? Do you even know how? Did it happen recently or long ago? Regardless, you start with the Animal Companion move.

Also, chose one of the following at 1st level, plus another at 3rd, 5th, 7th, and 9th levels. When you focus on your animal companion for a few moments, you can use any of the options you've chosen, no matter the distance between you.

- ☐ Gage its distance and direction from you
- ☐ Call it back to your side
- ☐ Sense its emotional state
- ☐ Get a brief impression of what it senses
- ☐ Lend them your strength (lose 1d6 HP; it heals an equal amount)

Starting Gear

A cloak (worn, warm, 1 weight), a quiver of iron-tipped arrows (3 ammo, 1 weight), and a bow (pick 1):

- ☐ Composite short bow (near, 2h, 1 weight)
- ☐ Composite long bow (near, far, 2h, 2 weight)

Plus any 4 of the following:

- ☐ Boiled leather cuirass (1 armor, worn, 1 weight)
- ☐ Quiver of steel-tipped arrows (1 piercing, 3 ammo, 1 weight)
- ☐ Steel-tipped short spear (close, thrown, near, 1 piercing, 1 weight)
- ☐ Decent adventuring gear (4 uses, 2 weight)
- ☐ Remedies (3 uses, slow, 0 weight)
- ☐ A roll-out sledge for hauling gear (3 weight)
- ☐ Assorted wire snares (5 uses, 1 weight)
- ☐ A pair of bronze daggers (hand, 0 weight) and an iron hatchet (close, 2 weight)

Look & Origin

Choose one of each:

wet behind the ears | a prime specimen | long-toothed fierce eyes | squinting eyes | steady eyes
barking voice | gravelly voice | sing-song voice
compact & sturdy | long & lean | pantherish
dirty & unkempt | tattered & worn | well-groomed

My family and I hail from... (choose 1 and a name)

- ☐ Stonetop
♀: Branwen, Deryn, Meinir, or Tegan
♂: Arawn, Bleddyn, Ifor, or Rhys
- ☐ Hillfolk
♀: Elowen, Rozen, Karin, or Steren
♂: Bernard, Erwan, Paol, or Noll
- ☐ Marshedge
♀: Aisling, Flannán, Macha, or Maeve
♂: Conor, Énna, Proinsias, or Rowan
- ☐ Lygos or some other southern town
♀: Dimitra, Nitza, Selene, or Theodora
♂: Ari, Boris, Goran, or Vasil
- ☐ The Manmarch
♀: Beatrix, Dianna, Gertrud, or Leona
♂: Ludolf, Silvester, Ulrich, or Wulfram

My name is...

Stats

| assign these scores to your stats (and modifiers): 16 (+2), 15 (+1), 13 (+1), 11 (+0), 9 (+0), 8 (-1)

Strength STR	Dexterity DEX	Constitution CON	Intelligence INT	Wisdom WIS	Charisma CHA
☐ Weakened	☐ Shaky	☐ Sickened	☐ Dazed	☐ Confused	☐ Scarred

When a debility is marked, -1 ongoing to that stat

Hit Points | *max HP = Constitution (not CON) + 8*

Max HP:

Armor

Damage (+ Modifiers)

d8

Moves

| choose 2 at first level, plus any from your background; add 1 each time you level up

☐ A SAFE PLACE

When you choose & prepare the party's camp site, whomever the GM has roll for Make Camp takes +1.

☐ ANIMAL COMPANION

You are accompanied by a beast of uncommon loyalty and cleverness. See the Animal Companion insert for details

☐ ☐ IMPROVED COMPANION

Requires: Animal Companion

Each time you take this move, your companion gains 2 additional Benefits of your choice.

☐ ☐ MAGNIFICENT SPECIMEN

Requires: Improved Companion, level 6+

Each time you take this move, pick 1:

- Your companion gets +1 Quality (max +3)
- Your companion gets +1 armor and +4 HP

☐ BIG GAME HUNTER

When you strike at the weak spot of a *large* or *huge* creature, deal +1d4 damage.

☐ GIANT SLAYER

Replaces: Big Game Hunter, level 6+

When you strike at the weak spot of a *large* or *huge* creature, deal +1d8 damage (not +1d4).

☐ BLOT OUT THE SUN

When you Volley, you can spend 1 ammo before you roll to pick one of the following. You can't use this with a weapon that has the *reload* tag.

- roll your damage die twice & use the better result
- attack a number of targets near each other (roll once and apply the same damage to all targets)

☐ CALLED SHOT

When strike at a target that isn't defending itself, either deal your damage or name your target (knee, hand, eye, hanging pendent, etc.) and roll +DEX. *On a 7+, you hit dead-on; deal damage if appropriate and the GM tells you any additional effects. *But on a 7-9, you either cause unwanted harm or expose yourself or your allies to danger (GM's choice).

☐ CAMOUFLAGE

When you keep still in a natural environment, enemies never spot you until after you do something that reveals yourself (like attack or change positions).

☐ DEATH UNSEEN

Requires: Camouflage, level 6+

When you attack at range from a hidden position, your first shot never reveals your position.

☐ CONSTANT VIGILANCE

Requires: level 6+

You can always roll to Stay Sharp, even while you are asleep, distracted, or someone else is on watch. If someone else is on watch, you both roll. Only the better result applies.

☐ FOLLOW ME

When you Scout Ahead, choose 1 extra option from the list, even on a miss. When you Navigate, roll +WIS instead of +INT.

☐ HOME ON THE RANGE

Requires: Follow Me, level 6+

When you roll for an expedition move, take +1 on the roll.

Gear

| your Load : STR (not Strength) +10

Item	weight	Item	weight
Coin & Treasure			

☐ HUNT AND TRACK

When you follow a trail of clues left behind by passing creatures, roll +WIS. *On a 7+, you follow the creature's trail until there's a significant change in its direction or mode of travel. *On a 10+, you also choose one:

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

☐ OBSERVANT

Requires: Hunt and Track, level 6+

When you Hunt and Track and roll 7+, you can ask the GM a question about your quarry and get an honest, useful answer.

☐ MENTAL MAP

You can always retrace your steps and accurately gage distance and direction. When you navigate through someplace you've been before, don't roll. You always get a 10+.

☐ NATURALIST

When you Spout Lore about beasts, natural environments, or spirits of the wild, you can roll +WIS instead of +INT.

☐ ON THE HOOF

When you undertake a journey (perilous or otherwise), you can attempt to Forage along the way. You can't hunt or trap, so at best you get 1d4 rations.

☐ PREDATORY

Add these to the list of questions you can ask when you Discern Realities:

- Who or what here is most vulnerable?
- How is ___ weak or vulnerable?

☐ SENSE THE UNNATURAL

You can always ask the GM "What here is a perversion of nature?" and get an honest answer.

☐ WARDEN OF THE WILD

Requires: Sense the Unnatural, level 6+

When you deal damage to something you know to be a perversion of nature, do +1d8 damage.

☐ ☐ WAYS OF THE EARTH MOTHER

Requires: Level 2+

Each time you take this move, choose a move from the Blessed playbook that you otherwise qualify for.

☐ WILD SPEECH

The grunts, barks, chirps, and calls of the creatures of the wild are as a language to you. You can understand the intentions and communicate basic ideas with any natural beast. This means you can Parley with them as if they were people.

☐ ALPHA

Requires: Wild Speech (or Spirit Tongue)

When you assert your dominance over an animal or a spirit of the wild, roll +CHA. *On a 7+, it must choose one:

- fight you for dominance
- slink away and avoid you for the near future
- accept your authority until you demonstrate weakness

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

XP | mark XP on a miss or when a move says so

Current level:

Animal Companion | for the Ranger

You are accompanied by a beast of uncommon loyalty, with whom you have bonded deeply and communicate without words. Treat it as a follower with starting Loyalty +3. Its other stats are based on its size and benefits (see below). When you would roll +Bonds with your companion, you may roll +Loyalty instead.

Current Loyalty

Quality

Max HP

Current HP

Armor

Damage

Load

Starting: +3

If your companion is reduced to 0 HP, see Loyal to the End, below.

Size and Type

Choose its size plus a species or breed. This determines its starting stats plus the number of tags/moves it has.

☐ **tiny:** Quality +2, 6 HP, d4 damage, Load 0

☐ bat ☐ cat ☐ crow ☐ hawk ☐ lizard ☐ owl ☐ rat ☐ raccoon ☐ viper ☐ weasel

☐ **small:** Quality +1, 9 HP, d4 damage, Load 1

☐ bobcat ☐ coyote ☐ eagle ☐ hound ☐ lynx ☐ pack drake ☐ python

☐ **medium:** Quality +1, 12 HP, d6 damage, Load 2

☐ boa ☐ boar ☐ bear ☐ cougar ☐ deer ☐ goat ☐ mastiff ☐ ram ☐ winged drake ☐ wolf

☐ **large:** Quality +1, 15 HP, d8 damage (forceful), Load 4

☐ aurochs ☐ cave bear ☐ elk ☐ horse ☐ mule ☐ smilodon ☐ thunder drake

Benefits

Choose a total number of options based on it's size: 6 if *tiny* or *small*, 4 if *medium*, and 3 if *large*.

Tags

☐ *athletic*: good at running, jumping, climbing, etc.

☐ *beautiful*: draws admiration and attention; makes an impression.

☐ *cautious*: careful and methodical; avoids acting rashly.

☐ *cunning*: clever and observant; can roll +Quality to Discern Realities on your behalf.

☐ *hardy*: tough, hard-working, and willing to put up with discomfort. They get +2 Load and +4 HP

☐ *meek*: accepts its lowly lot; no need to Order Followers for degrading or unreasonable tasks.

☐ *organized*: follows plans well, works well in a group. Once they agree to a plan, no need to Order Followers as long as the plan doesn't go south.

☐ *stealthy*: avoids detection; often gets the drop on foes.

☐ *vicious*: attacks do +1 damage and are *messy*

☐ *warrior*: increase their damage die one step (and see Call for Assistance); no need to Order Followers to have them fight unless foe is terrifying/overwhelming.

Moves

☐ deliver a message

☐ drag down its prey

☐ escape from a bind

☐ fetch something

☐ poison its prey

☐ serve as a steed

☐ stand watch

☐ track by scent

☐ threaten and intimidate

☐ trample, break, & wreck stuff

☐

☐

Armor

☐ +1 armor per tic

Instinct

Choose 1:

☐ to challenge rivals

☐ to follow its stomach

☐ to freeze up

☐ to get distracted

☐ to give chase

☐ to make mischief

☐ to panic

☐ to run rampant

☐ to savage its prey

☐ to wander off

☐

Cost

Choose 1:

Loyal to the End

When your animal companion is reduced to 0 HP, roll +Loyalty. *On a 10+, they'll bounce back pretty much as soon as they get some HP. *On a 7-9, they're seriously injured—ask the GM how. Until they get a healer's care and a season or so of rest, they are -1 ongoing and their max HP are halved. *On a miss, they will die soon unless someone intervenes. If they are saved, treat it as a 7-9 above.

Name

Follower Moves

ORDER FOLLOWERS

When you order or expect a follower to do something dangerous, degrading, unreasonable, or contrary to their instinct, roll +Loyalty. *On a 10+, they do it now. *On a 7-9, they do it, but the GM picks one:

- Their Loyalty decreases 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.

DO THEIR THING

When you have your follower do something chancy that falls 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 (ask the GM 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 tell you what happens.

CALL FOR ASSISTANCE

When a follower helps you make a move that calls for a roll, take +1 to your roll but the follower is exposed to any risk, cost, or consequences associated with the move.

When a followers help you Hack and Slash or Volley, roll all your damage dice and use the highest die. Add +1 for each warrior or archer who is helping.

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

PAY UP

When you pay a follower's cost, increase their Loyalty by 1 (to a maximum of +3). You can't trigger this move again until both you and your follower have Made Camp.

Expedition Moves

FORAGE

When you spend a day seeking food in the wild, roll +WIS. *On a 7+, you gain 1d4 rations, +1d4 rations if you have the knowledge and gear to hunt and trap. *But on a 7-9, you must first deal with a Danger or Discovery of the GM's choice.

WALK THE MAKER'S ROADS

When you travel the Highway or the West Road, name your destination. The GM will you how long the trip takes and what happens along the way. When you reach your destination, choose someone to Manage Provisions to see how many rations were consumed.

UNDERTAKE A PERILOUS JOURNEY

When you travel through dangerous lands, indicate the course you want to take on the map and ask the GM how far you should be able to get before needing to make camp. If you're exploring with no set destination, indicate which direction you go.

Then, choose one member of the party to Scout Ahead and one to Navigate, resolving those moves in order.

SCOUT AHEAD

When you take point and look for anything out of the ordinary, roll +WIS. *On a 10+, choose 2. *On a 7-9, choose 1.

- You get the drop on whatever lies ahead.
- You discern a beneficial aspect of the terrain: a shortcut, shelter, or tactical advantage (your choice).
- You make a Discovery; ask the GM what it is.
- You see sign of a nearby Danger; ask the GM what it is and what it signifies.

Navigate

When you plot the best route through dangerous or unfamiliar territory, roll +INT. *On a 10+, you avoid dangers and distractions and make good time, reaching a point of the GM's choosing before you need to Make Camp. *On a 7-9, the GM chooses 1:

- You happen upon a Discovery missed by the scout.
- The going is slow or you wander off course. The GM says which, and where you end up.
- You encounter a Danger; whether or not you're surprised depends on whether the scout has the drop on it.

MAKE CAMP

When you settle in to rest, choose one party member to Manage Provisions.

If you are bedding down in dangerous lands, decide on a watch order. Then, the GM chooses one person on watch during the night to roll +nothing. *On a 10+, the night passes uneventfully. *On a 7-9, the GM chooses 1:

- One party member of the GM's choice suffers a restless night.
- One or more of the party's followers cause trouble
- The person on watch notices a nearby Discovery
- A Danger approaches. It's not immediately hostile, but whoever's on watch had better Stay Sharp anyway.

*On a miss, everyone marks XP and a Danger approaches. Whoever's on watch had better Stay Sharp.

When you wake from at least a few hours of uninterrupted sleep and you ate and drank the night before, heal damage equal to half your maximum HP.

MANAGE PROVISIONS

When you prepare and distribute food for the party, roll +WIS. *On a 7+, the party consumes the expected number of rations (1 per person if Making Camp, 1 per person per day if Walking the Maker's Roads). On a 10+, also pick 1.

- Careful management reduces the amount of rations consumed (ask the GM by how much).
- The food you prepare is excellent. Describe it; whoever licks their lips takes +1 forward.

STAY SHARP

When you're on watch and a Danger looms, roll +WIS. *On a 10+, you notice in time to alert everyone and prepare a response; all party members take +1 forward. *On a 7-9, you have time to sound the alarm but your companions have little time to prepare. *On a miss, whatever it is gets the drop on you.