

Drive | choose 1

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

☐ DEFIANCE

Stand up to a bully or tyrant.

☐ GLORY

Impress a group of onlookers with your derring-do.

☐ PEACE

Prevent violence from breaking out or end a violent conflict without hurting anyone.

☐ VENGEANCE

Avenge a wrong done to you or your allies.

Blood & Thunder

Just about everyone around here talks about the time you... (pick 1):

- ☐ drove off a thunder drake that got too close to town
- ☐ killed that ogre up near the old wells
- ☐ slew a dozen goblins in one battle
- ☐ tossed those adventurers out of town on their ears
- ☐ bested Ivan, the scariest bandit in Brennan's Claws
- ☐ dragged yourself (and another?) into town, bleeding from a dozen wounds

But folk are less keen to discuss... (pick 1 or 2):

- ☐ the look in your eye when you spilled all that blood
- ☐ those hard cases who showed up looking for you
- ☐ the time you spent as one of Brennan's Claws
- ☐ what happened to Urbgen, even if he did have it coming
- ☐ how you were struck by lightning and woke up covered in these marks
- ☐ your uncontrollable fits, where you claw those weird runes in the dirt

What keeps you up at night, worrying about the future? (pick 1):

- ☐ your thrice-damned temper
- ☐ someone coming after you, looking for vengeance
- ☐ how bold the goblins have been getting of late
- ☐ Brennan and what he's up to, now that he's in power in Marshedge
- ☐ dark visions of things moving in the earth, restless, whispering and hungry
- ☐ your family, and who will look after them if you get yourself killed
- ☐ that folk around here will learn the truth about you

If you haven't already, mark your home on the Stonetop playbook's map.

Bonds | write up to 5, with PCs or NPCs

☐☐☐☐☐

Bonds should always have two parts: a relationship to, experience with, opinion of, or observation about them, and a course of action that follows. Examples:

- *My spouse/child _ worries about me so. I must always return to them.*
- *_ is my beloved and means the world to me. I put myself on the line to keep them safe.*
- *_ would be horrified if they new of my past deeds. I must keep it from them.*
- *The only one who knows my whole story is _ . I trust them completely.*
- *_ is almost as tough as I am. They can take care of themselves.*
- *_ used to pick on me when we were young. I try not to let that bother me.*
- *_ stood by me when no else would. I'll not forget.*
- *I've saved _'s life more than once. It's no big deal.*
- *_ doesn't know what they're getting into. I've got to keep them safe.*
- *I promised _'s mother/wife/child that I'd keep them safe. I keep my promises.*
- *_ is a danger to themselves and everyone around them. I've got my eye on them.*
- *_ is too good for me. I'll keep my distance.*
- *_ grates on my nerves. I try to be patient.*
- *_ is good to have around when there's trouble. I like working with them.*
- *_ has a lot of potential but is still soft. I'll toughen 'em up.*
- *_ owes me their life. I'll hold them to that debt.*
- *_ wrong me greatly. I still hold a grudge.*
- *I wronged _ greatly. I'm trying to make amends.*
- *Sometimes _ is the only one who can talk sense into me. I try to heed their words.*

THE HEAVY

a character playbook for *Dungeon World: Stonetop*

These are good people. Hard-working. Honest. They look out for each other, try to do the right thing. And in tough times, times like these, well that's saying something. But sometimes, looking out for each other doesn't cut it. Sometimes, good people need someone to stick up for them. Someone who ain't afraid to get a little bloody. To get heavy.

Yeah, someone like you.

Background | choose 1

☐ SHERIFF

You keep the peace in Stonetop and protect it from outside threats. It's not really anything official, but everyone knows you've got a cool head and the weight to back up your words.

When you **give someone an order or a warning**, roll +CHA. *On a 10+, they choose 1:

- They follow your order or heed your warning.
- They freeze or back away slowly.
- They attack you.

*On a 7-9+, they choose 1 of these (or 1 from 10+):

- They scoff, but hesitate.
- They demand proof, assurances, or explanations

☐ A HISTORY OF VIOLENCE

You left behind a life of bloodshed and a name that mothers used to scare their children. That was years ago. For whatever reason, the people of Stonetop took you (back?) in and treat you like one of their own. And while you hoped to live in peace, it doesn't always work out that way.

When you **Parley using the threat of violence as leverage and they know your black reputation**, take +1.

When you **fight to kill, without mercy or hesitation**, you deal +1d4 damage.

☐ STORM-MARKED

You have been touched by the god Tor—rainmaker, thunderer, slayer-of-beasts—and bear markings similar to the faint runes etched into the Stone. When did the marks manifest? Are they a symbol of your strength, speed, and courage? Or the source?

When you **fume with righteous anger and your markings crackle with power**, roll +CON. *On a 10+, hold 3 FURY. *On a 7-9, hold 2 FURY. While your anger lasts, you can spend 1 FURY to:

- Make a prodigious leap, buoyed by the wind
- Move like lightning, repositioning yourself before any can react
- Imbue a blow with thunder, doing +1d6 damage and gaining the *forceful*, *messy*, and *loud* tags

*On a miss, hold 1 FURY but your power crackles out of control, drawing attention or endangering you allies as the GM sees fit.

Starting Gear

A fine steel weapon (pick 1):

- ☐ Arming sword (close, +1 dam, 1 piercing, 1 weight)
- ☐ Long sword (close, +1 dam, 1 piercing, messy, 2h, 2 weight)
- ☐ Light flail (close, forceful, awkward, 1 piercing 1 weight)
- ☐ Battleaxe (close, +1 dam, 1 piercing, messy, awkward, 2h, 1 weight)

Plus any 3 of the following:

- ☐ Boiled leather cuirass (1 armor, worn, 1 weight)
- ☐ Iron armor (2 armor, clumsy, warm, worn, 3 weight)
- ☐ Bronze shield (+1 armor, 2 weight)
- ☐ Crossbow (near, far, +1 dam, reload, 3 weight) & quiver of iron-tipped arrows (3 ammo, 1 weight)
- ☐ Decent adventuring gear (4 uses, 2 weight)
- ☐ Any 3 choices from the POOR gear list

Look & Origin

Choose one of each:

young & brash | in my prime | showing my years
flashing eyes | hard eyes | unflinching eyes
growling voice | hearty voice | soft-spoken
built body | giant frame | mass of scars | wiry body
distinctive scars | oft-broken nose | missing pieces

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

- ☐ Stonetop
♀: Aeron, Esvyllt, Rhonwen, or Terrwyn
♂: Arthfael, Cadmor, Pedr, or Trystan
- ☐ Hillfolk
♀: Andrée, Frañseza, Katell, or Maella
♂: Judoc, Mael, Per, or Raoul
- ☐ Marshedge
♀: Brenda, Morrigan, Norene, or Treasa
♂: Berach, Fergus, Molan, or Tuireann
- ☐ Lygos or some other southern town
♀: Aella, Elysia, Ptolema, or Thana
♂: Andreas, Chimola, Herod, or Nikandros
- ☐ The Manmarch
♀: Bathilde, Hiltrude, Luise, or Maud
♂: Chlothar, Günter, Ludwig, or Wieland

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 ☐ Weakened	Dexterity DEX ☐ Shaky	Constitution CON ☐ Sickened	Intelligence INT ☐ Dazed	Wisdom WIS ☐ Confused	Charisma CHA ☐ Scarred
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When a debility is marked, -1 ongoing to that stat

Hit Points | max HP = Constitution (not CON) + 10

Max HP:

Armor

Damage (+ Modifiers)

d10

Moves

| choose either *Armored* or *Uncanny Reflexes*, plus 2 more; add 1 each time you level up

☐ ARMORED

Ignore the *clumsy* tag on any armor you wear.

☐ BERSERKER

When **afflicted by fear, enchantments, or mind control**, you can ignore it as long as you attack the closest enemy in sight.

☐ BLOOD FURY

Requires: Berserker, level 6+

When you **your current HP are below your Constitution and you keep fighting**, gain +1 Armor and deal +1d6 damage.

☐ CARVED OUT OF WOOD

You get +1 Armor.

☐ CUT FROM GRANITE

Requires: Carved out of Wood, level 6+

You get another +1 Armor (+2 Armor total) and ignore *stun* damage.

☐ FROSTY

When you **Defy Danger because of fear, pain, doubt, or chaos**, treat a miss as a 7-9.

☐ ICEWATER

Replaces: Frosty, level 6+

You never need to **Defy Danger** because of fear, pain, doubt, or chaos.

☐ IMPOSING

When you **Parley using threats of violence as leverage**, roll +STR instead of +CHA.

☐ KILLER INSTINCT

When a **fight starts**, ask the GM a question you could ask with Discern Realities. Take +1 forward to act on the answer.

☐ MUSCLEBOUND

When you **make a thrown or hand-to-hand attack**, it's *forceful* and *messy*. If it would already be *forceful* or *messy*, it's more so.

☐ MIGHTY THEWED

Requires: Musclebound

When you **use brute strength to overcome an inanimate obstacle**, roll +STR. *On a 10+, you do it but choose 1. *On a 7-9, you do it but choose 2.

- It takes a while.
- You cause unwanted damage or harm.
- You make a lot of noise.
- You suffer a debility of the GM's choice.

☐ SMASH!

Requires: Musclebound, level 6+

When you **Hack and Slash**, on a 12+, you also name something physical they have (their sword, their position, a limb, etc.). They lose it.

☐ OH NO YOU DON'T

When you **have engaged a foe in melee and they break off or make an attack that doesn't include you**, you can deal your damage to them.

☐ PAYBACK

When you **see an enemy harm one of your allies**, your next attack against that foe deals +1d4 damage.

Gear

| your Load : STR (not Strength) +12

Item

weight

Item

weight

Coin & Treasure

☐ RELENTLESS

When you **Hack and Slash**, your next attack against that same foe does +1d4 damage.

☐ SITUATIONAL AWARENESS

When you **Discern Realities during combat**, take +1 and add these to the list of questions you can ask:

- Who or what is the biggest threat?
- What is my enemy's true position?

☐ STAUNCH DEFENDER

When you **Defend**, gain 1 extra hold. Even on a miss, you gain 1 hold.

☐ GUARDIAN

Requires: Staunch Defender

When you **have hold from Defend**, you need not spend hold to redirect an attack from the thing you defend to yourself. You can just do it.

☐ SUPERIOR WARRIOR

Requires: level 6+

When you **Hack and Slash**, on a 12+ you deal your damage, avoid your enemy's attack, and impress, dismay, or frighten your enemy.

☐ UNCANNY REFLEXES

When you are **unarmored and free to move about**, you take -1 damage from any source you can dodge, roll with, or otherwise physically evade.

☐ IMPOSSIBLE REFLEXES

Requires: Uncanny Reflexes, level 6+

When you use Uncanny Reflexes, you take -2 damage (instead of -1).

☐ WHAT ARE YOU WAITING FOR?

When you **cry out a challenge to your enemies**, roll +CON. *On a 10+, they treat you as the most obvious threat to be dealt with and ignore your companions. Take +2 damage ongoing against them. *On a 7+, only a few (the weakest or most foolhardy) fall prey to your taunting.

☐ YOU CAN NEVER HAVE TOO MANY KNIVES

Whenever you **Outfit**, you also leave town with up to 1d4 daggers, shivs, or knives (bronze or iron, your choice). If you were already carrying that many, you don't get any more.

Also, whenever you're unarmed, you can ask the GM "what here can I use as a weapon?" and take +1 forward to act on the answer.

☐ YOU'VE GOT TO BE REALISTIC

When you **make a dire prediction or a grim observation**, write it down below. When the truth of your statement becomes evident, check the box. You can erase both statement and checkmark to add +1 to a roll you just made.

At the end of each session, erase both the statement and the checkmark

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

Current level: