

Worlds of Adventure

A standalone supplement for Dungeon World

Introduction

What is Worlds of Adventure?

With *Worlds of Adventure*, our aim is to provide a simplified, tightened ruleset for *Dungeon World* that built upon the strengths and themes of the original game while incorporating newer ideas and designs made popular since *Dungeon World's* initial release. In doing so, we hope to enhance those rules that facilitate roleplay, simplicity, and flexibility, while keeping true to *Dungeon World's* roots.

The ruleset of Worlds of Adventure supersedes that of Dungeon World. If there are rules presented here for a subject - Steadings, Bonds, Classes, and so on - those rules take precedence over their equivalents in Dungeon World. For example, while Bonds still grant experience for being expressed during play, they are no longer resolved; they are statements of your shared experiences and your outstanding relationships, rather than pre-planned character arcs, and the GM may threaten them in play as if they were a resource.

Our Principles

- Maintain elements from classic RPGs where they make sense, and remove those that don't.
Dungeon World is at least partially beholden to several pre-existing RPGs in ways that fail to serve its own interests. In Worlds of Adventure, these elements have been re-evaluated, modified, and at times removed entirely.
- Incorporate recent Apocalypse Engine design ideas that help reinforce what makes this system great.
Since the original release of Dungeon World a multitude of Apocalypse Engine games have been released, and many of these games have developed new ideas, concepts, and mechanics which are relevant to Dungeon World's intended playstyle. Likewise, the "open source" nature of Dungeon World has led to a large amount of homebrewing and house rulings within the community which serve to develop the game's themes. Worlds of Adventure is an attempt to consolidate and develop these ideas.
- Clarify, tighten, and refine the rules that support what we believe to be the optimal play experience.
Certain rules and moves - Carouse, for example - failed to completely fulfil their desired goal in Dungeon World, and have been modified accordingly.
- Support the creativity of the Players, too.
Our refreshed playbooks explicitly offer enhanced customisation (drives, backgrounds, bonds, looks) and more choices. In addition, players have been given their own set of principles to play by, with the intention of guiding play towards good practices.

The Main Changes

- Alignments are now Drives.
In Worlds of Adventure, we wanted to give players the freedom to explore the holistic motivations of their characters, rather than just their moral code, and Drives enable and reward that. This also opens up a wider range of moral choices during play, from areas of moral grayness to more traditional absolutes of Good and Evil.
- Races are now Backgrounds
In Worlds of Adventure, players are encouraged to make their character whoever they want, including their race. Instead of tying such an important character trait to an explicit mechanical benefit, the choice of race is now a Look option, and the existing mechanics are now an expression of a character's personal background (cultural, historical, or otherwise).
- Ability Scores (3-18) have been removed, and only their modifiers remain.
Although traditional ability scores have their strengths, they are often a sticking point for new RPG players and have little effect on Dungeon World's gameplay. As such, Worlds of Adventure removes them, keeping only the more important modifiers.
- Health Points are now hard-coded for each playbook, rather than being calculated from Ability Scores.
A natural extension of using simple modifiers rather than ability scores, static HP and cuts down on the unnecessary paperwork needed to create a new character. Load is still calculated as a part of character creation, however, and still uses Strength.
- All Moves and Mechanics now use a single type of die: the d6.
In Worlds of Adventure, everything - from damage, to monsters, to foraging - now uses six-sided dice. 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, as using a d6 lessens the divide between classes and makes "+n" damage bonuses feel more impactful (be it from weapons, from class choice, or from other factors).
- Bonds have been altered to better tie PCs to each other and to NPCs.
*Bonds now exist as representations of shared experience, rather than as goals for the future. The applications for these bonds have also been expanded upon, making them a greater part of the system and giving better support for PC-NPC bonds. Finally, Bonds are now explicitly defined as a resource that the GM can manipulate by **Using up Their Resources** and **Testing Their Bonds**.*
- Offer the players Principles, and the GM the Spotlight, to engender good play.
*The GM is no longer alone in having principles to help guide play; players can now benefit from a similar list. The GM also gains a new tool that assists with balance and clarity during turns: **The Spotlight**.*

On: Playbooks

In *Worlds of Adventure*, playbooks and classes follow a different ruleset than those of *Dungeon World*. If you want to understand the differences, port over an existing *Dungeon World* class, or make your own class, here is an overview of the changes:.

- ❖ Static HP.
The Barbarian is an exception to the below rules; as a class angled towards high Constitution, and to give it distinction from the Paladin and Fighter, it has 26 HP.
 - If a class **had 4+Constitution HP**, it now has 18 HP.
 - If a class **had 6+Constitution HP**, it now has 20 HP.
 - If a class **had 8+Constitution HP**, it now has 22 HP.
 - If a class **had 10+Constitution HP**, it now has 24 HP.
- ❖ Variant Load.
All characters, regardless of class, calculate their load by 8+STR.
- ❖ The Universal Die (the d6)
Change the moves which refer to exotic dice, if any, to d6s. For damage, do the same.
These rules also apply to NPCs and Monsters; 1d12 becomes 1d6+3, for example.
 - If a class **used 1d4 or 1d6**, it now uses 1d6.
 - If a class **used 1d8**, it now uses 1d6+1.
 - If a class **used 1d10**, it now uses 1d6+2.
 - If a class **used 1d12**, it now uses 1d6+3.
- ❖ Move Changes.
Each playbook has about four basic moves and twenty advanced moves; these moves are a combination of “active” moves (proactive or reactive, typically involving a roll) and “support” moves (fictional absolutes or positioning, often lacking a roll of supplementing an existing move). Additionally:
 - We’ve expanded upon so-called “choice moves”, like *Dungeon World*’s **Herculean Appetites** (the Barbarian), **Signature Weapon** (the Fighter), and **Animal Companion** (the Ranger) moves. These are designed to make each class more flexible, customisable, and expressive from the get-go. These moves will also often offer a blank space for players and GMs to work together and develop their own custom options, if appropriate.
 - Characters now get an advanced move of their choice at level 1. This encourages character diversity within the same playbook, even in those which lack “choice moves”.
 - In *Worlds of Adventure*, blank boxes have been provided when possible to allow for custom player options, such as for **Herculean Appetites** (the Barbarian) or **Battered Resolve** (the Fighter).
 - Due to redundancy, move requirements (Requires: Level 6+, Requires: Charming and Open, and so on) have been rolled in together. i.e. There is no longer an “Advanced Move” section in the playbook; some moves just need level 6+.
 - Advanced moves with multiple boxes can be taken multiple times.
 - Moves which are static bonuses (such as the infamous “+1 to X”) have been trimmed down significantly, especially bonuses to armour and damage. These bonuses were often considered plain and uninspiring, and have been either replaced or tweaked to provide greater depth.
 - In addition, as a general rule, moves which provide strict upgrades to existing abilities (e.g. damage bonuses, 12+ results on dice rolls, and more) are largely level 6+ territory. This helps to encourage a small sense of mechanical growth between early levels and later ones.
 - Spellcasting has been significantly reworked. Spells no longer require preparation; instead, if you know a spell, you can cast it. Spell effects are often exotic and always potent, but their costs are also significant and carry inherent risks.

On: Character Creation

1. Pick a playbook.
2. Choose a name and look for your character, or write your own.
3. Choose a drive and a background, or work with the GM to write your own.
4. Assign the following numbers to your Stats: +2, +1, +1, +0, +0, -1. The Stats are as follows:
 - Strength:** *Your sheer brute force and physical prowess.*
 - Dexterity:** *Your speed, reflexes, and finesse.*
 - Constitution:** *Your unyielding resilience and bodily fortitude.*
 - Intelligence:** *Your smarts, knowledge, and ingenuity.*
 - Wisdom:** *Your perception, cunning, and mental willpower.*
 - Charisma:** *Your wiles, persuasiveness, and force of personality.*
5. Calculate your Load (8 plus your Strength) and choose your equipment.
6. Make any choices demanded by your class moves.
7. Choose a single advanced move from your class list.
8. Write and assign Bonds.

WORLDS OF ADVENTURE

WHAT IS WORLDS OF ADVENTURE?

Worlds of Adventure is a roleplaying game meant for stories set in Heroic Fantasy or Sword and Sorcery settings. In it, you will play characters who struggle against adversity on adventures full of monstrous creatures, dastardly foes, and magical forces. *Worlds of Adventure* revolves around the use of “moves” - mechanics triggered by taking specific actions within the fiction. When a move asks you to make a roll, take two six-sided dice (2d6) and roll them, adding any modifiers.

FOR PLAYERS: THE PRINCIPLES OF PLAY

Your principles are the rules that you must follow. Do not break them.

- **Be Driven**
Whatever your character believes in, whatever their Drive may be, pursue it. If you're here to be a hero and save the world, go for it; if you're a paragon of all that is Good and Just, show it; if you're a heartless bastard, revel in it.
- **Be Brave, Take Risks**
Your adventures will be dangerous. You will get hurt. So do dangerous, crazy things. Take risks, and deal with the fallout. Your character is ultimately imaginary, so don't be afraid of the consequences; make the story interesting.
- **Embrace the fantastic**
Don't let the world be boring. Do fun things, make the world weird, commit to acting and being fantastic.
- **Begin with the fiction**
During play, describe what your character does within each scene. If you notice that someone's actions (your own or someone else's) trigger a move, call it out.
- **Make a move that follows**
You can only make a move you meet the trigger for, and the results of your move will tell us how the story plays out. You cannot make a move if you don't fulfill the trigger.
- **End with the fiction**
End each move by describing what the results look like, and then move on to what happens next (and the moves that follow it).
- **Remind us of your moves**
Everyone shares the same basic moves, but everyone has their own moves to call upon when they need them. Be clear which move you are using when you trigger it, and let us know exactly what happens as a result.
- **Always ask questions**
If you don't know, ask. If someone asks you, answer.
- **Don't steal the spotlight ...**
When another player is taking action, let them do so. Don't interrupt, don't take over, don't get in their way. If they don't know what to do, you can give them some suggestions, but your hero shouldn't jump in and take their moment from them. It's their turn to shine, not yours.
- **... But shine on when you have it**
When you have the spotlight, use it. Do something cool. Do something fun. Do something wild. It doesn't matter, so long as you do *something*.

FOR EVERYONE: THE SPOTLIGHT

In times of high-stakes action, play in Dungeon World uses the Spotlight to determine turn order. The Spotlight is flexible, and it goes where it needs to go, as follows:

- **When someone is in Danger**, they get the Spotlight to tell us how they deal with that.
- **When someone hasn't done anything in a while**, they get the Spotlight to tell us what they were up to.
- **When someone has an idea, leaps into action, speaks for the group, or does something noteworthy**, they get the Spotlight to do their thing.
- **When someone's own actions put them directly into danger**, they *lose* the Spotlight, leaving their moment on a cliffhanger.
- **When a player has the Spotlight**, they will describe what they are doing, and the GM will describe how the world reacts to their actions. You may need to make Moves to perform certain actions; the GM will say. The Spotlight is a dialogue, going back and forth until something has happened.

When their moment has been long enough, or when the danger shifts elsewhere, or when another player has something to do, or when it would be a good cliffhanger, swing the spotlight.

Don't let anyone keep the Spotlight for too long. Share the Spotlight often, and share the Spotlight with everyone. Most of the game will be played while the Spotlight is swinging, so manage the Spotlight well.

NEW GM MOVE: TEST THEIR BONDS

Show your players that Bonds require upkeep and attention to maintain. Have characters impose upon them, and strain their relationships.

Remember, too, that Bonds wear down and break when they aren't given the attention they deserve. If a player's action (deliberate or as the negative outcome of a move) goes against a Bond they have with someone else, you may have them mark that Bond as if it were a resource.

When a Bond has one mark, it doesn't count towards their total number of Bonds with that person. When a Bond has two marks, it is lost; have that player erase it from their playbook.

BASIC MOVES

HACK AND SLASH

When you engage an enemy in melee and open yourself up to their attack, roll+STR. On a 7+, you strike true; impact the fiction accordingly and deal your damage. On a 10+, also choose one:

- You avoid their attack against you.
- Your attack deals an additional +1d6 damage.

VOLLEY

When you take aim and attack an enemy at range, roll+DEX. On a 7+, you have a clear shot; impact the fiction accordingly and deal your damage. On a 7-9, also choose one:

- You have to move to get the shot, placing you in danger as described by the GM.
- You have to take what you can get; you deal half your damage (rounded up) to your target.
- If your weapon uses ammo, you have to take several shots; reduce your ammo by one. If your weapon is thrown, it is broken or lost.

DEFEND

When you stand in defense of a person, item, or location under attack (including yourself), roll+CON. On a 10+, hold 3. On a 7-9, hold 1. As long as you stand in defense, when you or the thing you defend is attacked you may spend your hold, 1-for-1, to choose an option from the list below:

- Redirect an attack from what you're defending to yourself.
- Halve the attack's effect or damage.
- Open up the attacker to an ally, giving that ally +1 forward against them.
- You deal half your damage (rounded up) to the attacker.

DEFY DANGER

When you act despite an imminent threat or suffer a calamity, say how you deal with it. Then roll and add ...

- ... +STR if you employ brute force.
- ... +DEX if you act with speed or finesse.
- ... +CON if you endure or hold steady.
- ... +INT if you employ quick thinking.
- ... +WIS if you rely on mental fortitude or sharp senses.
- ... +CHA if you use charm, subterfuge, or social grace.

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

SPECIAL MOVES

LEVEL UP

When you have downtime (hours or days) and 7+current level XP, you can reflect on your experiences and hone your skills. When you do, expend 7+current level XP, increase your level by 1, and then:

- At each level, take an advanced move of your choice.
- At every even level, also increase one of your stats by +1 (to a maximum of +3).

When you reach level 11, you must instead choose one:

- Retire to safety.
- Take on an apprentice.
- Change playbooks.

END OF SESSION

When you reach the end of a session, look at your Drive. If you acted in accordance with it, you mark XP. Then, look at your Bonds. If you expressed any of your Bonds this session, you mark XP. Finally, as a group, answer the following three questions, or write your own:

- Did we learn something new and important about the world?
- Did we overcome a notable monster or enemy?
- Did we loot a memorable treasure?

For each “yes” answer, everyone marks XP.

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, take +1 forward when acting on the answers.

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

SPOUT LORE

When you consult your accumulated knowledge about something, roll+INT. On a 10+, the GM will either tell you something interesting, useful, and relevant about the subject, or ask you to make something up. On a 7-9, the GM chooses one:

- They'll tell you something interesting, but it's on you to make it useful.
- They'll ask you to make up something interesting, but then they'll tell you what else you've heard that complicates things.

The GM might ask you “how do you know this?” Tell them the truth, now.

PARLEY

When you want to press or entice someone into a course of action, say what you want them to do (or not to do), give them a reason, and roll+CHA. On a 7+, if the reason is good enough, they'll do it until some fact or action betrays the reason you gave them. On a 7-9, they'll also want some reassurance up front. A reason might be a threat, a promise, a bribe, an ideal, a Bond, or something else entirely. If the reason isn't good enough, the player will tell you what would be.

AID

When you try and help another PC's action, roll+Bonds. On a 10+, they take +2 forward. On a 7-9, they take +1 forward. Regardless of the outcome, you will be exposed to any risks or costs associated with their actions.

INTERFERE

When you try and hinder or foil another PC's action, roll+Bonds. On a 7+, they must either relent or take -2 Forward. On a 7-9, you are also left off-balance, exposed, or vulnerable.

ENCUMBRANCE

When you carry weight up to or equal to your Load, you can shoulder the burden.
When you carry weight more than your Load, you are *slow* and *clumsy*.

GRIEVOUS WOUNDS

Your hit points (HP) represent a combination of mental resilience and physical fortitude. As you take damage and lose HP, you may find it more difficult to perform certain tasks; at the GM's discretion, you may need to Defy Danger first.

LAST BREATH

When you are reduced to 0 HP, you catch a glimpse of what lies beyond the Black Gates of Death's Kingdom (the GM will describe it). Then, it is time for you to take your last breath.
When you would take your last breath, roll+nothing; Death doesn't care how tough or how persuasive you are. On a 10+, you've cheated death - you're in a bad spot, but you're still alive. On a 7-9, Death will offer you a bargain; take it and stabilise, or refuse and forfeit your soul (as if you had rolled a 6-). On a 6-, your fate is sealed; you're marked as Death's own, and you'll cross the threshold soon. The GM will tell you when.

ADVENTURE MOVES

These moves are appropriate whenever you move a significant distance, either above or belowground.

A **Danger** is anything that would post a threat to the party; a monster, a trap, extreme weather, and likewise.

A **Discovery** is anything of interest that does not pose an immediate threat (fellow travelers, ancient ruins, a passing beast that ignores the party, etc.).

CHART A COURSE

When you travel by a known or safe route, even through dangerous territory, ask the GM how long it should take you to reach your destination and roll+nothing. On a 7+, you reach your destination without mishap, and the GM will describe a thing or two you see along the way. On a 7-9, your journey takes longer than normal or requires a detour, and the GM will choose 1 from the list below:

- You encounter a Discover along the way (which may distract you from your destination).
- Someone of the GM's choosing must Keep Company with someone else (their choice).

If you're not waylaid, you reach your destination, and must choose someone to Manage Provisions for the trip.

UNDERTAKE A PERILOUS JOURNEY

When you venture out into dangerous or unfamiliar territory, indicate the route you'd like to take and, if appropriate, a destination (the default is the next point of interest, but perhaps you're seeking a safe campsite, a particular landmark, etc.). Then, decide whether you're going to move ahead quickly, cautiously, or taking care to ensure the way back is safe.

When you move ahead quickly, find the player with the lowest Dexterity; they roll+DEX. On a 7+, choose 1 from the list below. On a 10+, you also reach the next juncture in record time.

When you move ahead cautiously, choose a scout; they roll+WIS. On a 7+, choose 1 from the list below. On a 10+, you also get the drop on whatever lies ahead.

When you move ahead while taking care to ensure the way back is safe, choose a navigator; they roll+INT. On a 7+, choose 1 from the list below. On a 10+, the route back to the last juncture is indeed safe, at least for the time being.

- You make a Discovery along the way.
- You discern something useful about the environment - work with the GM to describe it.
- Someone of your choosing must Keep Company with someone else (their choice).

When you Undertake a Perilous Journey and roll doubles (2 and 2, 5 and 5, etc.), you also encounter a Danger. If you're not waylaid, you reach the next juncture of your journey (which might be your destination, or merely one step closer to it; the GM will say).

MAKE CAMP

When you settle in to rest, choose someone to Manage Provisions. If you're bedding down in dangerous territory, decide on a watch order or face the consequences.

During the night, the GM will choose someone to roll+WIS during their watch. On a 10+, they take +1 Forward to Stay Sharp that camp. On a 7-9, the GM chooses 1 from the list below.

- You make a Discovery near the campsite.
- Your sleep tonight will not be restful - the GM will say why.
- You Keep Company with yourself, or with the person before or after you in watch order (your choice).

When you wake from a few hours of restful sleep, and you ate and drank the night before, you heal damage equal to half your maximum HP (rounded up). If you have enough XP, you may also Level Up.

STAY SHARP

When you take watch and something approaches, roll+WIS. On a 10+, you notice in time to alert everyone and prepare; you and your allies take +1 Forward. On a 7-9, you're a few moments too late; you manage to alert everyone, but nobody has time to prepare.

FORAGE

When you spend the better part of a day seeking food in the wild, roll+WIS. On a 7+, gain 1d6 rations, and an additional +2 rations if you have the gear to hunt or trap. On a 7-9, you'll first have to deal with a Danger or a Discovery (the GM will say).

MANAGE PROVISIONS

When you prepare and distribute food for the party, roll+WIS. On a 7+, the party consumes the expected amount of rations (1 per person if Making Camp, 1 per person per day if Charting a Course). On a 10+, also choose 1 from the list below:

- With a little bit of careful management, you reduce the amount of rations consumed (ask the GM by how much).
- With some well-prepared food and camaraderie, everyone takes +1 Forward.

KEEP COMPANY

When you spend significant time with someone in close quarters or on the road, choose one of your traveling companions and roll+Bonds with them. On a 7+, you find common ground with them; ask them one of the following questions, and they'll ask you one in return.

- Their past.
- Their heritage.
- A place they've been.
- Their current intentions.
- Their feelings about a person or thing.

On a 10+, if you give them an honest answer, they take +1 Forward to Aid or Interfere with you (and the same goes for them). On a 6-, in addition to whatever the GM says, you'll have to make amends before you can Keep Company with them again; tell us why.

When you Keep Company with yourself, choose 1 of the questions above and share your private thoughts about it. Then, take +1 Forward to the next time you act on those thoughts.

FOLLOWER MOVES

Followers are those individuals (people, beasts, or monsters) who go adventuring with you and follow your lead. In general, you can tell the GM what you want your followers to do and you can expect that they'll do it. Sometimes this means your characters are giving your followers orders; other times you can just say what you would expect the follower would naturally do.

Like monsters, followers have HP, armour, damage, and instincts. They'll also have moves and/or tags to 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 or moves. It ranges from -1 (rubbish) to +2 (expert).

Loyalty determines how committed the follower is to you and your cause. It changes often, going from -2 to +3. If it would become -3, the follower is likely to betray or abandon you. Note that Loyalty is a resource, one that the GM might decide to use up as one of their moves.

Cost tells us what motivates the follower to follow you. These won't always be tangible things.

Followers can deal and take damage, just like a monster does. When they would deal damage, you roll their damage die; 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.

Like player characters, followers make the Encumbrance, Make Camp, and Recover moves. At the GM's discretion, they might also make the Last Breath move. Aside from these, they can Do Their Thing; all other moves are off-limits, unless otherwise noted.

RECRUIT

When you go looking for help, tell the GM what you're offering and who you're looking for, phrased in one of the following ways:

- A group of _____ (porters, angry farmers, etc)
- A skilled _____ (guide, sage, bodyguard, etc)

If the GM says you can't find them here, start over or move on. Otherwise, roll 2d6. Add +1 if you have a good reputation in these parts. On a 10+, they're yours for the hiring. On a 7-9, the GM picks 1:

- They demand greater compensation, in the form of coin or something else they value.
- No one here fits the bill, but you hear of someone elsewhere who does.
- They have a need that must be met first (permission from someone else, a favour, etc).
- You can tell at a glance that they are less than ideal (ask the GM how).

The GM will determine their specifics (Quality, tags, etc) as needed, to be discovered in play.

CALL FOR ASSISTANCE

When you have a follower help you make a move that calls for a roll, take +1 to that roll, but know that the follower will be exposed to any risk, cost, or consequences associated with the move.

When you Hack and Slash or Volley with the assistance of a follower, roll all your damage dice and use the highest result. Then, add 1 to the total for each Warrior or Archer who is helping. **When you Defend with the assistance of a follower**, you may spend 1 Hold to redirect an attack to them instead of yourself.

ORDER FOLLOWER

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:

- The experience tests them; their Loyalty decreases by -1.
- They complain loudly, now or later, and demand something in return.
- Caution, laziness, or fear gets the better of them, and they'll take a long time to get it done.

DO THEIR THING

When you have a follower do something chancy and within the scope of their tags or moves, roll+Quality. On a 10+, they do it as well as one might hope. On a 7-9, they do it, but there's an unforeseen cost, consequence, or limitation (ask the GM what).

When you have a follower do something chancy and beyond the scope of their tags or moves, or when they do anything on their own, the GM will say what happens.

PAY UP

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

WATCH THEM GO

When you have a follower with -3 Loyalty, they will betray or abandon you at the next opportunity. If you have a Bond with them, you may be able to convince them otherwise.

QUICK REFERENCE

DEBILITIES

*When a debility is marked, you take -1 Ongoing to the corresponding stat. You heal debilities with the **Recover** move or when told.*

Weak (STR): You can't exert much force. Maybe it's just fatigue and injury, or maybe your strength was drained my magic.

Shaky (DEX): You're unsteady on your feet and you've got a shake in your hands.

Sick (CON): Something just isn't right inside. Maybe you've got a disease or a wasting illness. Maybe you just drank too much ale last night and it's coming back to haunt you.

Dazed (INT): That last knock to the head shook something loose. Brain not work so good.

Confused (WIS): Ears ringing. Vision blurred. You're more than a little out of it.

Scarred (CHA): It may not be permanent, but for now you don't look so good or feel quite so self-confident.

BONDS

Bonds represent the shared history between characters, good or bad. You can have up to three Bonds with someone at a time; each Bond is a sentence that states your experiences with them, positive or negative.

Bonds will change during play, and the GM may tell you to mark a Bond you have with someone when you act contrary to it or as the result of a move, as if it were a resource. When a Bond has one mark, it no longer counts towards your total number of Bonds with that person.

When a Bond has two marks against it, it is lost; you must erase it from your playbook. Losing any or all of your Bonds with someone doesn't mean that you don't know them anymore or don't like them any less - it just means that your relationship has changed.

USING COVER

Partial Cover grants **+1 Armour**

Major Cover grants **+2 Armour**

WEAPON RANGES

Hand: It's useful for attacking something within your reach, no further.

Close: It's useful for attacking something at arm's reach, plus a foot or two.

Reach: It's useful for attacking something that's several feet away - maybe as far as ten.

Near: It's useful for attacking if you can see the whites of their eyes.

Far: It's useful for attacking something in shouting distance.

TAGS GLOSSARY

Ammo - *An abstract representation of how much ammunition is left; when it's gone, you're out.*

Applied - *Needs to be consumed to take effect, or otherwise carefully applied to whatever it's being used on.*

n-Armour - *Subtract n from the damage you take; doesn't stack with other "n-Armour" (apply only the highest).*

+n Armour - *as "n-Armour," but it can stack with n & +n sources.*

Awkward - *It's unwieldy and tough to use.*

Brutal - *When it deals damage, roll each damage die twice and take the best result.*

Clumsy - *It's tough to move around with. -1 Ongoing while using it. This penalty is cumulative.*

Dangerous - *Unsafe; take the proper precautions or the GM may invoke consequences.*

Deflecting - *When you use it to Defend, on a 7+, take +1 Hold.*

Forceful - *It can knock someone back a pace, maybe even off their feet.*

Ignores Armour - *Armour won't reduce its damage.*

Messy - *It does damage in a particularly destructive way, ripping people and things apart.*

n-Piercing - *Treat the target as if it has n less armour.*

Precise - *You must Hack & Slash using +DEX instead of +STR.*

Ration - *It's food.*

Reload - *After you attack with it, it takes more than a moment to reset for another attack.*

Slow - *It takes a while to use - at least a minute, if not more.*

Stun - *It stuns the target instead of reducing HP. To do anything while stunned, you must Defy Danger first.*

Thrown - *You can Volley with it, but it has no ammo, so it's gone until you can recover it.*

Touch - *It's used by touching it to the target's skin.*

Two-Handed - *You need both hands to use it well.*

Worn - *To use it, you have to be wearing it.*

n Uses - *Can be used n times before it turns out.*

Vicious - *Inflicts agonising wounds that bleed profusely. Scars are likely.*

DOWNTIME MOVES

These moves are appropriate whenever you have downswell in the action, such as within a Steading.

I'M BACK!

When you explain your absence from the last session, say what happened and roll ...

- ... +STR if you fought a monster or escaped imprisonment.
- ... +DEX if you did something secret, stole something, or evaded something.
- ... +CON if you trained under a mentor or acquired help or resources.
- ... +INT if you learned ancient knowledge or invented something.
- ... +WIS if you discovered a secret or had a divine encounter.
- ... +CHA if you made an ally, learned about a culture, or purchased something of interest or value.

On a 10+, you had a prosperous leave; take +1 Forward and mark XP. On a 7-9, you attracted trouble during your absence or your actions had some unintended consequences, the GM will say. On a 6-, in addition to whatever the GM says, take -1 Forward.

PURSUE A GOAL

When you wish to accomplish a project of lasting value, tell the GM what you hope to achieve. They'll tell you 1-4 of the following:

- It'll take days/weeks/months of work.
- It'll cost you _____ coin.
- First you'll need to get/build/fix _____.
- You'll have to deal with resistance from _____.
- You'll need the help/support/approval of _____.
- You'll need to find/learn/obtain _____ first.
- The best you can do is something substandard.
- You'll expose yourself and your allies to risk or danger.

The GM will connect any requirements with "ANDs" or "ORs" as they see fit. If you aren't sure how to accomplish one of the requirements, ask the GM; they'll break it down into another 1-4 requirements for you.

CAROUSE

When you spend your time and money frivolously, tell us how you're spending it and roll 2d6 and add ...:

- ... +1 if you are returning triumphant.
- ... +1 if you are well-liked around these parts.
- ... +1 for every 100 coins you end up spending.

On a 7+, choose one:

- You befriend some useful NPC(s). The GM will tell you who.
- You learn something interesting or useful. Tell the GM what you'd like to learn about and the GM will tell you what you learn.
- You happen upon an opportunity. The GM will tell you what it is.

Additionally, on a 7-9, the GM picks one:

- You've been entangled, ensorcelled, or tricked.
- You've pissed someone off; the GM will tell you who, but you get to tell us how. The GM will have you make a new Bond with them.
- Someone needs your help; tell us who they are, and why you feel obliged to give it.

RECOVER

When you do nothing but rest in safety and comfort, after a day of rest you recover all of your HP. For every three days of rest, remove one debility of your choice. If you're under the care of a healer, heal a debility every two days instead.

BOLSTER

When you spend time in study, meditation, or hard practice, you gain Preparation. If you prepare for only a few days, get 1 Preparation. If you prepare for a week or two, get 2 Preparation. If you prepare for a month or so, get 3 Preparation.

When you make a roll to which your efforts might apply, you may spend 1 Preparation to add +1 to a roll after it is made. You can only spend 1 Preparation per roll.

SUPPLY

When you go to buy something with money on hand, if it's something readily available in the Steading you're in, you can buy it at market price. If it's something special, beyond what's usually available here, or non-mundane, roll+CHA. On a 10+, you find what you're looking for at a fair price. On a 7-9, you'll have to pay more or settle for something similar.

FORGE A BOND

When you spend a moment reflecting on a significant experience you shared with another character, alone or with a heartfelt conversation, choose one.

- Write a new Bond with them that represents your new connection with them.
- Alter an existing Bond you have with them. If it was marked, erase those marks and take -1 Forward to Aid or Interfere with them.

It doesn't matter if they're a PC or an NPC; if you feel your relationship has changed or grown, you can write a Bond.

MENDING BONDS

When you actively work towards restoring a marked bond with someone to its original state (describe how), you may unmark the bond in question. If you do, you take +1 Forward to Aid or Interfere with them.

SEEK OUT

When you declare you know an NPC who could help and go looking for them, roll+Bonds. On a 10+, they could do what you need, and they aren't hard to find. On a 7-9, they could do what you need, but choose 1.

- They still have a grudge against you or aren't entirely willing to trust you.
- They're already caught up in some sort of trouble.
- They're far away, in hiding, or similar.

OUTSTANDING WARRANTS

When you go to a civilised place in which you've caused trouble before, roll+CHA. On a 7+, word has spread of your deeds and everyone recognises you. On a 7-9, the GM will also choose a complication:

- The local constabulary has a warrant out for your arrest.
- Someone has put a price on your head.
- Someone important to you has been put in a bad spot as a result of your actions. Write a Bond with them now.

EQUIPMENT

Here are a few of the most common pieces of weaponry, gear, and other items you can expect to find in Dungeon World.
This list is not exhaustive, and variants upon these items are likely to exist. Their prices may also vary.

GEAR

Adventuring Gear 5 uses, 1 weight, 20 coins
Adventuring gear is a collection of useful mundane items such as chalk, poles, spikes, ropes, etc. When you rummage through your adventuring gear for some useful mundane item, you find what you need and mark off a use.

Bandages 3 uses, slow, 0 weight, 5 coins
When you have a few minutes to bandage someone else's wounds, heal them of 4 damage and expend a use.

Poultices and Herbs 2 uses, slow, 1 weight, 10 coins
When you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and expend a use.

Antitoxin 0 weight, 10 coins
When you drink antitoxin, you're cured of one poison affecting you.

Healing Potion 0 weight, 50 coins
When you drink an entire healing potion, heal yourself of 10 damage or remove one debility, your choice.

Keg of Fine Stout 4 weight, 10 coins
When you open a keg of fine stout and let everyone drink freely, take +1 to your Carouse roll. If you drink a whole keg yourself, you are very, very drunk.

Bag of Books 5 uses, 2 weight, 15 coins
When your bag of books contains just the right book for the subject you're spouting lore on, consult the book, mark off a use, and take +1 to your roll.

Pipeleaf 6 uses, 0 weight, 5 coins
When you share pipeleaf with someone, expend two uses and take +1 Forward to Parley with them.

Rations Food, 5 uses, 1 weight, 5 coins
Not tasty, but not bad either.

Wondermeal Food, 7 uses, 1 weight, 10 coins
Only a few of the greatest culinary minds know the secrets of this rare delicacy. It'll keep, no matter the climate or conditions.

Hardtack Food, 7 uses, 1 weight, 3 coins
Tastes like home. If home was a hog farm, and on fire. Practically inedible; you can't eat the stuff for more than a few days at a time.

Flask of Whiskey 2 uses, 0 weight, 5 coins
When you down a draught, expend a use and take +1 Forward to act boldly or face down terror.

Trap Kit Dangerous, slow, 2 weight, 5 coins
A bear trap, tripwire rig, or similar. When you take the time to set it up in advance, it becomes a hazard you'll want to steer clear of.

POISONS

Oil of Tagit Dangerous, applies, 0 weight, 15 coins
The target falls into a light sleep.

Bloodweed Dangerous, touch, 0 weight, 12 coins
The target inflicts -2 Damage Ongoing until they are cured.

Goldenroot Dangerous, applied, 0 weight, 20 coins
The target treats the next creature they see as a trusted ally, until proved otherwise.

Serpent's Tears Dangerous, touch, 0 weight, 10 coins
Anyone dealing damage against the target deals +2 Damage Ongoing until they are cured.

WEAPONS

Weapons vary; a "dull sword" might deal -1 damage, while a "masterwork knife" might deal +1 damage.

Ranged Weapons
Ragged Bow Near, 2 weight, 10 coins
Fine Bow Near, far, 2 weight, 35 coins
Hunter's bow Near, far, 1 weight, 50 coins
Crossbow Near, +1 damage, reload, 3 weight, 30 coins

Hand Weapons
Dagger/Shiv/Knife Hand, 1 weight, 2 coins
Cestus/Gauntlet Hand, precise, deflecting, 1 weight, 18 coins
Baselard/Kris/Kukri Hand, 1-piercing, vicious, 2 weight, 28 coins

Close Weapons
Club/Shillelagh Close, 2 weight, 1 coin
Staff Close, two-handed, 1 weight, 1 coin
Short Sword/Axe/Mace Close, 1 weight, 8 coins
Warhammer/Flail Close, forceful, 2 weight, 12 coins
Long Sword/Battleaxe Close, +1 damage, 2 weight, 15 coins
Rapier Close, precise, 1 weight, 28 coins
Dueling Rapier Close, precise, 1-piercing, 2 weight, 45 coins

Reach Weapons
Spear Reach, thrown(near), 1 weight, 5 coins
Chain Whip Reach, vicious, 1 weight, 12 coins
Glaive/Halberd Reach, +1 damage, two-handed, 2 weight, 18 coins

Other Weaponry
Throwing Daggers Thrown (near), 4 uses, 1 weight, 4 coins
(Masterwork) Thrown (near, far), 3 uses, 1 weight, 10 coins
Arrows 3 ammo, 1 weight, 3 coins
(Masterwork) 4 ammo, 1 weight, 16 coins

Armour
Leather, Chainmail 1 armour, worn, 1 weight, 10 coins
Gambeson, Scale Mail 2 armour, worn, clumsy, 3 weight, 50 coins
Plate 3 armour, worn, clumsy, 4 weight, 350 coins
Shield +1 armour, 2 weight, 15 coins
Tower Shield Deflecting, clumsy, 3 weight, 80 coins

TRANSPORT

Cart and Donkey Load 20, 50 coins
Horse Load 10, 75 coins
Warhorse Load 12, 400 coins
Wagon Load 40, 150 coins
Barge Load 15, 50 coins
River Boat Load 20, 150 coins
Merchant Ship Load 200, 5,000 coins
War Ship Load 100, 20,000 coins
Passage on a safe route 1 coin
Passage on a tough route 10 coins
Passage on a dangerous route 100 coins

LAND AND BUILDINGS

A hovel 20 coins
A cottage 500 coins
A house 2,500 coins
A mansion 50,000 coins
A keep 75,000 coins
A castle 250,000 coins
A grand castle 1,000,000 coins
A month's upkeep 1% of the cost

BRIBES

A peasant's dowry 20 coins
A compelling bribe 50 coins
"Protection" for a small business 100 coins
An orc warchief's tribute 240 coins
An offer you can't refuse 500 coins

GIFTS AND FINERY

Peasant Gift 5 coins
Fine Gift 55 coins
Noble Gift 200 coins
Ring/Cameo 75 coins
Finery 105 coins
Fine Tapestry 350 coins
Kingly Crown 5,000 coins

SERVICES & JOBS

Note: With some negotiation, the price of services may be reduced by an amount of coin equal to the haggling character's CHA. Same goes for increasing the payout of a job.

Healing from a surgeon 5 coins
Repairs to a mundane item 25% of the item's cost
A custom item from a blacksmith Base Item + 50 coins
An evening of song and dance 18 coins
A night's "companionship" 20 coins
A week's stay at a peasant inn 15 coins
A week's stay at a civilised inn 30 coins
A week's stay at the fanciest in in town 45 coins
A week's unskilled mundane labour 10 coins
A month's pay for enlistment in an army 30 coins
Escort for a day along a bandit-infested road 20 coins
Escort for a day along a monster-ridden road 55 coins
A run-of-the-mill killing 30 coins
An assassination 120 coins
A month's prayers for the departed 1 coin

MEALS

A hearty meal for one 1 coin
A poor meal for a family 1 coin
A feast 15 coins per person

THE 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: _____
Examples: Gorm, Si-Yi, Priscilla, Barbozar, Fafnir, Shar, Haepha, Qua, Thra-raxes, Sillius, Khamisi, Anneira, Sen, Xia, Vercin'geto, Sacer ... the Glorious, the Hungry, the Mirthful, the Undeclared, All-Mighty, the Giant, Foeshasher, Bonebreaker, the Gluttonous, the Triumphant

DRIVE | choose one or write your own

☐ **Primal**
Eschew a convention of the civilised world.

☐ **Sagely**
Teach someone else the ways of your people.

☐ **Triumph**
Defeat a mighty foe to prove your worth.

☐

BONDS | do this together with the group

You start with 4 Bonds, divided as you choose between the other members of your party. Each is a statement about how you relate to them, and they will change and grow over the course of play.
Examples:

_____ dabbles in dangerous magic that I do not understand.
I must learn _____'s strange ways in order to become stronger.
_____ is puny - I won't count on them when things get rough.
_____ shares my hunger for glory.
_____ has seen the lands of my home, more recently than me.
I have a bet with _____.
Sometimes _____ is the only one who can talk sense into me.
Once this is all over, _____ and I are going to settle down.

_____ ☐ ☐

_____ ☐ ☐

_____ ☐ ☐

_____ ☐ ☐

CHARACTER SKETCH

LOOK | pick as many that apply

- Female, Male, Ambiguous, Concealed, Transgressing, _____
- Human, Elf, Dwarf, Halfling, Gnome, Kobold, Goblin, Orc, Hobgoblin, Gnoll, Ogre, Wildling, Centaur, Minotaur, _____
- Mighty Thews, Long Shank, Scrawny Body, Supple Body, _____
- Tormented Eyes, Wild Eyes, Shrouded Eyes, _____
- Scraps, Silks, Scavenger's Outfit, Weather-Inappropriate, _____
- Decoration: Tattoos, Bejeweled, Bestial, Unmarred, _____

BACKGROUND | choose one or write your own

☐ **Outsider**
You and your people are not from around here, and you have a different way of looking at things. You take +1 to Spout Lore using your foreign know-how.

☐ **Savage**
You hail from stranger, more terrifying lands than most folk can imagine, and your time there made you strong. **When you pull a degenerate, violent tactic against somebody who doesn't expect you to fight like an animal**, take +1 Forward.

☐ **Survivor**
You weathered the fall of your family, your empire, your very livelihood. And yet still you stand, and now the world owes you a debt. **When you take back something that is rightfully yours (your call) by force**, you impress, dismay, or frighten your enemies.

☐

STATS | assign these modifiers to your stats: +2, +1, +1, +0, +0, -1; add +1 at each even level (to a maximum of +3)

STR

☐ WEAKENED

DEX

☐ SHAKY

CON

☐ SICKENED

INT

☐ DAZED

WIS

☐ CONFUSED

CHA

☐ SCARRED

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

HIT POINTS

/ 26

ARMOUR

DAMAGE

d6+2

Modifiers & Tags:

LEVEL

XP

Mark XP when you roll a 6-

CLASS MOVES | you start with all of these

Herculean Appetites

Others may content themselves with just a taste of wine, or dominion over a servant or two, but you want more. Choose two:

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

While pursuing one of your appetites, if you would roll for a move, instead of rolling 2d6 you roll 3d6 and take the best two dice. **If any of the dice you roll are duplicates** (1 and 1; 2, 2 and 2; etc), the GM will also introduce a complication or danger that comes about due to your heedless pursuits.

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, and you take +2 damage Ongoing against them. On a 7-9, only a few (the weakest or most foolhardy among them) fall prey to your taunting.

The Upper Hand

You take +1 to Last Breath rolls.
When you roll a 7-9 on a Last Breath roll, you make an offer to Death for your life, instead of the other way around. If Death accepts, you will be returned to life. If not, you die.

STARTING GEAR

You start with a Dagger (hand, 1 weight), some Rations (5 uses, food, 1 weight), and a Token from your travels or homeland.

Choose your weaponry:

- ☐ Axe (close, 1 weight) and Shield (+1 armour, 2 weight)
- ☐ Battered Greatsword (close, two-handed, +1 damage, 2 weight)

Choose one:

- ☐ Chainmail (1 armour, worn, 1 weight)
- ☐ Adventuring Gear (5 uses, 1 weight)
- ☐ Poulitices and Herbs (2 uses, slow, 1 weight)

COINS & TREASURE	LOAD
ITEMS	
Your Load is equal to 8+STR	

ADVANCED MOVES | choose 1 at first level; add 1 each time you level up

☐ Ancestral Visions

When you consult your ancestral spirits (or gods, or your totem, etc), they will give you an insight relating to the current situation, and might ask you some questions in return. Roll+WIS. On a 10+, the GM will give you good detail. On a 7-9, the GM will give you an impression.

☐ For the Blood God

Requires: Level 6+, Ancestral Visions
You are initiated in the old ways of pain and sacrifice. Choose something your ancestor spirits (or gods, 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 great and useful insight into your current goals, or a boon to help you on your way. On a 7-9, the sacrifice is not enough and the gods take of your flesh as well, but still grant you some insight or boon.

☐ A Good Day to Die

As long as your hit points are less than or equal to your CON, you take +1 Ongoing (even to Last Breath rolls).

☐ Deathless

Requires: Level 6+, A Good Day to Die
When you take your Last Breath, on a 12+, you bring one of Death's dark secrets back with you. The GM will tell you what.

☐ Is That All You've Got?

When you deliberately take the full brunt of an attack, roll+CON. On a 7+, pick one. On a 10+, you only take half the attack's damage.

- You enemy leaves themselves open and exposed.
- You learn one of the enemy's weaknesses; describe it.
- Your reaction (or lack thereof) infuriates or terrifies your enemy.

☐ Your Puny Weapons Cannot Harm Me

Requires: Level 6+, Is That All You've Got?
When you use Is That All You've Got?, on a 12+, you also choose one.

- You take no damage from the attack (instead of half).
- Your enemy's weapon shatters against you.
- You make a counterattack against your enemy, dealing half your damage (rounded up) to them.

☐ Like a Wrecking Ball

When you gain momentum and charge through any obstacles in your way (walls, barriers, men), roll+CON. Whatever the result, nothing can stop you; you are always carried through. On a 10+, you smash through with no problems, and anything in your way takes damage as appropriate. On a 7-9, you still smash through and damage anything in your way, but choose one:

- You get yourself hurt; take damage as appropriate.
- You overexert yourself; take the Weakened debility.
- You put yourself in a spot or leave yourself out of position.

☐ Hidden Depths

Take another Herculean Appetite or another option from the Formidable list.

☐ Appetite for Destruction

Gain one non-multiclass move of your choice from the Bard, Druid, Fighter, or Thief class list. Treat your level for this move as if you were one level lower.

☐ Wide-Wanderer

You've travelled the wide world over. **When you arrive someplace**, ask the GM about any important local traditions, rituals, and so on. They'll tell you what you need to know.

☐ Khan of Khans

Your Followers will always accept the gratuitous fulfillment of one of your appetites as payment.
When you personally Recruit a Follower, you may write a Bond with them: "I command _____'s respect." If you do, tell us how.

☐ My Love for You is Like a Truck

When you perform a feat of strength, name someone present whom you have impressed; you take +1 Forward with them.

☐ Usurper

When you have proven yourself superior to someone in a position of power, you take +1 Ongoing towards their followers, underlings, and hangers-on.

☐ More! Always More!

When you satiate an appetite to the extreme (destroying something unique and significant, gaining enormous fame, riches, power, etc), choose two.

- You mark XP.
- You learn of an opportunity for wealth, power, or similar.
- You don't exhaust that appetite until you next trigger More! Always More!

☐ Samson

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

☐ Indestructible Hunger

When you would take damage, you can choose to instead take -1 Ongoing until you sate one of your appetites. If you already have this penalty, you cannot choose this option.

☐ Smash!

Requires: Level 6+
When you Hack and Slash, on a 12+, choose something physical your target has (a weapon, their position, a limb); they lose it.

☐ The One Who Knocks

Requires: Level 6+
When you Defy Danger, on a 12+, you turn the danger back on itself; the GM will describe how.

☐ Mark of Might

Requires: Level 6+
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 creatures who sees this symbol knows instinctively that you are a force to be reckoned with and treats you appropriately.

☐ War Cry

Requires: Level 6+
When you enter a battle with a show of force (a shout, a rallying cry, a battle dance), roll+CON. On a 10+, both. On a 7-9, one or the other.

- Your allies are rallied and take +1 Forward.
- Your enemies are stricken by fear and will act accordingly (avoiding you, hiding, attacking with fear-driven abandon..)

NOTES | write down notes or additional details here, such as extra gear, Bonds, or followers

THE BARD

The poems say an adventurer's life is all open roads and the glory of coin and combat. The tales told in every farmhand-filled inn have to have some ring of truth to them, don't they? The songs to inspire peasantry and royals alike—to soothe the savage beast or drive men to a frenzy—have to come from somewhere.

Enter the bard. You, with your smooth tongue and quick wit. You teller-of-tales and singer-of-songs. A mere minstrel can retell a thing, but it takes a true bard to live it. Strap on your boots, noble orator. Sharpen that hidden dagger and take up the call. Someone's got to be there, fighting shoulder-to-shoulder with the goons and the thugs and the soon-to-be-heroes. Who better than you to write the tale of your own heroism?

Nobody. Get going.

NAME: _____
Examples: Baldric, Webley, Astrafel, Meredda, Kosil, Amaryllis, Leena, Mayweather, Florian, Bolir, Kurgan, Filbert, Charlotte, Theodore, Lily

DRIVE | *choose one or write your own*

Peacekeeper
Avoid a conflict or defuse a tense situation.

❏ Instigator
Spur others to significant and unplanned decisive action.

❑ Heartfelt
Help someone deal with or overcome their personal problems.

BONDS | *do this together with the group*

You start with 6 Bonds, divided as you choose between the other members of your party. Each is a statement about how you relate to them, and they will change and grow over the course of play.

Examples:

*This is not my first adventure with _____.
I heard stories about _____ long before I even met them.*

_____ is often the butt of my jokes.

I'm writing a ballad about _____'s adventures.

entrusted me with a secret.

_____ is my muse.

I can't bring myself to tell *how I truly feel about them.*

I've bailed _____ out of trouble more times than I can count.

_____ and I look out for each other.

[illegible][illegible]

CHARACTER SKETCH

LOOK | *pick as many that apply*

- Female, Male, Ambiguous, Concealed, Transgressing, _____
- Human, Elf, Dwarf, Halfling, Gnome, Kobold, Goblin, Orc, Hobgoblin, Gnoll, Harpy, Satyr, Lamia, Siren, Faun, _____
- Knowing Eyes, Fiery Eyes, Joyous Eyes, Searching Eyes, _____
- Fancy Hair, Wild Hair, Stylish Cap, _____
- Fit Body, Well-Fed Body, Thin Body, _____
- Clothes: Finery, Travelling, Poor, _____

BACKGROUND | *choose one or write your own*

 Wide Wanderer

Your adventures have revealed much to you, and you've acquired plenty of associates throughout your travels. **When you go to a civilised settlement**, there's always someone there who knows of you and is willing to help you out; write a Bond for them, now.

Bardic Collegiate

You learned your bardic knowledge among associates and peers in a unique and prestigious institution. Name a subject (Spells and Magicks, Unusual Beasts, Gods and Their Servants, Grand Histories, etc); you take +1 to use Bardic Lore on that subject.

 Folk Hero

You earned your start through some personal feat of prowess and bravery, and you're well-known because of it. **When you use Enchanting Entertainer to tell stories of your own heroics**, you treat any result of a 6- as a 7-9 and add this option to the list:

- You attract the attention of another would-be hero, and you take +1 Forward to Recruit them.

STATS | assign these modifiers to your stats: +2, +1, +1, +0, +0, -1; add +1 at each even level (to a maximum of +3)

STR

☐ WEAKENED

DEX

☐ SHAKY

CON

☐ SICKENED

INT

☐ DAZED

WIS

☐ CONFUSED

CHA

☐ SCARRED

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

HIT POINTS

/ 20

ARMOUR

DAMAGE

d6

Modifiers & Tags:

LEVEL

XP

Mark XP when you roll a 6-

CLASS MOVES | you start with all of these

Arcane Art

You have the ability to weave magical effects into your speech and performances - be it music, song, dance, oratory, or otherwise. Describe your style, then choose two effects you know how to invoke:

- ☐ Inspire Greatness: An ally takes +1 armour Forward and +2 damage Forward.
- ☐ Dirge of Doom: A foe takes -1 armour Forward and -2 damage Forward.
- ☐ Inspire Courage: An ally's mind is cleared of fear and enchantment.
- ☐ Breaker of Chains: An ally is freed of all physical restraints.
- ☐ Healing Chorus: An ally heals 1d6+1 damage.
- ☐ Metal Hurlant: A foe takes 1d6+1 damage and is deafened for a few minutes.
- ☐ Whelming Blast: A foe becomes temporarily confused, causing them to lash out and attack anyone nearby.
- ☐ Countersong: You drown out the magical incantations of a spellcaster you can hear, causing their spell to fail.

When you weave magic into your words or into a performance, choose one of these effects to invoke and roll+CHA. On a 10+, you achieve the selected effect. On a 7-9, your spell still works, but you also draw unwanted attention or your magic reverberates to other targets affecting them as well, GM's choice.

STARTING GEAR

You have some Rations (5 uses, food, 1 weight) and a personal instrument or belonging.

- Choose your wear:
- ☐ Leather Armour (1 armour, 1 weight)
 - ☐ Ostentatious Clothes (0 weight)
- Choose two:
- ☐ Rapier (close, precise, 1 weight)
 - ☐ Short Sword (close, 1 weight)
 - ☐ Worn Bow (near, 2 weight)
 - and Bundle of Arrows (3 ammo, 1 weight)
- Choose one:
- ☐ Flask of Whiskey (2 uses, 0 weight)
 - ☐ Pipeleaf (6 uses, 0 weight)

COINS & TREASURE

LOAD

Your Load is equal to 8+STR

ITEMS

ADVANCED MOVES | choose 1 at first level; add 1 each time you level up

- ☐ Parry and Riposte
When you attempt to deflect and dodge a melee attack while unarmed or wielding a precise weapon, roll+DEX. On a 7+, you avoid the attack. On a 10+, you also choose 1.
 - You change up the distance, closing in or disengaging.
 - You deal half your damage (rounded up) to the attacker.

- ☐ Maestro
Requires: Level 6+, Parry and Riposte
Add these to your choices for Parry and Riposte:
 - You disarm your attacker.
 - You trip, hamper, or embarrass your attacker.
 - You redirect their blow into someone or something else.When you Parry and Riposte, on a 12+, choose 2 (not 1).

- ☐ With a Little Help..
You can Aid or Interfere with just a few impactful words. You also take +1 to Aid an ally, and your allies take +1 to Aid you.

- ☐ ..For My Friends
Requires: Level 6+, With a Little Help..
When you Aid an ally, on a 12+, you act together in perfect harmony. They may treat their roll as if they had rolled a 10+.

- ☐ Charming and Open
When you speak frankly with someone, you can ask their player a question from the list below. They must answer you truthfully, and then they may ask you a question from the list, which you must also answer truthfully.
 - What are you really feeling right now?
 - What are you trying to hide?
 - What do you want from me?
 - How could I get you to _____?
 - Whom do you serve?

- ☐ Disarming and Open
Requires: Level 6+, Charming and Open
You need only to engage someone in conversation to use Charming and Open. When you use Charming and Open, you may either ask them an additional question, not limited to the list, or you may lie in response to their question.

- ☐ Knowledge to Power
When you use Bardic Lore, on a 7-9, you may choose to have the GM give you two pieces of information instead of one. On a 6-, you can spend a while pondering, reminiscing, and carefully examining the subject to roll a second time.

- ☐ Sudden Insights
Requires: Level 6+, Knowledge to Power
You can Discern Realities by merely glancing about. When you use Bardic Lore, on a 12+, the GM will also reveal to your a glaring weakness, strength, or a long-forgotten secret.

- ☐ Wide Audience
Choose one of the following types of creature.
 - ☐ Undead
 - ☐ Animals
 - ☐ Plants
 - ☐ ConstructsWhen you use Arcane Art, Enchanting Entertainer, or Bewitching Performance, you can have your magic effect these types of creatures in addition to or instead of sentient, living creatures.

- ☐ Bardic Expertise
Learn another two Arcane Arts of your choice.

- ☐ Worldly
Gain one non-multiclass move of your choice from any class list. Treat your level for this move as if you were one level lower.

- ☐ Anything You Can Do, I Can Do Better
When you Make Camp, you can choose to spend some time with another player character. If you do, choose one:
 - They choose a move you have and gain Hold equal to the number of Bonds they have with you. They can spend 1 Hold to use that move.
 - You choose a move they have and gain Hold equal to the number of Bonds you have with them. You can spend 1 Hold to use that move.When either of you next Make Camp, you both lose any remaining Hold from this move.

- ☐ Song of Rest
When you Make Camp, those who listen to your soothing songs and stories either heal an additional 1d6 damage or take +1 Forward the next day.

- ☐ Litany of Curses
When you taunt an enemy with insult after insult, roll+CHA. On a 10+, they are either left open and exposed or make a rash decision to get back at you, the GM will say. On a 7-9, you also strike a chord; from now on and whenever possible, they'll go after you with extreme prejudice.

- ☐ Dashing Rogue
When you use your impeccable good-looks and considerable charms to your advantage, take +1 forward to Parley with anyone who respects your appearance.

- ☐ Throw Down the Gauntlet
When your honour is insulted and you demand a duel, your opponent cannot decline. They may propose conditions and ask to use a substitute, but they cannot decline.

- ☐ Eldritch Tones
Requires: Level 6+
When you use Arcane Art, you may choose to either call upon a second effect or have your magic effect a second valid target.

- ☐ Bewitching Performance
Requires: Level 6+
When you give a performance instilled with raw emotion to an audience of sentient, living creatures, choose one and roll+CHA. On a 7+, your magic will affect them as long as your performance lasts. On a 12+, the effects will linger after it ends.
 - Torpor: On a 7-9, they become lethargic and inattentive. On a 10+, they fall asleep for a few minutes.
 - Dread: On a 7-9, they become fearful and desperate. On a 10+, they cower, run, or hide, seeking safety.
 - Fury: On a 7-9, they become riotous and violent. On a 10+, they form an armed and dangerous mob.
 - Hope: On a 7-9, they become fearless and resolute. On a 10+, they take significant, lasting action.

- ☐ Reputation
Requires: Level 6+
When you first meet someone who's heard tales about you, roll+CHA. On a 10+, tell the GM two things they've heard about you. On a 7-9, tell the GM one thing they've heard, and the GM will tell you another thing they've heard.

- ☐ A Knight in Shining Armour Appears
Requires: Level 6+
When you dramatically appear in the middle of a tense situation, deliver a quick speech and roll+CHA. On a 10+, all three. On a 7-9, choose two.
 - You defuse or intensify a situation, your choice.
 - You draw attention away from any number of your allies.
 - Your speech isn't interrupted, by word or by violence.

THE CLERIC

The lands of Dungeon World are a gods-forsaken mess. They're lousy with the walking dead, beasts of all sorts, and the vast unnatural spaces between safe and temple-blessed civilizations. It is a godless world out there. That's why it needs you. Bringing the glory of your god to the heathens isn't just in your nature—it's your calling. It falls to you to proselytize with sword and mace and spell, to cleave deep into the witless heart of the wilds and plant the seed of divinity there. Some say that it's best to keep the gods close to your heart. You know that's rubbish. God lives at the edge of a blade.

Show the world who is lord.

NAME: _____
Examples: Durga, Aelfar, Gerda, Hawthorn, Lenore, Clarke, Penrose, Drummond, Freya, Sara, Jon, Brinton, Stelios, Seransus, Emmer, Eira

DRIVE | choose one or write your own

☐ **Sacrifice**
Endanger yourself to heal another.

☐ **Dedication**
Make a sacrifice to follow the precepts of your faith.

☐ **Vindication**
Harm another to prove the superiority of your deity.

☐

BONDS | do this together with the group

You start with 4 Bonds, divided as you choose between the other members of your party. Each is a statement about how you relate to them, and they will change and grow over the course of play.

Examples:

_____ *despises my faith.*
_____ *doesn't believe in my god; I will show them the truth.*
_____ *is a fellow worshipper.*
I must convert _____ to my faith.
My god has plans for _____.
_____ *has been through hardships that would break me.*
I have intervened on _____'s behalf before.

_____ ☐ ☐

_____ ☐ ☐

_____ ☐ ☐

_____ ☐ ☐

CHARACTER SKETCH

LOOK | pick as many that apply

- Female, Male, Ambiguous, Concealed, Transgressing, _____
- Human, Elf, Dwarf, Halfling, Gnome, Kobold, Goblin, Orc, Hobgoblin, Gnoll, Valkyrie, Triton, Planetouched, _____
- Kind Eyes, Sharp Eyes, Sad Eyes, _____
- Tonsure Hair, Strange Hair, Bald, _____
- Ornate Robes, Roughspun Garb, Commoner's Tunic, _____
- Thin Body, Knobby Body, Flabby Body, _____

BACKGROUND | choose one or write your own

☐ **Warpriest**
Your faith was tempered upon the battlefield and wrought by trial and tribulation. You take +1 to Defend or Defy Danger against the Enemies of your deity, and **when you Discern Realities** you can always ask "are there any signs of my Enemy's influence here?" in addition to your other questions.

☐ **Chirurgeon**
You have long strived to help others, no matter how grave their wounds or how grim the price. You ignore the slow tag on bandages, herbs and poultices, and **whenever you like**, you can spend 1 use of Adventuring Gear to produce 1-use of Bandages.

☐ **Pilgrim**
You have traveled far and wide in the name of your faith, and your experience shows. You always know the fastest and most direct route to the nearest holy site, and **when you Chart a Course or Undertake a Perilous Journey** you always gets to Keep Company (even if you're not the one rolling).

☐

STATS | assign these modifiers to your stats: +2, +1, +1, +0, +0, -1; add +1 at each even level (to a maximum of +3)

STR

☐ WEAKENED

DEX

☐ SHAKY

CON

☐ SICKENED

INT

☐ DAZED

WIS

☐ CONFUSED

CHA

☐ SCARRED

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

HIT POINTS

/ 20

ARMOUR

DAMAGE

d6

Modifiers & Tags:

LEVEL

XP

Mark XP when you roll a 6-

CLASS MOVES | you start with all of these

Divine Agent
You serve and worship a deity who grants you power. See the **Divine Agent** insert for details.

- Ascension**
You are the mouthpiece of the heavens, the hand of your god, their chosen representative on the mortal plane. Pick one of the following; as long as you are true in your faith, it is an immutable part of you.
- ☐ *By Fire and Brimstone:* **When you condemn someone for their words or deeds according to the precepts of your religion**, they feel true shame. They may deny it or try to hide it, but your conviction always cuts deep; you take +1 Forward with them.
 - ☐ *Show You the Way:* **When you instruct someone in their conduct or beliefs according to the precepts of your religion**, they will genuinely consider your counsel. If they end up following your advice, they take +1 Forward.
 - ☐ *Unearthly Body:* Choose a feature associated with your deity (rending claws, wings of sapphire feathers, an all-seeing eye, etc.); your deity has bestowed you with this auspicious boon.
 - ☐ *Uncanny Senses:* Choose a type of energy (divine influence, powerful emotions, necrotic taint, etc.); you can sense this type of energy as if it were tangible and visible.
 - ☐

STARTING GEAR

You carry some Rations (5 uses, food, 1 weight), some Poulitices and Herbs (2 uses, slow, 1 weight), and a divine symbol of your faith.

- Choose your wear:
- ☐ Chainmail (1 armour, 1 weight)
 - ☐ Spartan Robes (0 weight)
- Choose your armament:
- ☐ Warhammer (close, forceful, 2 weight)
 - ☐ Staff (close, two-handed, 1 weight)
- Choose two:
- ☐ Adventuring Gear (5 uses, 1 weight)
 - ☐ Flask of Whiskey (2 uses, 0 weight)
 - ☐ Healing Potion (0 weight)
 - ☐ Shield (+1 armour, 2 weight)

COINS & TREASURE	LOAD
	<i>Your Load is equal to 8+STR</i>
ITEMS	

ADVANCED MOVES | choose 1 at first level; add 1 each time you level up

- ☐ **Cloistered Wisdom**
When you Spout Lore or Discern Realities about something pertaining to your deity's Domains, you may roll +WIS instead of +INT.
- ☐ **Knowledge of the Faithful**
Requires: Level 6+, Cloistered Wisdom
When you use Cloistered Wisdom, treat any result of a 6- as a 7-9.
- ☐ **The Scales of Life and Death**
You can Aid and Interfere with an ally's Last Breath roll, and your allies can Aid and Interfere with your Last Breath rolls. Be aware that Death will gladly rope you (or your allies) into its bargains.
- ☐ **Cheat Death**
Requires: Level 6+, The Scales of Life and Death
When you have 0 HP, instead of taking your Last Breath, roll+WIS. On a 10+, you live and choose one:
 - You discover one of Death's dark secrets.
 - You have a moment with a soul of the deceased.
 - You manage to stay beneath Death's notice.On a 7-9, you live, but Death takes notice and you make a terrible discovery. On a 6-, in addition to whatever the GM says, you can cheat Death no longer and you must pass through the Black Gates now and forever.
- ☐ **Thaumaturgy**
When you petition your deity to perform a miracle that pertains to their Domains, tell the GM what you desire. Miracles are always possible, but the GM will give you 1 to 4 of the following conditions (separated by "ANDs" and "ORs"):
 - In return you will have to _____.
 - You'll need help from _____.
 - It will require _____.
 - The effect will be unfocused or flawed.
 - You'll have to satiate your deity's Demands.
 - Your deity will be left weakened or vulnerable.
 - It will attract, summon, or empower your deity's Enemies.*Miracle examples: Raising someone from the dead; restoring someone's missing limbs, eyes, horns, etc; unravelling the assorted dangers, threats, and grim portents of a front*
- ☐ **Miracle Worker**
Requires: Level 6+, Thaumaturgy
When you use Thaumaturgy to further your deity's will, you may ignore or veto one requirement of your choice.

- ☐ **My Faith is My Shield**
When you wear no armour and bear no shield, you get 2-armour.

- ☐ **Serenity**
When you move calmly and deliberately through a dangerous situation, take +1 to Defy Danger.

- ☐ ☐ **Extra Invocation**
Add an extra invocation to your list.

- ☐ ☐ ☐ **Greater Invocation**
Mark the *Greater* benefit of an invocation you know.

- ☐ **Heaven's Weaving**
When you Parley with or otherwise broker a deal with someone, your faith grants you insight into them; you may ask them up to two questions from the Discern Realities list.

- ☐ **Holy Beacon**
When you draw attention to yourself by word or by deed, roll+CHA. On a 7+, everyone turns and looks. On a 10+, you hold their gaze so long as you continue giving them reason to watch.

- ☐ **Haruspex**
When you Commune with your deity after fulfilling their Demands, you also take +1 Forward to follow the course of action that they suggest.

- ☐ **Divine Intervention**
When you Make Camp and pray to your deity, lose any hold you already have for this move and hold 1.
When you or an ally would take damage, you may spend this hold to call on your deity and have them intervene (a sudden gust of wind, a lucky slip, a burst of light), negating that damage.

- ☐ **Compel**
When you issue a command to an Enemy or Worshipper of your deity, assemble your command (containing a number of words equal to your level) and roll+WIS. On a 10+, they will act according to both the letter and the spirit of your command. On a 7-9, only one; the GM will say which.

- ☐ **Touching the Firmament**
Requires: Level 6+
When you invoke the terrible might of your deity, tell us how your deity's domain manifests itself (storms of blood or acid rain, winds strong enough to carry away buildings, earthquakes, etc.) and roll+WIS. On a 10+, their wrath instills onlookers with awe, fear, or ecstasy, as appropriate. On a 7-9, their divine influence still comes to pass, but there is massive collateral damage or some personal cost to you, the GM will say.

- ☐ **Evidence of Faith**
Requires: Level 6+
When you see the effects of divine magic, and you can ask the GM which deity granted the spell and its effects. You take +1 Forward to act on the answers.

- ☐ **Apotheosis**
Requires: Level 6+
When you take this move and spend some time establishing a unique and potent connection to your deity, choose another option from the Ascension list. In recognition of your devotion and faith, your deity bestows this gift upon you.

- ☐ **Anathema**
Requires: Level 6+
When you would deal damage to an Enemy of your deity, you also choose one of the following.
 - Your attack is *Brutal* (you roll damage twice and take the best results).
 - Your attack ignores their armour or any other defenses.
 - You suppress one of its unnatural powers.
 - You force it from its host, if any.**When you strike down an Enemy of your deity**, they are disintegrated, obliterated wholly by the power of your faith.

INVOCATIONS | choose 2 at first level; add 1 at each odd level

Cure Wounds

An ally you touch is either healed for 1d6+3 HP or cured of a mundane poison or disease.

Risk: The benefit is halved or only temporary; the GM will say.

- Greater: They either heal an extra +1d6 HP or recover from a debility of your choice.

Divine Wrath

A foe takes 1d6+3 damage (forceful) and is driven back.

Risk: They take only 1d6+1 damage and are not driven back.

- Greater: On a 12+, they are also left momentarily stunned and helpless.

Divine Ward

An ally takes +1 Forward to Defy Danger or is temporarily protected from something pertaining to your deity's domains.

Risk: It takes all your effort to grant them this protection, and you must Defy Danger once before you can do anything else.

- Greater: On a 12+, all your allies are affected.

Bless

An ally takes +1 armour Forward and +2 damage Forward.

Risk: The blessing draws the attention of a danger or worthy foe.

- Greater: The effect either gains the Ongoing tag, allowing it to last for as long as you maintain it (with Forward replaced by Ongoing), or all your allies are affected for a short time.

Contact Spirits

You can speak with the recently departed, or with a soul of your choosing; its spirit is pulled back through the planes, just close enough to speak to you and answer any one question you ask to the best of its ability.

Risk: The spirit is not bound to tell the truth or aid you.

- Greater: On a 12+, you can ask it any number of questions you desire; it will answer them as best it can.

Dismissal

Name an otherworldly entity or spirit you can see; it is banished from this world or back to whatever tethers it here.

Risk: It can choose to remain if it takes damage equal to your level (ignores armour).

- Greater: On a 12+, weaker entities are utterly destroyed. Stronger spirits are permanently banished from this place, with whatever tethers them here destroyed.

Bestow Curse

A foe you touch has their armour reduced to 0 or is struck by some supernatural disease, by blindness, or by some other affliction for a few minutes.

Risk: You also suffer the effects of the curse.

- Greater: On a 12+, the effect on your foe is permanent.

Cause Fear (ONGOING)

Name an individual or a type of mortal creature. They are filled with dread, causing them to recoil and back away; the weak and cowardly among them must outright flee.

Risk: Many more or fewer creatures than you expected are affected.

- Greater: On a 12+, even the mighty and strong-willed must flee.

Illuminate (ONGOING)

A magical light is projected from a point you choose, piercing darkness, illusions, and other falsehoods or trickery.

Risk: The enemies of your deity can sense the disturbance caused by your divine magic for miles around.

- Greater: The light is blinding to all who look upon it, and it deals 1d6 damage (ignores armour) to the enemies of your deity while the invocation lasts.

Sanctuary (ONGOING)

As you cast this spell, you walk the perimeter of an area, consecrating it to your deity. As long as you stay within this area, you are alerted whenever someone acts with malice within it (including entering with harmful intent).

Risk: The barrier is flawed; enemies of your deity can still enter, undetected and unhindered by your sanctuary.

- Greater: On a 12+, none can enter the sanctuary without your express knowledge and consent.

Muffling Mist (ONGOING)

An area you designate is blanketed by a thin, cloying fog while the spell is ongoing. The fog muffles all sounds within it and obscures the vision of anyone inside, preventing them from seeing any further than a few yards in front of them.

Risk: Something else comes with it; the GM will say.

- Greater: On a 12+, a deathly silence falls over the area you designate, and any creature who takes damage in the fog takes an extra 1d6 damage that ignores armour.

Planar Binding (ONGOING)

You summon a divine envoy of your deity to your side; your GM will describe it. This sentient entity will aid you as best it can until your deity calls for its return; treat it as a Follower with Cost: Divine Servitude and a total of three tags or moves of your choice.

Risk: The envoy is perverted or corrupt in some way, and they have a different Cost of the GM's choice (instead or in addition).

- Greater: The envoy can be bound to you permanently, although only one such servant can be bound at a time.

DIVINE AGENT

You serve and worship a deity who grants you incredible powers. First give them a name (maybe Helferth, Sucellus, Zorica, or Krugon the Bleak), and then define your deity's Domains as follows. All Clerics have this move, as well as all characters who take a move from the Cleric playbook.

NAME: _____

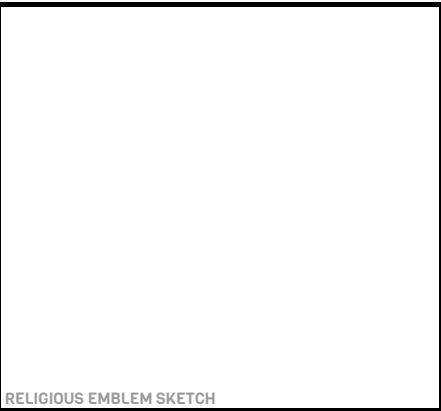
What do they Control (the sun, the seas, the skies, etc.)?

What do they Represent (love, death, war, wind, etc.)?

Who are their Worshipers (nobles, dwarves, wizards, etc.)?

Who are their Enemies (demons, undead, heretics, etc.)?

What are their Demands (sacrifices, secrets, victories, etc.)?



PRECEPTS | choose at least two to describe the practices and beliefs of your faith

- Always help those in need, even at great personal cost.
 - Always show honour and bravery, no matter the odds.
 - Always put the wants and needs of the faith first.
 - Always be judicious and humble of your granted power.
 - Always seek to improve yourself.
 - Always place logic and reason above all else.
 -
- Never grow too attached to the mortal realm or its affairs.
 - Never speak in vain or break your word, for it is sacred.
 - Never stray from the orders of your superiors.
 - Never suffer a heathen to live or to prosper.
 - Never steal from, lie to, or cheat another.
 - Never forget your heritage or your history.
 -
-

IMPULSE | choose at least one to describe the desires and goals of your deity

- To rule absolutely.
 - To corrupt and decrepify.
 - To alleviate pain and suffering.
 - To wage war and lay waste.
 - To forge the world anew.
 -
- To protect life in all its forms.
 - To maintain balance.
 - To seek out knowledge and secrets.
 - To foster learning and bestow enlightenment.
 - To control and manipulate.
 -

OTHER INVOCATIONS | for custom invocations, invocations acquired in-game, and similar

NOTES | write down additional details here, such as the mythology or history of your deity and their faith

THE DRUID

Cast your eyes around the fire. What has brought you to these people, stinking of the dust and sweat of the city? Perhaps it is a kindness—do you protect them as the mother bear watches over her cubs? Are they your pack, now? Strange brothers and sisters you have. Whatever your inspiration, they would certainly fail without your sharp senses and sharper claws. You are of the sacred spaces; you are born of soil and wear the marks of her spirits on your skin. You may have had a life before, maybe you were a city dweller like them, but not now. You’ve given up that static shape. Listen to your allies pray to their carved stone gods and polish their silver shells. They speak of the glory they’ll find back in that festering town you left behind.

Their gods are children, their steel is false protection. You walk the old ways, you wear the pelts of the earth itself. You’ll take your share of the treasure, but will you ever walk as one of them? Only time will tell.

NAME: _____
Examples: Hycorax, Ethanwe, Elana, Weylan, Rose, Mabe, Uriel, Udyr, Rehgar, Sigrial, Dunstan, Nils, Thistle, Taeros, Celsithrine, Froia, Pelin

DRIVE | choose one or write your own

☐ **Nature Claims All**
Destroy a symbol of civilisation.

☐ **Life’s Attendant**
Help something or someone grow.

☐ **Slayer of the Weird**
Eliminate an unnatural menace.

☐

BONDS | do this together with the group

You start with 4 Bonds, divided as you choose between the other members of your party. Each is a statement about how you relate to them, and they will change and grow over the course of play.

Examples:
_____ smells like prey, but I will make them into a predator.
I will cleanse _____ of the spirits that haunt them.
_____ and I are pledged to purge the sickness that plagues the land.
Because of _____, I have changed as a person.
_____ knows the secrets of the wilds.
_____ mistakenly believes that I must be tamed.
I have absolute faith in _____’s abilities.

_____ ☐ ☐

_____ ☐ ☐

_____ ☐ ☐

_____ ☐ ☐

CHARACTER SKETCH

LOOK | pick as many that apply

- Female, Male, Ambiguous, Concealed, Transgressing, _____
- Human, Elf, Dwarf, Halfling, Gnome, Kobold, Goblin, Orc, Hobgoblin, Gnoll, Triton, Faun, Wildling, Centaur, _____
- Messy Hair, Braided Hair, Fur-Lined Hood, _____
- Ceremonial Garb, Practical Leathers, Weathered Hides, _____
- Tell: Antlers, Leopard Spots, Crystalline Eyes, Webbed Digits, Quill-Like Hair, Cloven Hooves, Serpentine Tongue, _____

BACKGROUND | choose one or write your own

☐ **Born of the Soil**
You learned your magic in a place where the spirits are strong and ancient. Choose a land (the great forests, the sapphire islands, the frozen north, the depths of the earth, etc); you take +1 to Shapeshift into the form of an animal from that land.

☐ **Totemist**
You are bound to a specific animal or beast; your Tell reflects it, and you always possess its Instinct. **When you use Shapeshifter to take the form of your totem**, you treat any result of a 6- as a 7-9, and and result of a 7-9 as a 10+.

☐ **Fey-Touched**
You were taken or trained by the fey to become nature’s servant. **When you use Communion of Whispers**, you can call upon your fey brethren and their eldritch court to provide you with a second insight in exchange for a favour (the GM will say what).

☐

STATS | assign these modifiers to your stats: +2, +1, +1, +0, +0, -1; add +1 at each even level (to a maximum of +3)

STR

☐ WEAKENED

DEX

☐ SHAKY

CON

☐ SICKENED

INT

☐ DAZED

WIS

☐ CONFUSED

CHA

☐ SCARRED

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

HIT POINTS

/ 20

ARMOUR

DAMAGE

d6

Modifiers & Tags:

LEVEL

XP

Mark XP when you roll a 6-

CLASS MOVES | you start with all of these

Shapeshifter
When you call upon the spirits to change your shape, name a non-magical animal; you take its form, but roll+WIS. On a 10+, you transform quickly and without issue. On a 7-9, you still transform, but you are put in a spot or draw unwanted attention.
While in your borrowed shape, you gain any innate abilities and weaknesses of the form; claws, wings, gills, breathing water instead of air, and so on. You also gain the Instinct of your new form; if you try and ignore this primal urge or keep it in check, you must Defy Danger. You may return to your normal form (or that of another creature via Shapeshifter) at any time.

Example Shapeshifter Instincts:
To smash and tear.
To fly free and without care.
To prey upon the weak and isolated.
To consume and devour.
To skulk about and ambush the unsuspecting.
To weave webs and victimise the foolish.
To assault and challenge the brave or strong.

STARTING GEAR

You carry a Token of the Spirits.

- Choose your defenses:
- ☐ Hide Armour (1 armour, worn, 1 weight)
 - ☐ Wooden Shield (+1 armour,1 weight)
- Choose your armament:
- ☐ Shillelagh (close, 2 weight)
 - ☐ Staff (close, two-handed, 1 weight)
 - ☐ Spear (close, thrown, near, 1 weight)
- Choose one:
- ☐ Adventuring Gear (5 uses, 1 weight)
 - ☐ Poultices & Herbs (2 uses, slow, 1 weight)
 - ☐ Halfling Pipeleaf (6 uses, 0 weight)

COINS & TREASURE	LOAD
ITEMS	
Your Load is equal to 8+STR	

ADVANCED MOVES | choose 1 at first level; add 1 each time you level up

- ☐ **Thing-Talker**
You see the spirits in the sand, the sea, and the stone. You can now apply your Shapeshifter and Spirit Tongue moves to inanimate natural objects (plants and rocks) or creatures made thereof. Thing-Talker forms can be exact copies, or can be mobile, vaguely humanoid-shaped entities. Work with the GM to define the qualities, limitations, and Instinct of such forms.
- ☐ **World-Talker**
Requires: Level 6+, Thing-Talker
You see the patterns that make up the fabric of the world. You can now apply your Shapeshifter and Spirit Tongue moves to pure elements - fire, water, air, and earth. Work with the GM to define the qualities, limitations, and Instinct of such forms.
- ☐ **Call of the Wild**
When you summon nature's beasts to your presence or to the presence of someone else, choose a type of animal and roll+WIS. On a 7+, they congregate at a location you choose. On a 7-9, choose 1:
 - It takes time for them to gather.
 - You are not precise about the location.
 - You attract other animals in addition to or instead of those you intended.
- ☐ **Command Nature**
Requires: Level 6+, Requires: Call of the Wild
When you use Call of the Wild, you may instead attempt to call upon nature's chosen - treants, wisps, fey, and other magical creatures.

- ☐ **Eye of the Storm**
When you exert your will in a circle around yourself, roll+CON. On a 10+, the world calms around you; the earth below your feet stops breaking apart, nearby flames peter out, and storms break around you. On a 7-9, this calmness affects only you and physical objects you can touch, and only as long as you are touching it.
- ☐ **Elemental Mastery**
Requires: Level 6+, Eye of the Storm
When you call on the primal spirits of fire, water, earth, or air to perform a task for you, roll+CON. On a 7+, the effect you desire comes to pass. On a 7-9, you also choose 1.
 - You must pay nature's price.
 - You lose control.On a 6-, some catastrophe occurs as a result of your calling.

- ☐ **Barkskin**
You have 2-armour so long as your feet touch the ground.

- ☐ **Earthly Disciple**
When you use Spirit Tongue to Parley, you may roll +WIS instead of +CHA.
When you Spout Lore about animal, nature, or the balance of life, you may roll +WIS instead of +INT.

- ☐ **Eyes of the Tiger**
When you mark an animal with blood, mud, or dirt, you can see through its eyes as if they were your own, no matter what distance separates you. Only one animal may be marked in this way at a time.
- ☐ **Trackless Step**
When you move through nature, you leave no trace and you effortlessly overcome any hindering or treacherous terrain.

- ☐ **Formcrafter**
When you Shapeshift, choose a stat; you take +1 Ongoing to rolls using that stat while shifted. The GM will choose a different stat; you take -1 Ongoing to rolls using that stat while shifted.
- ☐ **Balance**
BALANCE:
When you deal damage, take 1 Balance.
When you touch someone and channel the spirits of life, you may spend Balance. For each Balance spent, heal 1d6 HP.
When you Make Camp or otherwise rest, lose all Balance.

- ☐ **Shed**
When you take damage while Shapeshifted, you may choose to forcibly revert to your normal form in order to negate the damage. If you do, you can't use this ability again until you take the time to appeal to the spirits and reaffirm your Bond.

- ☐ **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.

- ☐ **Red of Tooth and Claw**
Requires: Level 6+
When you take the form of a creature both dangerous and fearsome, your attacks are *Brutal* (you roll damage twice and take the best results) and gain one of the following tags: *Messy*, *Forceful*, or *Vicious*.

- ☐ **Doppelganger's Dance**
Requires: Level 6+
When you have time (a few hours) to study the essence of a specific individual, you can take their exact form using Shapeshifter. You can only remember one such form at a time.
When you Shapeshift, you can choose to suppress your tell; if you do, you take -1 Ongoing until you return to your own form.

- ☐ **To Speak With the World Itself**
Requires: Level 6+
When you use Communion of Whispers, whatever the result, you may ask any one question about the vision you received. The spirits will answer you to the best of their knowledge and ability.

- ☐ **Chimera**
Requires: Level 6+
When you Shapeshift, you may create an entirely imagined form composed of up to three different shapes, such as a bear with the wings of an eagle and the head of a ram. If you have Thing-Talker or World-Talker, you can include shapes available from those moves as well. Work with the GM to define the qualities, limitations, and Instinct(s) of this merged form.

- ☐ **Embracing No Form**
Requires: Level 6+
When you Shapeshift, you no longer have to Defy Danger to ignore or control your chosen form's Instinct(s). At the end of the session, if you did as a chosen form's Instinct desired of you, mark XP.

- ☐ **Form of Legend**
Requires: Level 6+
You can now apply your Shapeshifter and Spirit Tongue moves to fantastical beasts; those with magical or supernatural powers (like a cockatrice's petrifying touch or a unicorn's purifying horn).
When you Shapeshift into the form of a fantastical beast, hold Power equal to your CON. You can spend your Power, 1-for-1, to use the shape's magical or supernatural powers.
When you spend your last Power, you must give up your borrowed shape.

THE FIGHTER

It's a thankless job—living day to day by your armour and the skill of your arm, diving heedlessly into danger. They won't be playing golden horns for the time you took that knife to the ribs for them in the bar in Bucksberg. No flock of angels will sing of the time you dragged them, still screaming, from the edge of the Pits of Madness, no.
Forget them.

You do this for the guts and the glory, for the scream of battle and the hot, hot blood of it. You are a beast of iron. Your friends may carry blades of forged steel but, fighter, you are steel. While your traveling companions might moan about their wounds around a campfire in the wilderness, you bear your scars with pride.

You are the wall—let every danger smash itself to dust on you. In the end, you'll be the last one standing.

NAME: _____

Examples: Elohiir, Hawke, Finnegan, Olive, Ozruk, Surtur, Cadeus, Shanna, Greta, Lenna, Walton, Brianne, Kithracet, Ithemwe, Jarl

DRIVE | choose one or write your own

☐ **Protector**

Endanger yourself to protect those weaker than you.

☐ **Victor**

Defeat an opponent worthy of your might and skills.

☐ **No Quarter**

Kill a defenseless or surrendered enemy.

☐

BONDS | do this together with the group

You start with 4 Bonds, divided as you choose between the other members of your party. Each is a statement about how you relate to them, and they will change and grow over the course of play.

Examples:

_____ owes me their life.

_____ is soft, but I will make them hard like me.

I've sworn to protect _____ from their greatest enemy.

I'm worried that _____ will abandon us when things get tough.

_____ is my rival, and I theirs.

I once fought something great and terrible alongside _____.

_____ knows what I am like beneath my resolve.

_____ ☐ ☐

_____ ☐ ☐

_____ ☐ ☐

_____ ☐ ☐

CHARACTER SKETCH

LOOK | pick as many that apply

- Female, Male, Ambiguous, Concealed, Transgressing, _____
- Human, Elf, Dwarf, Halfling, Gnome, Kobold, Goblin, Orc, Hobgoblin, Gnoll, Minotaur, Ogre, Dragonkin, Vanara, _____
- Hard Eyes, Dead Eyes, Eager Eyes, _____
- Wild Hair, Shorn Hair, Battered Helm, _____
- Calloused Skin, Tanned Skin, Scarred Skin, _____

BACKGROUND | choose one or write your own

☐ **Champion**

Gladiator, hero, warlord - you've been at least one of these things, if not more, and it's taught you where the battle truly lies: in the hearts and eyes of the crowd. **When you enter a fight or deliver a killing blow**, you become the center of attention.

☐ **Mercenary**

In the messy line of work that you were in, you learned to read folks truer than most - especially your employers. **When you Parley with or otherwise broker a deal with someone**, you may ask a question about them from the Riddle of Steel list.

☐ **Soldier**

You inspire others with your relentless fortitude and perseverance. **When you Chart a Course**, you and those you lead arrive at your destination faster than anticipated. **When you Undertake a Perilous Journey by moving ahead quickly**, you may choose the person with the lowest Constitution instead of the lowest Dexterity; they roll+CON (instead of +DEX).

☐

STATS | assign these modifiers to your stats: +2, +1, +1, +0, +0, -1; add +1 at each even level (to a maximum of +3)

STR

☐ WEAKENED

DEX

☐ SHAKY

CON

☐ SICKENED

INT

☐ DAZED

WIS

☐ CONFUSED

CHA

☐ SCARRED

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

HIT POINTS

/ 24

ARMOUR

DAMAGE

d6+2

Modifiers & Tags:

LEVEL

XP

Mark XP when you roll a 6-

CLASS MOVES | you start with all of these

- Battered Resolve**
- You are a mortal bastion against the unknown, the bizarre, and the weird. You have fought creatures beyond imagining, odds beyond reason - and yet still you stand, alive and well. Choose the one, immutable quality that has kept you whole:
- ☐ *Not to be Trifled With:* Your iron fist commands respect. **When you Parley using threats of violence as leverage**, you may roll +STR instead of +CHA.
 - ☐ *Deathless:* You've escaped Death's grasp once before and lived to tell the tale; its embrace no longer fazes you. **When you take your Last Breath**, you may roll +CON.
 - ☐ *Keen-Eyed:* Nothing escapes your notice. **When you Discern Realities**, add the following question to the list: "How can I turn this situation to my advantage?"
 - ☐ *Impressive Poise:* Your grace and wit take people by surprise. **When you catch someone off-guard with your quick reflexes or thinking**, take +1 Forward against them.
 - ☐

Signature Weapon

You carry a unique weapon, without compare; it is your best friend, your life, and the one thing you can always rely on. Your weapon is 2-weight; give it a name, describe it, and tell us how it came into your possession.

Choose the most appropriate range for your weapon:

☐ Hand ☐ Close ☐ Reach ☐ Near

Then pick two enhancements it has:

- ☐ It glows in the presence of _____ (goblins, mages, etc)
- ☐ Grisly: It deals +1 damage and is vicious.
- ☐ Sharp or Spiked: It has 2-piercing.
- ☐ Versatile: It has an additional range.
- ☐ Huge: It has the messy and forceful tags.
- ☐ Well-Crafted: It has -1 weight.
- ☐ Perfectly-Weighted: It has the precise tag.
- ☐
- ☐

Riddle of Steel

When you Discern Realities in combat, take +1.

When you engage a sentient foe in combat, you may ask one of the following questions; the GM will answer you truthfully.

- What do they expect to achieve?
- What are they trying to hide?
- What emotion drives them?

Armoured

You ignore the clumsy tag on armour you wear.

STARTING GEAR

You carry your Signature Weapon (2 weight) and some Rations (5 uses, food, 1 weight).

- Choose your defenses:
- ☐ Chainmail (1 armour, worn, 1 weight) and Adventuring Gear (5 uses, 1 weight)
 - ☐ Scale Armour (2 armour, worn, clumsy, 1 weight)
- Choose two:
- ☐ 1 Healing Potion (0 weight)
 - ☐ 22 Coins
 - ☐ Shield (+1 armour, 2 weight)
 - ☐ Antitoxin (0 weight) and Poultices & Herbs (2 uses, slow, 1 weight)

COINS & TREASURE

LOAD

Your Load is equal to 8+STR

ITEMS

ADVANCED MOVES | choose 1 at first level; add 1 each time you level up

- ☐ **Through Death's Eyes**
When you go into battle, roll+WIS. On a 10+, name one NPC who will live and one who will die. On a 7-9, name one or the other. The GM will make your vision come true, if it's even remotely possible. On a 6-,in addition to whatever the GM says, you see your own death; take -1 Ongoing throughout the battle.
- ☐ **Visions of Death**
Requires: Level 6+, Through Death's Eyes
When you use Through Death's Eyes, on a 12+, you may instead name two NPCs who will die. If you do, you take +1 Ongoing to seal their fates.

- ☐ **Thicket of Blades**
When you engage an enemy in melee combat, they are forced to acknowledge you.
When an enemy you are engaged with makes a move against anyone other than you, you may attempt to stop them. If you do, roll+INT. On a 10+, their move is cancelled - their attack is blocked, their escape route cut off, their spell interrupted. On a 7-9, you intercept their move - rather than who they were originally aiming for, they hit you.

- ☐ **Predator Instincts**
Requires: Level 6+, Thicket of Blades
When you use Thicket of Blades, on a 12+, you do more than just stop their move - they give you an opening. Disarm them, cripple them, or just deal your damage, your choice.

- ☐ **To Me, My Brothers!**
When you attempt to rally warriors to your banner, roll+CHA. On a 7+, they will fight alongside you for one battle. On a 10+, choose 3. On a 7-9, choose 2.
 - The warband is as large as you could hope for.
 - The warband will follow you into the jaws of hell itself.
 - The warband is well-equipped.
 - The warband is made up of veteran warriors.
 - The warband will not expect a great reward after the battle.

- ☐ **Great Khan**
Requires: Level 6+, To Me, My Brothers!
When you use To Me, My Brothers! You choose an additional option on a 7+. Add the following to the list:
 - The warband will bring mystical powers or ancient artifacts to bear on your foes.
 - The warband will follow you as long as you continue to bring them victories.

- ☐ **Bend Bars, Lift Gates**
When you use pure strength to destroy an inanimate obstacle, roll+STR. On a 10+, choose 3. On a 7-9, choose 2.
 - It doesn't take a very long time.
 - Nothing of value is damaged.
 - It doesn't make an inordinate amount of noise.
 - You can fix the thing again without a lot of effort.

- ☐ ☐ **Improved Weapon**
Choose an extra enhancement for your Signature Weapon.

- ☐ **Dabbling Warrior**
Gain one non-multiclass move of your choice from any class list. Treat your level for this move as if you were one level lower.

- ☐ **Blacksmith**
When you have access to a forge, you can graft the magical powers of a weapon onto your Signature Weapon. This process destroys the magical weapon, but your Signature Weapon gains all of its properties.

- ☐ **Strength of Ten**
You always win one-on-one contests of strength. Also, choose 1:
 - ☐ Every attack you make has the forceful tag.
 - ☐ Every melee weapon you wield has the thrown and near tags.
 - ☐ Every ranged weapon you wield has the far tag.

- ☐ **Strength of a Hundred**
Requires: Strength of Ten
Anyone you carry counts as 1 weight, no matter how much they weigh or carry themselves. Also, either take another choice from the Strength of Ten list, or take this:
 - ☐ Anyone you pick up has the thrown and near tags.

- ☐ **Shield Mastery**
When you are struck by a physical attack while wielding a shield, you can choose to have your shield take the brunt of it, destroying it but leaving you unharmed.

- ☐ **Ironclad**
Armour and shields you wear or bear do not count against your Load (they weigh nothing). **When you spend some time (about half an hour) to repair, maintain, and reinforce your armour**, take +2 armour Forward.

- ☐ **Merciless**
Requires: Level 6+
When you fight to kill and hold nothing back, your attacks are Brutal (you roll damage twice and take the best results) and you take +2 damage Forward.

- ☐ **Walk it Off**
Requires: Level 6+
You restore debilities at a rate of three days, even without extensive rest or medical care.

- ☐ **Superior Warrior**
Requires: Level 6+
When you Hack and Slash or Volley, on a 12+, you may choose to also impress, dismay, or frighten your enemies.

- ☐ **Sense of Unease**
Requires: Level 6+
Whenever the bizarre and magical powers wielded by supernatural entities cause you to Defy Danger, treat any result of a 6- as a 7-9.

- ☐ **Magic Weapon**
Requires: Level 6+
When you take this move and spend some uninterrupted time meditating with your Signature Weapon, choose a special power from the list below. Your weapon gains this power as long as it is held by you.
 - ☐ *Bane:* It kills _____ (a specific type of creature; your choice) with but a single wound.
 - ☐ *Divine:* It is blessed by the gods, and is immediately recognisable as such.
 - ☐ *Returning:* It always returns to your hand.
 - ☐ *Clearcutting:* It cuts through wood and stone like butter.
 - ☐ *Vorpal:* It ignores armour and causes profuse bleeding.
 - ☐

THE IMMOLATOR

They pray to their gods for strength like fools; others, too smart for their own good, read books. Others, still, train with their sword-arms or their tongues. Not you, though. Somehow, somewhy, you found power through another way, one wrought in fire and pain. You made a sacrifice, then and there, freely given, for powers beyond the ken of mere mortals.

And it feels so, so good.
You're the wildcard now. The uncaged flame, burning with passion and leaving ruin in your wake. Everyone else can feel it, too; your fire stokes theirs, filling your new adventuring comrades with furore and brightening the lives of every yokel and maiden lucky enough to cross your path. You've never felt so alive! And so what if there's trouble following you every which way; all the more reason to live life to the fullest, right?
Live fast, die young, and make sure you're not the one who's gotta pick up all the pieces.

NAME: _____
Examples: Solomon, Omen, Leoric, Charfiend, Agar, Kithduin, Isilmwe, Haeralos, Kilkarn, Candlewick, Ignis, Yajna, Hart, Emberlash, Prynne

DRIVE | choose one or write your own

- ☐ **Thrills**
Throw caution to the wind for your own personal gain.
- ☐ **Glory**
Utterly obliterate something significant or meaningful.
- ☐ **Power**
Exchange a sacrifice, freely given, for a service rendered.
- ☐

BONDS | do this together with the group

You start with 3 Bonds, divided as you choose between the other members of your party. Each is a statement about how you relate to them, and they will change and grow over the course of play.
Examples:
_____ *has felt the hellish touch of my fire.*
I once cast something into the flames for _____.
_____ *has also seen the fiery fate that will soon befall this world.*
_____ *thinks I'm more trouble than I'm worth, and they're right.*
I have never met anyone more full of life than _____.
I once bent _____ *to my will; never again.*
Both _____ *and I understand the true meaning of sacrifice.*
_____ *needs to learn how to let loose and enjoy themselves.*

_____ ☐ ☐

_____ ☐ ☐

_____ ☐ ☐

CHARACTER SKETCH

- LOOK** | pick as many that apply
- Female, Male, Ambiguous, Concealed, Transgressing, _____
 - Human, Elf, Dwarf, Halfling, Gnome, Kobold, Goblin, Orc, Hobgoblin, Gnoll, Salamander, Mephit, Planetouched, _____
 - Lithe Body, Knobby Body, Flabby Body, _____
 - Shifty Eyes, Criminal Eyes, Deceitfully Innocent Eyes, _____
 - Cropped Hair, Messy Hair, Hooded Head, _____

BACKGROUND | choose one or write your own

- ☐ **Touched by Flame**
Through some tragedy, your soul has been suffused by fire. Non-magical heat and fire no longer harm you, and winter's chill no longer bites as deep.
- ☐ **Fire Fiend's Chosen**
You were as much born as you were made, and your liege demands payment for his boon. Your Firebrand has the *living* and *hungry* tags instead of the *dangerous* tag, and you can never remove them.
- ☐ **Legacy of the Phoenix**
You lost your life - only to have it returned to you, burning even brighter than before. **When you go out in a blaze of glory for the first time in a session and would take your Last Breath**, the flames intervene on your behalf. Instead of dying, you return to life with 1d6 HP and with something inherent and valuable to you sacrificed to the flames; the GM will say what.

☐

STATS | assign these modifiers to your stats: +2, +1, +1, +0, +0, -1

STR

☐ WEAKENED

DEX

☐ SHAKY

CON

☐ SICKENED

INT

☐ DAZED

WIS

☐ CONFUSED

CHA

☐ SCARRED

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

HIT POINTS

/ 18

ARMOUR

DAMAGE

d6+1

Modifiers & Tags:

LEVEL

XP

Mark XP when you roll a 6-

CLASS MOVES | you start with all of these

Firebrand

When you conjure a weapon of pure flame, describe its shape. It forms in your hands, choose up to one of the following tags and roll+CON. On a 7+, it forms as you desire. On a 10+, it also either has +1 Damage or loses the Dangerous tag.

- Close
- Reach
- Thrown (Near)
- Vicious

If you have the advanced move This Killing Fire, you can also choose from the following list:

- Messy & Forceful
- Area
- Near
- Far

You may treat your DEX as your STR when making attacks with this weapon, it always begins with the Fiery, Hand, and Dangerous tags, and it lasts for as long as you need it.

Flame in the Heart

When you gaze intensely into someone's 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.

STARTING GEAR

You carry no weapons and need no armour but the flames that burn within you. You do bear, however, a Grim Keepsake of your past sacrifices.

- Choose one:
- ☐ Adventuring Gear (5 uses, 1 weight)
 - ☐ 10 Coins
- Choose two:
- ☐ Healing Potion (0 weight)
 - ☐ Rations (5 uses, food, 1 weight)
 - ☐ Bandages (6 uses, slow, 0 weight)
 - ☐ Flask of Whiskey (2 uses, 0 weight)
 - ☐ Pipeleaf (6 uses, 0 weight)

COINS & TREASURE	LOAD
	Your Load is equal to 8+STR
ITEMS	

ADVANCED MOVES | choose 1 at first level; add 1 each time you level up

☐ Enkindler
When you speak firmly and passionately to an NPC, choose one of the following and roll+CHA. On a 7+, 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.

☐ Fanning the Flames
Requires: Level 6+, Enkindler
You may apply the effects of Enkindler to a group of people - a dozen or so - all at once.

☐ Lore of Flame
When you enter a trance before a fire, seeking a prophetic vision from the flames, the GM will reveal the details of a grim portent to you - a bleak event that will come to pass without your intervention. You take 1 Preparation towards stopping it.

☐ See the Heart
Requires: Level 6+, Requires: Lore of Flame
When you enter a trance before a fire, asking the flames about someone you know, roll+CHA. On a 10+, ask any two of the following, and the GM will answer truthfully. On a 7-9, ask only one.

- What are they doing, right now?
- Who do they trust or like the most?
- How could I get to them, physically or emotionally?
- When can I expect to see them next?

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

☐ Twisted Firestarter
Requires: Level 6+, Replaces: Zuko Style
When you bend a flame to your will, roll+CON. On a 7+, it does as you command, taking the shape and movement that you desire for as long as it has fuel on which to burn. On a 12+, choose 2. On a 10-11, choose 1.

- The flame will massively grow in both size and ferocity.
- The flame will persist for a short time without fuel.
- The flame will burn away more than just flesh and bone; those who survive are scarred forever, losing whatever they hold most dear through some twist of fate.

☐ Reckless Attacker
When you Hack and Slash and choose to expose yourself to your enemy on a 10+, your aggression catches them off-guard or puts them in a spot; tell us how.

☐ Hypnotic Tether
When you use Mesmeric, take +1 hold, even on a 6-. Whenever you like, you can choose to look and listen through the eyes and ears of someone you have hold over, just like that.

☐ Give Me Fuel, Give Me Fire
When you take damage while unarmoured, take 1 Fuel. When you call upon your inner fire to come to your aid, spend a Fuel and choose one:

- You take +1 Forward to conjure your Firebrand.
- You take +1 damage Forward with your Firebrand.

When you Make Camp or otherwise rest, lose all Fuel.

☐ This Killing Fire
When you use Firebrand, you may choose up to two tags. You also add the following options to the list: Messy & Forceful, Area, Near, and Far.

☐ Twice as Bright, Half as Long
When you channel 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 ability again until you have fulfilled their wishes, and refusing to do so may have dire consequences.

☐ Troublemaker
When your reputation for mischief, danger, or destruction precedes you, don't roll for Outstanding Warrants. Everyone knows about you, and the authorities don't want to start trouble with you in the hopes that you won't start trouble with them.

☐ Burn Down the House
You are the party; take +CHA to Carouse.
When you Carouse, on a 10-11, choose 1. On a 12+, choose 2.

- You acquire the aid of a helpful companion, with Cost: Debauchery, as if you had rolled a 10+ to Recruit.
- You actually make some money back; gain 2d6+CHA coin.
- Someone important owes you a favour; write a Bond with them explaining why.

☐ From Hell's Heart
Requires: Level 6+
When you bring forth fire with any of your moves, you may bring forth the black fires of hell itself. This hellfire gives off no heat and ignores armour, scorching the soul itself. Those creatures without souls are left unharmed.

☐ Too Hot to Handle
Requires: Level 6+
When you enter combat, roll+CHA. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold, 1-for-1, to make eye contact with an NPC present who freezes or flinches and can't act until you break it off. On a 6-, your enemies immediately identify you as their biggest threat.

☐ Watch the World Burn
Requires: Level 6+
When you channel the flames and call down a firestorm, tell the GM what you're sacrificing and roll+CON. The sky open ups and fire pours like rain within an area proportionate to your sacrifice; everyone and everything in the area takes damage as appropriate. On a 10+, you can extinguish the storm with a little effort. On a 7-9, the fires rage out of control, spreading and dusting where they are carried by wind and weather. On a 6-, something cruel, intelligent, and hungry comes with the storm.

☐ Snuff Out
Requires: Level 6+
When you brutally end the life of an unworthy foe (your call) in full view of their allies, they gain an intense fear of you and you take +1 Ongoing to intimidate and attack them, forever.

THE PALADIN

Hell awaits. An eternity of torment in fire or ice or whatever best suits the sins of the damned throngs of Dungeon World. All that stands between the pits of that grim torture and salvation is you. Holy man, armoured war machine, templar of the Good and the Light, right? The cleric may say his prayers at night to the gods, dwelling in their heavens. The fighter may wield his sharp sword in the name of “good” but you know. Only you. Eyes, hands, and sweet killing blow of the gods, you are. Yours is the gift of righteousness and virtue—of justice, of Vision, too. A purity of intent that your companions do not have. So guide these fools, paladin. Take up your holy cause and bring salvation to the wastrel world. Vae victis, right?

NAME: _____
Examples: Thaddeus, Augustine, Kendrick, Errol, Callemwyr, Brom, Hildur, Ulla, Regulus, Octavia, Seamus, Kyra, Galfenol, Lanethiir, Olyn

DRIVE | choose one or write your own

☐ **No Rest for the Wicked**
Deny mercy to a criminal, heretic, or unbeliever.

☐ **Protector of the Just**
Endanger yourself to protect someone weaker than you.

☐ **Above the Law**
Punish unbelievers for your own gain or to further your goals.

☐

BONDS | do this together with the group

You start with 4 Bonds, divided as you choose between the other members of your party. Each is a statement about how you relate to them, and they will change and grow over the course of play.
Examples:

_____ shares my convictions.
For what they have done, I am sworn to guide and protect _____.
I have heard of _____'s exploits and am suitably impressed.
_____ gave me food and shelter when I had nothing.
_____ does not trust me, and I they.
I shall take _____ under my wing and teach them all I know.
I am in love with _____.

_____ ☐ ☐

_____ ☐ ☐

_____ ☐ ☐

_____ ☐ ☐

CHARACTER SKETCH

LOOK | pick as many that apply

- Female, Male, Ambiguous, Concealed, Transgressing, _____
- Human, Elf, Dwarf, Halfling, Gnome, Kobold, Goblin, Orc, Hobgoblin, Gnoll, Dragonkin, Planetouched, Jackalfolk, _____
- Kind Eyes, Fiery Eyes, Glowing Eyes, _____
- Bald Head, Styled Hair, Decorated Helmet, _____
- Holy Symbol: Weathered, Fancy, Bloodstained, _____

BACKGROUND | choose one or write your own

☐ **Impartial Judge**
You are the open hand of redemption, and the clenched fist of punishment. **When a Paladin move asks you to roll +CHA or when you Parley on honest terms**, you may roll +WIS instead.

☐ **Mighty Meek**
You overcame incredible odds to find your strength, but you still trust and treasure those you care for. **When you Aid an ally**, you may choose to suffer the consequences of their actions for them.

☐ **Relentless Hero**
You are dauntless in your pursuits, and you will stop at nothing to see them done. **When you pursue your Drive or when you first take on a Quest**, take +1 Forward.

☐

STATS | assign these modifiers to your stats: +2, +1, +1, +0, +0, -1; add +1 at each even level (to a maximum of +3)

STR

☐ WEAKENED

DEX

☐ SHAKY

CON

☐ SICKENED

INT

☐ DAZED

WIS

☐ CONFUSED

CHA

☐ SCARRED

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

HIT POINTS

/ 22

ARMOUR

DAMAGE

d6+2

Modifiers & Tags:

LEVEL

XP

Mark XP when you roll a 6-

CLASS MOVES | you start with all of these

- Devout Virtue**
- You adhere to a strict moral code that grants you power beyond that wielded by normal folk. Choose two of the following vows:
- ☐ **Justice:** Suffer not a crime unpunished.
When you question a defeated, captured, or willing individual, you can stare into their eyes to know if they are lying or not.
 - ☐ **Mercy:** Let no innocent creature suffer in your presence.
Whenever you heal someone else, you are healed for half the amount you healed them by.
 - ☐ **Courage:** Refuse to let those who have power abuse it.
Whenever you Defend another person and choose to damage the attacker, you deal full damage (not half).
 - ☐ **Purity:** Abstain from mortal pleasures and finery.
You are immune to all mundane poisons and diseases.
 - ☐ **Loyalty:** Remain true to your word and to your allies.
When you speak the truth, none can doubt you; they might deny what you say, but in their hearts they recognise the truth.
 - ☐ **Penitence:** Do not needlessly kill intelligent creatures.
When you try to prevent a conflict, take +1.
 - ☐
 - ☐

- The Chains of Faith**
- Whenever you fail to act in accordance to one of your Divine Virtues**, depending on the severity of your actions, you may lose access to that vow and its associated benefits until you atone for your misdeeds. The GM will tell you what you must do.
- I Am the Law**
- When you give an NPC an order based on your righteous authority**, roll+CHA. On a 7+, the GM chooses one:
- They'll do what you say.
 - They'll back away cautiously, then flee.
 - They'll attack you.
- On a 10+, you also take +1 Forward against them. On a 6-, in addition to whatever the GM says, you take -1 Forward against them.
- Lay On Hands**
- When you touch someone, skin to skin, and pray for their well-being**, choose one of the following:
- They heal 1d6+1 damage.
 - They are cured of one mundane 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 are either drained (taking 1d6+1 damage that ignores armour) or left exposed.
- Armoured**
- You ignore the *clumsy* tag on armour you wear.

STARTING GEAR

You wear Scale Armour (2 armour, worn, clumsy, 3 weight) and carry some Rations (5 uses, food, 1 weight).

Choose your weapon:

- ☐ Halberd (reach, +1 damage, two-handed, 2 weight)
- ☐ Longsword (close, +1 damage, 1 weight) and Shield (+1 armour, 2 weight)

Choose one:

- ☐ Adventuring Gear (5 uses, 1 weight)
- ☐ Healing Potion (0 weight)
- ☐ 10 Coins
- ☐ Bandages (6 uses, slow, 0 weight)

COINS & TREASURE	LOAD
	<i>Your Load is equal to 8+STR</i>
ITEMS	

ADVANCED MOVES | choose 1 at first level; add 1 each time you level up

- ☐ **Charge!**
When you lead the charge into combat, those you lead take +1 Forward.
- ☐ **Ever Onward**
Requires: Level 6+, Replaces: Charge!
When you lead the charge into combat, those you lead take +1 Forward and +2 armour Forward.
- ☐ **Staunch Defender**
When you Defend, you take an additional 1 hold, even on a 6-.
Whenever you spend hold to Defend someone or something else, you also reduce the attacker's damage by 1, if appropriate.
- ☐ **Impervious Defender**
Requires: Level 6+, Staunch Defender
When you Defend, on a 12+, instead of taking any hold you may choose to instead thwart the attack entirely and put your attacker in a spot.
- ☐ **Voice of Authority**
When you raise your voice, it carries far and cuts through even the din of heavy battle. You also take +1 to Recruit or to Order a Follower.
- ☐ **Unquestioned Authority**
Requires: Level 6+, Voice of Authority
When you roll a 12+ to Order a Follower, they transcend their moment of fear and doubt and carry out your order with particular effectiveness and efficiency.
- ☐ **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 someone or 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.
- ☐ **Perfect Knight**
Requires: Level 6+, Quest
When you **Quest**, you receive two Blessings instead of one.
- ☐ **Merciful Intervention**
When you use Lay On Hands on an ally, you may choose a second option from the list (even one you've already chosen).
- ☐ **Bloody Aegis**
When you take damage, you can grit your teeth and accept the blow. If you do, you take no damage but instead suffer a debility of your choice. The other effects of the attack (if any) still apply, and you can't use this move if you already have all six debilities.
- ☐ **Divine Favour**
You serve a particular religion, order, or deity which grants you power beyond that provided by your own moral code. You gain a Cleric move of your choice. Treat your level for this move as if you were one level lower.
- ☐ ☐ **Power of the Virtuous**
Take another vow.
- ☐ **Inspired Virtue**
Whenever something comes to your attention that opposes your virtues, you take +1 Forward to put an end to it.
- ☐ **Shake it Off!**
When you order an ally to overcome their dire straits, roll+CHA. On a 10+, they shake it off, break free, struggle through, or whatnot. On a 7-9, a PC will take +1 Forward to overcome it, while an NPC will take some time to overcome it.
- ☐ **We Happy Few**
When you give an inspiring speech to your allies before facing a dire threat, roll+CHA. On a 10+, each ally takes 2 Inspiration. On a 7-9, each ally takes 1 Inspiration. On a 6-, in addition to whatever the GM says, each ally takes 1 Inspiration, but you take -1 Ongoing until you share your plauging doubts with someone else.
Once battle is joined, your allies can spend their Inspiration at any time, 1-for-1, to:
 - Act fearlessly against a terrifying foe or odds.
 - Keep themselves at 1 HP when they would be reduced to or below 0 HP.
 - Make their attack *ignore armour* and leave their target vulnerable.
- ☐ **Stand Your Ground**
When you convince an ally to hold fast against incoming danger, you both gain +1 Ongoing as long as you stay right where you are.
- ☐ **Smite Evil**
Requires: Level 6+
When you condemn an outlaw or evil creature for their misdeeds, your weapon is engulfed in a searing, magical light. Your attacks against them and their associates are *Brutal* (you roll damage twice and take the best results), and the light shed by your weapon is blinding to them.
- ☐ **Judge and Jury**
Requires: Level 6+
When you use I Am the Law, on a 12+, you may choose an option from the list. The GM can't choose that option.
- ☐ **Indomitable**
Requires: Level 6+
When you suffer a debility (even through Bloody Aegis), you take +1 Forward against whatever caused it.
- ☐ **Healthy Distrust**
Requires: Level 6+
Whenever the dark, corrupt, or chaotic magic wielded by your foes causes you to Defy Danger, treat any result of a 6- as a 7-9.

THE RANGER

These city-born folk you travel with. Have they heard the call of the wolf? Felt the winds howl in the bleak deserts of the East? Have they hunted their prey with the bow and the knife like you? Hell no. That's why they need you.

Guide. Hunter. Creature of the wilds. You are these things and more. Your time in the wilderness may have been solitary until now, but the call of some greater thing—call it fate if you like—has cast your lot with these folk. Brave, they may be. Powerful and strong, too. But only you know the secrets of the spaces between.

Without you, they'd be lost. Blaze a trail through the blood and dark, strider.

NAME: _____

Examples: Throndir, Jonah, Edan, Morg, Befenral, Nora, Shrike, Shem, Ysolt, Gendrig, Bannegan, Diana, Kindramil, Celion, Eloise, Dambrath

DRIVE | choose one or write your own

- ☐ **Freedom**
Free someone from literal or figurative Bonds.
- ☐ **Hunter**
Endanger yourself to combat an unnatural threat.
- ☐ **Nature**
Help an animal or spirit of the wild.
- ☐

BONDS | do this together with the group

You start with 4 Bonds, divided as you choose between the other members of your party. Each is a statement about how you relate to them, and they will change and grow over the course of play.

Examples:

_____ *underestimates my talents.*

_____ *is a friend of nature, and so I will be their friend as well.*

I have guided _____ *before, and they owe me for it.*

I lied to _____ *about my past.*

With _____ *at my back, we can take on anything.*

I will teach _____ *how to survive in the wild.*

_____ *knows the ways of the city better than me.*

I must protect _____.

CHARACTER SKETCH

- LOOK** | pick as many that apply
- Female, Male, Ambiguous, Concealed, Transgressing, _____
 - Human, Elf, Dwarf, Halfling, Gnome, Kobold, Goblin, Orc, Hobgoblin, Gnoll, Skulker, Wildling, Harpy, Centaur, _____
 - Wild Eyes, Sharp Eyes, Animal Eyes, _____
 - Hooded, Wild Hair, Bald Head, _____
 - Lithe Body, Wild Body, Sharp Body, _____
 - Clothes: Caped, Camouflage, Traveling, _____

BACKGROUND | choose one or write your own

- ☐ **Hunter**
You learned the value of a trained eye and keened wits from an early age, and these talents have served you well throughout the years. **When you enter into a conflict and weren't taken by surprise**, you may ask the GM "who or what here is weak or vulnerable?" and take +1 Forward to act on the answers.
- ☐ **Beastmaster**
You've lived with the critters and creatures of the wilds just as much, if not more, than your own kind. You can understand animals, and **when you spend some time in the wilderness**, you can Recruit from their bestial host.
- ☐ **Guide**
You mastered the world's twisted paths, dense forests, and treacherous mountainscapes long before you picked up a weapon. **When you Undertake a Perilous Journey**, you may choose 1 extra option from the list, even on a 6-. **When you Forage**, you treat any result of a 6- as a 7-9.
- ☐

STATS | assign these modifiers to your stats: +2, +1, +1, +0, +0, -1; add +1 at each even level (to a maximum of +3)

STR

☐ WEAKENED

DEX

☐ SHAKY

CON

☐ SICKENED

INT

☐ DAZED

WIS

☐ CONFUSED

CHA

☐ SCARRED

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

HIT POINTS

/ 20

ARMOUR

DAMAGE

d6+1

Modifiers & Tags:

LEVEL

XP _____

Mark XP when you roll a 6-

CLASS MOVES | you start with all of these

Always Prepared **READINESS:**
When you enter into a conflict, roll+INT. On a 10+, take 3 Readiness. On a 7-9, take 2 Readiness. On a 6-, in addition to whatever the GM says, take 1 Readiness; you'll need it. You may only ever have 3 Readiness at a time.

Ruthless Slayer
While engaged in a conflict, you may spend a Readiness against an enemy, 1-for-1, to:

- *Predict their movements*: Take the 10+ result on Defy Danger.
- *Know their thoughts*: Ask the GM "what's my opponent's next move?" and take +1 Forward to act on the answers.
- *Strike with precision*: You deal half your damage (rounded up and ignoring armour) and physically maim them - sever a limb, shatter a bone, slash an artery.

Bestiary Knowledge
You are learned about the world and its creatures. **When you Spout Lore about the wilds and its creatures, or about monsters**, you take +1 to your roll and may ask one of the following questions in addition to any others.

- "How can it be killed?"
- "How is it different from others of its kind?"
- "How do I prevent it from coming back?"

The GM will answer honestly, or ask you to answer.

STARTING GEAR
You begin with leather armour (1 armour, 1 weight), Adventuring Gear (5 uses, 1 weight), and Rations (5 uses, food, 1 weight)

- Choose your armaments:
- ☐ Spear (reach, thrown, near, 1 weight) and a Shield (+1 armour, 2 weight)
 - ☐ Short Sword (close, 1 weight) and a Dagger (hand, 1 weight)
 - ☐ Hunter's Bow (near, far, 1 weight) and a Bundle of Arrows (5 ammo, 1 weight)
- Choose one:
- ☐ Healing Potion (0 weight)
 - ☐ Trap Kit (dangerous, slow, 2 weight)
 - ☐ Bag of Books (5 uses, 2 weight)

COINS & TREASURE	LOAD
ITEMS	
Your Load is equal to 8+STR	

Tools of the Trade
When you know of a specific weapon, tool, or substance that will aid in the slaying of a creature, you can carefully unpack your arsenal and start searching. If it's relatively cheap or common, you have it; if it's expensive, rare, or unique, roll+INT. On a 10+, the GM will say you either have it, or have something similarly useful. On a 7-9, the GM will pick one:

- You have it, but it needs to be repaired, charged, or assembled first.
- You have it, but there are serious drawbacks to using it.
- You have it, but it's not as you remembered it to be.

If you find what you're looking for, the GM will ask you "why did you prepare for this?" Tell them.

Hunt and Track
When you spend a few moments scanning your surroundings, you can ask the GM "What tracks or signs of passage are present here?"

When you Discern Realities by studying tracks or signs of passage, take +1 and add "Where did they go?" to the list of questions you can ask.

ADVANCED MOVES | choose 1 at first level; add 1 each time you level up

☐ **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
Your animal companion gets 2 extra Benefits of your choice.

☐ ☐ **Magnificent Specimen**
Requires: Level 6+, Improved Companion
Choose one of the following when you take this move:

- ☐ Your animal companion gets +1 Quality (max +3).
- ☐ Your animal companion gets +1 Armour and +4 HP.
- ☐ Your animal companion gets the *Magical* quality and at least one new move to reflect its new abilities.

☐ **A Safe Place**
When you choose and prepare the party's campsite, whomever the GM chooses to Stay Sharp during the night takes +1 to their roll.

☐ **Constant Vigilance**
Requires: Level 6+, A Safe Place
You can always roll to Stay Sharp, even if you are asleep, distracted, or someone else is on watch. If someone else is on watch, you both roll, but only the best result applies.

☐ **Grisly Trophy**
When you slay a dangerous creature, you may impart some of its power into a trophy (worn, 1 weight) - a horn, a claw, a skull, or some other body part. The GM will give you one nonmagical move the creature had; while you wear this trophy, you may perform that move by Defying Danger first.

You may only wear and benefit from one trophy at a time.

☐ **Arcane Trophy**
Requires: Level 6+, Grisly Trophy
When you fashion a Grisly Trophy from a magical creature, the GM will also give you one magical move the creature had (a freezing touch, a gaze that turns to stone, etc).

☐ **Favoured Enemy**
When you have downtime, you can declare a specific type of enemy (goblins, mages, etc) as your Favoured Enemy. Your Favoured Enemy can never take you by surprise, and you may spend Preparation against your Favoured Enemy as if it were Readiness. **When you Bolster against your Favoured Enemy**, take an extra Preparation.

☐ **Know Your Enemy**
When you Spout Lore about an enemy's abilities, habits, or weaknesses, take 1 Readiness against that enemy.

☐ **God Among the Wastes**
Your connection to the wild is divine or spiritual. You gain either a Cleric move of your choice or a Druid move of your choice. Treat your level for this move as if you were one level lower.

☐ **Turn the Tables**
When you get into a tense situation in a location that you had the time and foresight to prepare accordingly, roll+INT. On a 10+, hold 3. On a 7-9, hold 2. On a 6-, in addition to whatever the GM says, hold 1. You can spend this hold, 1-for-1, to describe the preparations you activate to:

- Deal your damage to someone in the area.
- Open or seal a passage or escape route.
- Deprive someone of a sense or known advantage.

☐ **Armour Break**
When you attack a specific section of physical or natural armour, roll+STR. On a 10+, the section is chipped away or broken entirely; any attack that manages to hit that spot ignores armour. On a 7-9, the effect is only temporary or the vulnerability is difficult to target, the GM will say.

☐ **Relentless Harrier**
When you assault and harass a foe to provoke or confuse them, roll+DEX. On a 10+, choose 2. On a 7-9, choose 1.

- You deal your damage to them.
- You slip away before they can react.
- You force them to break formation or expose themselves.

☐ **Strider**
When you Undertake a Perilous Journey and you roll, you treat any result of a 6- as a 7-9.

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

☐ **Camouflage**
When you keep still in a natural environment, you're utterly undetectable until you do something that would reveal yourself (like attacking, moving, or speaking above a whisper).

☐ **Setup Strike**
Requires: Level 6+
When you deal damage to an enemy, you create an opening that an ally can capitalise on to either take +1 to their roll or take +2 damage to their attack.

☐ **Veteran Hunter**
Requires: Level 6+
You may now hold up to 4 Readiness. **When you use Always Prepared**, on a 12+, take 4 Readiness (instead of 3).

☐ **Well Organised**
Requires: Level 6+
When you use Tools of the Trade, you may choose to spend a Readiness to retrieve a specific weapon, tool, or substance you need from your arsenal at a moment's notice instead of having to carefully unpack it first.

ANIMAL COMPANION

You are accompanied by a beast of uncommon loyalty, with whom you have bonded deeply and can communicate without words. Treat it as a Follower with starting Loyalty +3. Its stats are based on its **size** and its **benefits** (see below).

NAME: _____

HIT POINTS

ARMOUR

DAMAGE

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

LOYALTY

QUALITY

LOAD

COMPANION SKETCH

SIZE AND TYPE | choose one of each; this determines its starting stats, plus the number of tags/moves it has

- ☐ Tiny: Quality +2, 6 HP, 1d6-1 damage, Load 0
- ☐ Bat ☐ Cat ☐ Crow ☐ Hawk ☐ Lizard ☐ Owl ☐ Rat ☐ Raccoon ☐ Viper ☐ Weasel ☐
- ☐ Small: Quality +1, 9 HP, 1d6 damage, Load 1
- ☐ Hyena ☐ Giant Gecko ☐ Eagle ☐ Hound ☐ Lynx ☐ Pack Drake ☐ Python ☐ Baboon ☐
- ☐ Medium: Quality +1, 12 HP, 1d6+1 damage, Load 2
- ☐ Alligator ☐ Boa ☐ Boar ☐ Bear ☐ Cougar ☐ Stag ☐ Goat ☐ Wolf ☐ Winged Drake ☐
- ☐ Large: Quality +1, 15 HP, 1d6+1 damage (forceful), Load 4
- ☐ Auroch ☐ Cave Bear ☐ Horse ☐ Smilodon ☐ Storm Drake ☐ Dire Sloth ☐ Gorilla ☐

BENEFITS | choose a total number of options based on its 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.
- ☐ **Devious:** Deceitful, treacherous, thieving.
- ☐ **Ferocious:** Its attacks deal +1 damage and are *messy*.
- ☐ **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.
- ☐ **Organised:** Follows plans well, works well in a group. Once they agree to a plan, there's no need to Order Followers as long as the plan doesn't go awry.
- ☐ **Self-Sufficient:** Can live off the land and roll +Quality to Forage.
- ☐ **Stealthy:** Avoids detection; often gets the drop on foes.
- ☐ **Warrior:** They grant +1 damage when they help you fight, and you don't need to Order Followers to get them to fight unless the opposition is terrifying or overwhelming.
- ☐

- Moves
- ☐ Deliver a message.
- ☐ Drag down its prey.
- ☐ Escape from a bind.
- ☐ Fetch something.
- ☐ Poison its prey.
- ☐ Serve as a mount.
- ☐ Stand watch.
- ☐ Track by scent.
- ☐ Threaten and intimidate.
- ☐ Trample, break, and wreck stuff.
- ☐
- ☐

- Armour
- ☐ ☐ +1 Armour per tic.

INSTINCT | choose one

- ☐ To challenge rivals ☐ To panic
- ☐ To follow its stomach ☐ To run rampant
- ☐ To freeze up ☐ To savage its prey
- ☐ To get distracted ☐ To wander off
- ☐ To give chase ☐
- ☐ To make mischief

COST | write one

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 few months of rest, they take -1 Ongoing and their max HP is halved. On a 6-, they will die soon unless someone intervenes; if they are saved, treat it as a 7-9 above.

THE THIEF

You've heard them, sitting around the campfire. Bragging about this battle or that, or about how their gods are smiling on your merry band. You count your coins and smile to yourself—this is the thrill above all. You alone know the secret of Dungeon World: filthy, filthy lucre.

Sure, they give you lip for all the times you've snuck off alone, but without you, every one of them would have been dissected by a flying guillotine or poisoned straight to death by some ancient needle trap. So let them complain. When you're done with all this delving you'll toast their heroes' graves.

From your castle. Full of gold. You rogue.

NAME: _____
Examples: Raven, Starlight, Rook, Omar, Robin, Marlow, Farley, Kelda, Carver, Trog, Dregal, Trixie, Sketch, Arain, Lightfoot, Eraduin, Jacklyn

DRIVE | choose one or write your own

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

☐ **Cunning**
Avoid detection or infiltrate a location.

☐ **Innocent**
Shift danger or blame from yourself to someone else.

☐

BONDS | do this together with the group

You start with 4 Bonds, divided as you choose between the other members of your party. Each is a statement about how you relate to them, and they will change and grow over the course of play.

Examples:

*I stole something from _____.
_____ has my back when things go wrong.
_____ knows incriminating details about me.
I have a con running with _____.
Me and _____ are the only survivors of a dubious venture.
I couldn't live with myself if I lied to _____.
_____ really enjoys the finer things in life.
_____ respects me, and I respect them too!*

CHARACTER SKETCH

LOOK | pick as many that apply

- Female, Male, Ambiguous, Concealed, Transgressing, _____
- Human, Elf, Dwarf, Halfling, Gnome, Kobold, Goblin, Orc, Hobgoblin, Gnoll, Skulker, Jackalfolk, Vanara, Changeling, _____
- Lithe Body, Knobby Body, Flabby Body, _____
- Shifty Eyes, Criminal Eyes, Deceitfully Innocent Eyes, _____
- Cropped Hair, Messy Hair, Hooded Head, _____

BACKGROUND | choose one or write your own

☐ **Burglar**
You've got an eye for wealth and value. You can always tell if something is fake, and **when you Discern Realities**, you can always ask “what here is useful or valuable to me?” in addition to your other questions.

☐ **Spy**
You're a consummate professional, and an upstanding citizen besides. **When you make the Outstanding Warrants move**, you may have the results of your roll apply to one of the other players instead of yourself.

☐ **Street Punk**
You're a simple thug, but that's what counts; your friends are like family, especially those from your early days. You take +1 to Spout Lore about criminals and gangs, and you take +1 to deal with them nonviolently.

☐

STATS | assign these modifiers to your stats: +2, +1, +1, +0, +0, -1; add +1 at each even level (to a maximum of +3)

STR

☐ WEAKENED

DEX

☐ SHAKY

CON

☐ SICKENED

INT

☐ DAZED

WIS

☐ CONFUSED

CHA

☐ SCARRED

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

HIT POINTS

/ 20

ARMOUR

DAMAGE

d6+1

Modifiers & Tags:

LEVEL

XP

Mark XP when you roll a 6-

CLASS MOVES | you start with all of these

- Roguish Talent**
- What's the trick up your sleeve? Choose one.
- ☐ *Lurker*: You know just how to move quickly and quietly through the black and the gloom. **When you stand in shadows or darkness without talking or moving**, NPCs will never see you as long as they haven't already spotted you. **If you're more than a few feet away from them**, they won't see you even if you move or attack, and even if they know you're there.
 - ☐ *Scoundrel*: You have a way with words, a trustworthy face, a suave demeanor. **When you tell a lie or half-truth**, it will be accepted as fact by anyone who doesn't know any better. **As long as no one reveals hard evidence to the contrary**, anything you say will be accepted as open honesty.
 - ☐ *Walker*: You can climb along solid walls and ceilings as quickly as you can walk or run, regardless of their texture or composition, as long as they could support your weight. **When you are climbing**, you only have one hand free to take actions with; you may carry one person with you, but you can't use your hands at all while you have a passenger.
 - ☐ *Mercurial*: You're forgettable, inscrutable, or maybe just generic; you don't mind. **Whenever you want**, you can change any or all of your looks. Those who know you can still recognise you, but only if they look closely.
 - ☐

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.

Danger Sense

Whenever you like, you may ask the GM “is there an ambush or trap here?” If they say yes, you may ask any two of the following:

- 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?

Ambush

When you **attack someone up close and personal and they don't see it coming**, you deal your damage (as normal) and may choose to push your luck. If you do, roll+DEX. On a 10+, choose 2. On a 7-9, choose 1.

- You deal +1d6 damage.
- They don't cry out, make noise, or draw attention.
- You stun or hamper them, at least for the moment.
- You slip away before they can react.

STARTING GEAR

You wear Leather Armour (1 armour, worn, 1 weight) and carry Rations (5 uses, food, 1 weight), as well as 10 coins.

- Choose two armaments:
- ☐ Rapier (close, precise, 1 weight)
 - ☐ Wicked Knife (hand, +1 damage, 1 weight)
 - ☐ 3 Throwing Daggers (thrown, near, 0 weight)
 - ☐ Ragged Bow (near, 2 weight)
- and Bundle of Arrows (3 ammo, 1 weight)
- Choose one:
- ☐ Adventuring Gear (5 uses, 1 weight)
 - ☐ Healing Potion (0 weight)

COINS & TREASURE	LOAD
ITEMS	
Your Load is equal to 8+STR	

ADVANCED MOVES | choose 1 at first level; add 1 each time you level up

- ☐ **Poisoner**
- You've mastered the care and use of poisons; they are no longer *dangerous* for you to use. Choose a poison from the list below; you know the recipe for it.
- ☐ *Oil of Tagit*: Applied. The target falls into a light sleep.
 - ☐ *Bloodweed*: Touch. The target inflicts -2 Damage Ongoing until they are cured.
 - ☐ *Goldenroot*: Applied. The target treats the next creature they see as a trusted ally, until proved otherwise.
 - ☐ *Serpent's Tears*: Touch. Anyone dealing damage to the target deals +2 Damage until they are cured.
 - ☐

When you have time to dissect and analyse a poison, you learn its recipe.

When you have time to gather materials and a safe space to brew, you can make three uses of any poison you know the recipe for.

☐ **Envenom**

Requires: Poisoner

When you apply a poison that you've used before to your weapon, it's *touch* instead of *applied*.

When you discreetly apply a poison to a target, such as with a pinprick, they won't even notice.

☐ **Brewer**

Requires: Level 6+, Poisoner

When you have time to gather materials and a safe place to brew, you can describe the effects of a poison you'd like to create; the GM will tell you that you can create it, but with one or more caveats:

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

- ☐ **Dirty Fighting**
- When you and an ally flank an enemy and you make an attack against them**, choose one:
- You create an advantage or an opening; your ally takes +1 Forward to act on it.
 - You reduce their armour by 1 until they repair it.
 - You take something they're carrying; now it's yours.
- ☐ **Cheap Shot**
- Requires: Level 6+, Dirty Fighting*
- When you Ambush someone with a hand or precise weapon**, your attack is *Brutal* (you roll damage twice and take the best results) and you treat any result of a 6- as a 7-9.

☐ **Hideout**

You have a headquarters, secret lair, or safe haven that you call your own - a decrepit library, perhaps, or an abandoned keep. Detail it, and choose 3 features it has.

- ☐ It is carefully hidden, concealed from prying eyes.
- ☐ It is laden with traps and secret passageways.
- ☐ It has fortified or warded walls, windows, and doors.
- ☐ A week's worth of food and water.
- ☐ A workshop and tools.
- ☐ A library of old books and tomes.
- ☐ A few uses each of Adventuring Gear and Bandages.
- ☐ A handful of skilled assistants or associates.

When you utilise your Hideout's features, take +1 to your roll.

☐ **Cunning Dilettante**

Gain one non-multiclass move of your choice from any class list. Treat your level for this move as if you were one level lower.

- ☐ ☐ **Cautious**
- When you use Danger Sense**, you may ask another question.
- ☐ ☐ **Extra Trick**
- Take another Roguish Talent.
- ☐ **Heist**
- When you take time to make a plan to steal something**, name the thing you want to steal and ask the GM these questions. You and your allies take +1 Forward when acting on the answers.
- Who will notice it's missing?
 - What's its most powerful defense?
 - Who will come after it?
 - Who else wants it?
- ☐ **Underdog**
- When you're outnumbered**, you take +1 to Defy Danger or to even the odds.
- ☐ **All in the Wrist**
- Daggers and knives you wield get the *thrown* and *near* tags, and you can always Ambush with them.
- You also keep a brace of iron throwing knives (near, 2 ammo, 1 weight) on your person; **When you Supply**, you may restock it for free.
- ☐ **Nothing Up My Sleeve**
- When you conceal a small object (weight 0) on your person**, no one can find it unless you are bound, stripped, and thoroughly searched. You can conceal up to DEX items this way.
- ☐ **Wealth and Taste**
- When you make a show of flashing a possession which appears valuable**, name an NPC present. They will do anything to obtain your item, or one like it.
- ☐ **Connections**
- When you put out word to the criminal underbelly about something you want or need**, roll+CHA. On a 10+, someone has it, just for you. On a 7-9, you'll have to settle for something close or it comes with strings attached, your call.
- ☐ **Leave No Trace**
- Requires: Level 6+*
- You are preternaturally silent, and will never make noise unless you choose to. You never need to Defy Danger to act quietly.
- Whenever you like**, you may ask the GM “where's the best hiding place?” and they'll tell you the truth.
- ☐ **Shoot First**
- Requires: Level 6+*
- You're never caught by surprise. **When an enemy would get the drop on you**, you get to act first instead.
- ☐ **Escape Route**
- Requires: Level 6+*
- When things go south and you need a way out**, name your escape route and roll+DEX. On a 10+, you're gone. On a 7-9, you can stay or go, but if you go it will cost you; the GM will say what you leave behind or bring with you.
- ☐ **Evasion**
- Requires: Level 6+*
- When you Defy Danger**, on a 12+, you transcend the danger. You not only do what you set out to do, but the GM will offer you a better outcome, a moment or true beauty, or a show of unearthly grace.

THE WIZARD

*Dungeon World has rules. Not the laws of men or the rule of some petty tyrant. Bigger, better rules. You drop something—it falls. You can't make something out of nothing. The dead stay dead, right?
Oh, the things we tell ourselves to feel better about the long, dark nights.*

You've spent so very long poring over those tomes of yours. Conducting experiments that nearly drove you mad and casting summonings that endangered your very soul. For what? For power. What else is there? Not just the power of King or Country but the power to boil a man's blood in his veins. To call on the thunder of the sky and the churn of the roiling earth. To shrug off the rules the world holds so dear.

Let them cast their sidelong glances. Let them call you “warlock” or “diabolist.” Who among them can hurl fireballs from their eyes?

Yeah. Didn't think so.

NAME:

Examples: Avon, Galadiir, Hrona, Mortimer, Phirosalle, Ovid, Kearney, Vitus, Xeno, Emrys, Imogen, Gannon, Ogilia, Tresgoran, Dreft, Ysolde

DRIVE | choose one or write your own

☐ **Discovery**
Uncover something about a magical mystery.

☐ **Antiquity**
Acquire something old, lost, or magical.

☐ **Power**
Use your magic to command the respect of others.

☐

BONDS | do this together with the group

You start with 3 Bonds, divided as you choose between the other members of your party. Each is a statement about how you relate to them, and they will change and grow over the course of play.

Examples:

*I have foreseen _____'s future role in the events to come.
_____ is keeping an important secret from me.
_____ is woefully misinformed about the world.
_____ is my apprentice.
_____ thinks I'm something I'm not.
_____ believes my powers are evil.*

_____ ☐ ☐

_____ ☐ ☐

_____ ☐ ☐

CHARACTER SKETCH

LOOK | pick as many that apply

- Female, Male, Ambiguous, Concealed, Transgressing, _____
- Human, Elf, Dwarf, Halfling, Gnome, Kobold, Goblin, Orc, Hobgoblin, Gnoll, Mephit, Changeling, Sylph, Lamia, _____
- Haunted Eyes, Sharp Eyes, Crazy Eyes, _____
- Styled Hair, Wild Hair, Pointed Hat, _____
- Worn Robes, Stylish Robes, Strange Robes, _____
- Pudgy Body, Creepy Body, Thin Body, _____

BACKGROUND | choose one or write your own

☐ **Innate Gift**
Magic is as natural as breath to you. **Whenever a magical effect happens close by**, you can feel it and tell roughly which direction and how far it is from you. **When you Discern Realities**, you can always ask “what here is magical?” in addition to your other questions.

☐ **Hard Study**
You've earned your power through education, effort, and exploitation. You take +1 to Spout Lore about anything obscure that nobody else has any clue about.

☐ **Dark Deal**
Your great power came with a price. You serve an otherworldly entity; tell us who they are and the details of your pact, and the GM will tell you of their goals. **When you want to use your magic to further those goals**, you can use that entity's potent magic to perform a Ritual as if they were a place of power.

☐

STATS | assign these modifiers to your stats: +2, +1, +1, +0, +0, -1; add +1 at each even level (to a maximum of +3)

STR

☐ WEAKENED

DEX

☐ SHAKY

CON

☐ SICKENED

INT

☐ DAZED

WIS

☐ CONFUSED

CHA

☐ SCARRED

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

HIT POINTS

/ 18

ARMOUR

DAMAGE

d6

Modifiers & Tags:

LEVEL

XP

Mark XP when you roll a 6-

CLASS MOVES | you start with all of these

- Arcanistry**
- Magic is a force in this world, and you wield it like a tool - a dangerous, fantastical, and terribly potent tool. Choose one of the following caveats which applies to you, and to other arcanists like you, as a result of this.
- ☐ *Spellbook*: You carry a tome (or equivalent) in which you store your arcane knowledge; without it, you take -1 to Cast a Spell. **When you Make Camp**, you can spend some time studying your magical notes and scriptures to exchange one spell you know (including its *greater* benefit) for another.
 - ☐ *Magical Components*: You exploit bizarre resources - eye of newt, wing of bat - to fuel your spells. **When you Forage**, you may either take 1 Spell Component, or take 3 Spell Components if you're willing to expose yourself to a Danger. **When you Cast a Spell**, you may expend a Spell Component on a 7-9 instead of choosing a consequence.
 - ☐ *Familiar*: You have a strong magical connection to an arcane creature. See the **Familiar** insert.
 - ☐

Prestidigitation

You have the power to easily invoke minor magical cantrips without penalty. Slowly moving small objects, creating minor obvious illusions, generating mild heat and sources of light, and other similar feats are all easily within your power without having to roll.

STARTING GEAR

You begin with some Rations (5 uses, food, 1 weight) and any physical oddments appropriate to your Arcanistry (such as a Spellbook, 0 weight, 5 coin; or a Spell Component Pouch, 3 uses, 1 weight, 5 coin).

- Choose your preparation:
- ☐ Leather Armour (1 armour, 1 weight)
 - ☐ Bag of Books (5 uses, 2 weight) and Adventuring Gear (5 uses, 1 weight)
- Choose your weapon:
- ☐ Dagger (hand, 1 weight)
 - ☐ Staff (close, two-handed, 1 weight)
- Choose one:
- ☐ Healing Potion (0 weight)
 - ☐ 3 Antitoxin (0 weight)
 - ☐ Pipeleaf (6 uses, 0 weight)

COINS & TREASURE

LOAD

Your Load is equal to 8+STR

ITEMS

Cast a Spell

When you harness your magical talents, choose a spell you know and roll+INT. On a 10+, you successfully evoke the spell and its effects come to pass. On a 7-9, the spell is still successful, but choose one consequence from the list below.

- The spell's Risk comes to pass.
- The spell's magic drains you. You take -1 Ongoing to Cast a Spell until you take a few moments to clear your head.
- Using it puts you in danger or draws unwanted attention, the GM will say.

While one spell is ongoing, you can't use another. You can end an ongoing spell whenever you wish.

Ritual

When you want to achieve a powerful magical effect, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you 1 to 4 of the following conditions (separated by "ANDs" and "ORs"):

- It's going to take days/weeks/months.
- First you must _____.
- You'll need help from _____.
- It will require _____.
- The effect will be unreliable or limited.
- You and your allies will risk danger from _____.
- You'll have to disenchant _____ to do it.

When you perform a Ritual while accessing a source of great magical power, you may ignore one requirement of your choice. *Ritual examples: Teleporting to a distant location; dominating a weak-willed creature; communicating between the planes; locating or viewing items, creatures, or places from afar.*

ADVANCED MOVES | choose 1 at first level; add 1 each time you level up

- ☐ **Erudite**
You get twice as many uses out of Bags of Books. **When you Spout Lore**, on a 7+, the first person to act on the answers takes +1 Forward.
- ☐ **Logical**
Requires: Level 6+, Erudite
When you use strict deduction to analyse your surroundings, you can Discern Realities with +INT instead of +WIS. On a 12+, you may ask an additional question, not limited to the list.
- ☐ **Dispel Magic**
When you spend time unravelling an ongoing magical effect, roll+INT. On a 10+, choose 2. On a 7-9, choose 1.
 - The magic doesn't return after a short time.
 - A weaker version of the magic doesn't linger.
 - The unravelled magic doesn't lash out and harm anyone.

- ☐ **Revoke**
Requires: Level 6+, Dispel Magic
When you use Dispel Magic, on a 7+, choose an extra option.
- ☐ **Enchanter**
When you have time and safety with a magical item, you may ask the GM what it does and how you could duplicate it with a Ritual; the GM will answer you truthfully.

- ☐ **Enchanter's Soul**
Requires: Level 6+, Enchanter
When you have time and safety with a magical item in a place of power, you can empower that item so that the next time you use it its effects are amplified; the GM will tell you exactly how.

- ☐ **Counterspell**
When you attempt to counter an arcane spell targeting you as it is being cast, roll+INT. On a 10+, choose 2. On a 7-9, choose 1.
 - The spell deals no damage.
 - The spell's effects are superficial and temporary.
 - You take +1 Forward against the caster.

- ☐ **Protective Counter**
Requires: Level 6+, Counterspell
When an ally you can see is targeted by an arcane spell, you can counter that spell as if it targeted you. If the spell targets multiple allies you must counter for each separately.

- ☐ **Showoff**
When you attempt to wow an audience with a display of your power, roll+INT. On a 10+, choose 2. On a 7-9, choose 1.
 - You have their full and undivided attention.
 - You draw a large and interested crowd.
 - You instill fear, admiration, or both in those that watch.

- ☐ ☐ **Extra Spell**
Add an extra spell to your list.

- ☐ ☐ ☐ **Greater Spell**
Mark the *Greater* benefit of a spell you know.

- ☐ **Magical Dabbler**
Gain one non-multiclass move of your choice from a magical class or from a class capable of casting spells. Treat your level for this move as if you were one level lower.

- ☐ **Arcane Specialty**
You boast an affinity for a particular school of magic. Choose one of the following; you can invoke its effect easily and without the need for a roll, as if using Prestidigitation.
 - Abjuration*: You can create and maintain one shield of force at a time; whoever wields it treats it as a shield (+1 armour).
 - Conjuration*: You can conjure a simple invisible construct that can do nothing but carry 3 Load of items.
 - Divination*: You can telepathically communicate with one person you can see within *near* range.
 - Enchantment*: With a touch, you can grant or revoke an emotion - affection, anger, sadness, fear - for a few minutes.
 - Evocation*: You can fire small, magical projectiles (*near*); when you use them to Volley, you may choose to take 2 damage (ignoring armour) instead of expending ammo on a 7-9.
 - Illusion*: You can create and maintain one lifelike illusion at a time, for as long as you concentrate. A lifelike illusion either looks, sounds, feels, smells, or tastes real and authentic.
 - Necromancy*: You can harm others with an agonising touch (*hand*); if you damage them, heal 1 damage.
 - Transmutation*: With a touch, you can temporarily change one fundamental feature of a willing person for about an hour. Lungs can become gills, arms can become wings, and so on.

- ☐ **Multidisciplinary**
Requires: Level 6+, Arcane Specialty
Take another Arcane Specialty.

- ☐ **Sage Advice**
When a character comes to you for guidance and you tell them what you honestly think is best, they take +1 Forward to follow your advice and do as you say.

- ☐ **Arcane Ward**
You have +2 Armour against magical attacks, and nearby allies have +1 Armour against magical attacks.

- ☐ **Spelltwine**
Requires: Level 6+
When you Cast a Spell, on a 12+, you may choose another spell you know to be simultaneously cast. Its Risk comes to pass.

- ☐ **Quick Study**
Requires: Level 6+
When you see the effects of an arcane spell, you can ask the GM the name of the spell and its effects. You take +1 Forward to act on the answers.

- ☐ **Sanctum**
Requires: Level 6+
When you have time, arcane materials, and a safe space, you can create your own place of power for the Ritual move. Describe to the GM what kind of power it is and how you're binding it to this place. In return, the GM will tell you one kind of creature that will have an interest in your workings.

SPELLS | choose 2 at first level; add 1 at each odd level

☐ **Sleep**
1d6 foes you can see of the GM's choice fall asleep. Only creatures capable of sleeping are affected, and they will awake if disturbed (loud noises, jostling, pain, etc).
Risk: The effect is only fleeting and they will awake soon.
☐ *Greater:* On a 12+, the spell effects another 2 targets.

☐ **Fireball**
You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 1d6+3 damage (*fiery, area*).
Risk: The blast effects either much more or much less than anticipated, the GM will say.
☐ *Greater:* On a 12+, the fireball deals +1d6 damage.

☐ **Invisibility**
An ally you touch becomes undetectable by sight and sound for a short time or until they make an attack.
Risk: Either someone can still see and hear them clear as day, or anyone scrutinious enough can still pierce the illusion; the GM will say.
☐ *Greater:* The effect either gains the Ongoing tag, allowing it to last for as long as you maintain it, or all your allies are affected for a short time.

☐ **Mind Meld**
You form a telepathic bond with a creature you touch, allowing you to share thoughts, emotions, and memories. You can only maintain one such psychic connection at a time, but you may dismiss it whenever you like.
Risk: You also share debilities, and when one of you takes damage you both take damage.
☐ *Greater:* You can also share vision and other senses through the link.

☐ **Mirror Image**
You conjure an illusory duplicate of yourself that mimics your actions. When you are attacked, roll a d6; on a 4, 5, or 6, the attack destroys the illusion instead of hitting you, ending the spell. You can only have one mirror image at a time.
Risk: The illusion is flawed; it is struck on a result of 5 or 6 instead.
☐ *Greater:* On a 12+, you conjure (and can maintain) two mirror images instead of one.

☐ **Visions Through Time**
As you cast this spell, you gaze into a reflective surface to see into the depths of time. The GM will reveal the details of a Grim Portent to you - a bleak event that will come to pass without your intervention - as well as something useful about how you could interfere with the Grim Portent's outcome.
Risk: You instead receive two pieces of information; one true, the other false. The GM will not tell you which is which.
☐ *Greater:* On a 12+, you also take 2 Preparation towards influencing the Grim Portent's outcome.

OTHER SPELLS | for custom spells, spells acquired in-game, and similar

☐ **Immunity (ONGOING)**
Name one specific source of harm, such as burning, cutting, lightning, poisonous gas, or mundane projectiles; for as long as this spell is ongoing, you are immune to harm from that source (but not to any secondary effects; choking smoke, etc).
Risk: The defense is only partial; instead of immunity, you only take half damage and effect from the source of harm you name.
☐ *Greater:* On a 12+, you are also immune to the secondary effects of the source of harm you name.

☐ **Forcecage (ONGOING)**
A single foe is held in a cage of magical force through which nothing can get in or out. While the spell is ongoing, the caged creature can hear your thoughts and you cannot leave sight of the cage.
Risk: You cannot take any other actions (besides dismissing the forcecage) while the spell is ongoing.
☐ *Greater:* On a 12+, the cage is large enough to encompass multiple nearby foes at once.

☐ **Polymorph (ONGOING)**
Your touch reshapes a creature in its entirety; work with the GM to determine the stat changes, significant adaptations, and major weaknesses of the creature's new form.
Risk: Either the form is unstable, the creature's mind will be altered too, or the form has an unintended and unforeseen quality - the GM will say.
☐ *Greater:* The change can be made permanent, although only one such permanent polymorph can exist at a time.

☐ **Darkness (ONGOING)**
An area you designate is blanketed by supernatural darkness and shadow while the spell is ongoing. Torches, lanterns, and other mundane lights within the area are also snuffed out.
Risk: Something else comes with it; the GM will say.
☐ *Greater:* Even magical lights cannot pierce the darkness.

☐ **Charm**
A creature you touch is bewitched into treating you as a trusted friend for about an hour, and you take +1 Forward with them for as long as the spell lasts. Once the spell ends, they know full well the effects of your magic.
Risk: The entranced creature, though your friend, still knows better than to trust you; you don't take +1 Forward with them.
☐ *Greater:* On a 12+, you may either take +1 Ongoing with them instead or have them not remember the effects of your magic when the spell ends

☐ **Entangle**
You cause your target to become ensnared by roots, webs, or magical bindings, immobilising them until they break free or until you release them.
Risk: They can still move, but only slowly.
☐ *Greater:* On a 12+, the snare either deals 1d6 damage or paralyses them entirely, your choice.

FAMILIAR

You have a strong connection to an arcane creature, with whom you share your emotions and can communicate telepathically. Treat it as a Follower with starting Loyalty +3. Its stats are based on its **size** and its **benefits** (see below).

NAME: _____

HIT POINTS	ARMOUR	DAMAGE
LOYALTY	QUALITY	LOAD

If your companion is reduced to 0 HP, see **Eternal Servant**, below.

SIZE AND TYPE | choose one of each; this determines its starting stats, plus the number of tags/moves it has

- ☐ Tiny: Quality +2, 6 HP, 1d6-1 damage, Load 0
- ☐ Abyssal Cat
- ☐ Illusory Crow
- ☐ Extraplanar Toad
- ☐ Wolpertinger
- ☐ Pixie
- ☐ Small: Quality +1, 9 HP, 1d6 damage, Load 1
- ☐ Celestial Eagle
- ☐ Entropic Cobra
- ☐ Pseudodragon
- ☐ Dire Rat
- ☐ Imp
- ☐ Medium: Quality +1, 12 HP, 1d6+1 damage, Load 2
- ☐ Hell Hound
- ☐ Arcane Slime
- ☐ Blink Dog
- ☐ Nightwing
- ☐ Pooka

BENEFITS | choose a total number of options based on its size; 6 if tiny, 4 if small, and 3 if medium

- Tags**
- All Familiars are Magical in addition to any other tags.*
- ☐ _____-Wise: They know all about _____, and can roll +Quality to Spout Lore about it on your behalf.
- ☐ *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.
- ☐ *Devious:* Deceitful, treacherous, thieving.
- ☐ *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.
- ☐ *Organised:* Follows plans well, works well in a group. Once they agree to a plan, there's no need to Order Followers as long as the plan doesn't go awry.
- ☐ *Stealthy:* Avoids detection; often gets the drop on foes.
- ☐ *Warrior:* They grant +1 damage when they help you fight, and you don't need to Order Followers to get them to fight unless the opposition is terrifying or overwhelming.
- ☐

FAMILIAR SKETCH

- Moves**
- ☐ Deliver a message.
- ☐ Drag down its prey.
- ☐ Escape from a bind.
- ☐ Fetch something.
- ☐ Poison its prey.
- ☐ Serve as a mount.
- ☐ Stand watch.
- ☐ Track by scent.
- ☐ Threaten and intimidate.
- ☐ Trample, break, and wreck stuff.
- ☐
- ☐

Armour
☐ ☐ +1 Armour per tic.

INSTINCT | choose one

- ☐ To challenge rivals
- ☐ To panic
- ☐ To follow its stomach
- ☐ To run rampant
- ☐ To freeze up
- ☐ To savage its prey
- ☐ To get distracted
- ☐ To wander off
- ☐ To give chase
- ☐
- ☐ To make mischief

COST | write one

ETERNAL SERVANT
When your Familiar 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 few months of rest, they take -1 Ongoing and their max HP is halved. On a 6-, they will die soon unless someone intervenes; if they are saved, treat it as a 7-9 above.

FOLLOWER

A Follower's duty is to their patron, but their loyalty is their own.

NAME: _____

HIT POINTS

ARMOUR

DAMAGE

LOYALTY

QUALITY

LOAD

FOLLOWER SKETCH

TAGS

- ☐ _____-Wise: They know all about _____, and can roll +Quality to Spout Lore about it on your behalf.

☐ Athletic: Good at running, jumping, climbing, etc.

☐ Beautiful: Draws admiration and attention; makes an impression.

☐ Cautious: Careful and methodical; avoids acting rashly.

☐ Connected (____): They have friends and contacts in _____, a particular steading or group.

☐ Cunning: Clever and observant; can roll +Quality to Discern Realities on your behalf.

☐ Devious: Deceitful, treacherous, thieving.

☐ Ferocious: Its attacks deal +1 damage and are messy.

☐ Group: A team, gang, or mob, with all the strengths and drawbacks of greater numbers.

☐ Guide (____): Knows a particular steading or region and can roll +Quality to Spout Lore, Scout Ahead, or Navigate therein.

☐

☐

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

☐ Healer: When they tend to wounds with bandages or with poultices & herbs, add their Quality to the HP healed.

☐ Meek: Accepts its lowly lot; no need to Order Followers for degrading or unreasonable tasks.

☐ Magical: Attuned to arcane forces, sensitive to the workings of magic. Use at least 1 of their moves to elaborate on their powers.

☐ Organised: Follows plans well, works well in a group. Once they agree to a plan, there's no need to Order Followers as long as the plan doesn't go awry.

☐ Self-Sufficient: Can live off the land and roll +Quality to Forage.

☐ Stealthy: Avoids detection; often gets the drop on foes.

☐ Warrior: They grant +1 damage when they help you fight, and you don't need to Order Followers to get them to fight unless the opposition is terrifying or overwhelming.

☐

☐

☐

MOVES

- ☐ Deliver a message.

☐ Escape from a bind.

☐ Stand watch.

☐ Threaten and intimidate.

☐ 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.

☐

☐

☐

☐

☐

INSTINCT

- ☐ To act selfishly

☐ To act impulsively

☐ To slack off

☐ To lord over others

☐ To give in to temptation

☐ To sow doubt or misery

☐ To hold a grudge and seek payback

☐ To question leadership or authority

☐ To avoid danger or punishment

☐ To indulge in their addictions

☐ To inflict undue pain and suffering

☐ To loot, pillage, and burn

☐

COST

- ☐ Debauchery

☐ Vengeance

☐ Knowledge

☐ Lucre

☐ Good

☐ Affection

☐ Renown

☐ Glory

☐

NOTES

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NOTES

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THREATS

NAME: _____ ☐ INDEPENDENT ☐ ADVENTURE ☐ CAMPAIGN TYPE: IMPULSE: IMPENDING DOOM: GRIM PORTENTS ☐ ☐ ☐ ☐ ☐	DESCRIPTION / NOTES
--	--------------------------------

THREATS

NAME: _____ ☐ INDEPENDENT ☐ ADVENTURE ☐ CAMPAIGN TYPE: IMPULSE: IMPENDING DOOM: GRIM PORTENTS ☐ ☐ ☐ ☐ ☐	DESCRIPTION / NOTES
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NAME: _____ ☐ INDEPENDENT ☐ ADVENTURE ☐ CAMPAIGN TYPE: IMPULSE: IMPENDING DOOM: GRIM PORTENTS ☐ ☐ ☐ ☐ ☐	DESCRIPTION / NOTES
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NAME: _____ ☐ INDEPENDENT ☐ ADVENTURE ☐ CAMPAIGN TYPE: IMPULSE: IMPENDING DOOM: GRIM PORTENTS ☐ ☐ ☐ ☐ ☐	DESCRIPTION / NOTES
--	--------------------------------

MONSTERS

NAME: _____		
SETTING/DESCRIPTION	HP	
☐ TINY ☐ SMALL ☐ MEDIUM ☐ LARGE ☐ HUGE		
☐ SOLITARY (1) ☐ GROUP (1d6+1) ☐ HORDE (3d6/wave)		
INSTINCT:	ARMOUR	
SPECIAL QUALITIES:		
ATTACKS/DAMAGE:		MOVES:
TAGS:		
NOTES:		

MONSTERS

NAME: _____		
SETTING/DESCRIPTION	HP	
☐ TINY ☐ SMALL ☐ MEDIUM ☐ LARGE ☐ HUGE		
☐ SOLITARY (1) ☐ GROUP (1d6+1) ☐ HORDE (3d6/wave)		
INSTINCT:	ARMOUR	
SPECIAL QUALITIES:		
ATTACKS/DAMAGE:		MOVES:
TAGS:		
NOTES:		

NAME: _____		
SETTING/DESCRIPTION	HP	
☐ TINY ☐ SMALL ☐ MEDIUM ☐ LARGE ☐ HUGE		
☐ SOLITARY (1) ☐ GROUP (1d6+1) ☐ HORDE (3d6/wave)		
INSTINCT:	ARMOUR	
SPECIAL QUALITIES:		
ATTACKS/DAMAGE:		MOVES:
TAGS:		
NOTES:		

NAME: _____		
SETTING/DESCRIPTION	HP	
☐ TINY ☐ SMALL ☐ MEDIUM ☐ LARGE ☐ HUGE		
☐ SOLITARY (1) ☐ GROUP (1d6+1) ☐ HORDE (3d6/wave)		
INSTINCT:	ARMOUR	
SPECIAL QUALITIES:		
ATTACKS/DAMAGE:		MOVES:
TAGS:		
NOTES:		

THREAT

NAME: _____ ☐ INDEPENDENT ☐ ADVENTURE ☐ CAMPAIGN TYPE: IMPULSE: IMPENDING DOOM: GRIM PORTENTS ☐ ☐ ☐ ☐ ☐	
DESCRIPTION / NOTES	

MONSTER

NAME: _____		MONSTER SKETCH
SETTING/DESCRIPTION	HP	
☐ TINY ☐ SMALL ☐ MEDIUM ☐ LARGE ☐ HUGE		
☐ SOLITARY (1) ☐ GROUP (1d6+1) ☐ HORDE (3d6/wave)		
INSTINCT:	ARMOUR	
SPECIAL QUALITIES:		
ATTACKS/DAMAGE:	MOVES:	
TAGS:	NOTES:	

NOTES

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THREAT

NAME: _____		DESCRIPTION
☐ INDEPENDENT ☐ ADVENTURE ☐ CAMPAIGN		
TYPE		
IMPULSE		
IMPENDING DOOM		CAST
GRIM PORTENTS		
☐ _____		NOTES

☐ _____		

☐ _____		

☐ _____		

THREAT

NAME: _____		DESCRIPTION
☐ INDEPENDENT ☐ ADVENTURE ☐ CAMPAIGN		
TYPE		
IMPULSE		
IMPENDING DOOM		CAST
GRIM PORTENTS		
☐ _____		NOTES

☐ _____		

☐ _____		

☐ _____		

MONSTER

NAME: _____		SETTING/DESCRIPTION		MONSTER SKETCH
☐ TINY ☐ SMALL ☐ MEDIUM ☐ LARGE ☐ HUGE				
☐ SOLITARY (1) ☐ GROUP (1d6+1) ☐ HORDE (3d6/wave)				
INSTINCT	HP	ARMOUR		
SPECIAL QUALITIES				
ATTACKS/DAMAGE	MOVES			
TAGS	NOTES			

MONSTER

NAME: _____		SETTING/DESCRIPTION		MONSTER SKETCH
☐ TINY ☐ SMALL ☐ MEDIUM ☐ LARGE ☐ HUGE				
☐ SOLITARY (1) ☐ GROUP (1d6+1) ☐ HORDE (3d6/wave)				
INSTINCT	HP	ARMOUR		
SPECIAL QUALITIES				
ATTACKS/DAMAGE	MOVES			
TAGS	NOTES			

MONSTER

NAME: _____		SETTING/DESCRIPTION		MONSTER SKETCH
☐ TINY ☐ SMALL ☐ MEDIUM ☐ LARGE ☐ HUGE				
☐ SOLITARY (1) ☐ GROUP (1d6+1) ☐ HORDE (3d6/wave)				
INSTINCT	HP	ARMOUR		
SPECIAL QUALITIES				
ATTACKS/DAMAGE	MOVES			
TAGS	NOTES			

NOTES

INSTANT LOCATIONS

PLACES

Adders Lookout	Avonia	Barkstone	Barleyvale	Barrowbridge	Bastion
Battlemoore	Blackpool	Blackport	Blackstone	Bleakwater	Boar's Head Lake
Boatsman's Strait	Boiling Water	Bone Plains	Brighthelm	Brighthill	Brindenburg
Broadford	Broom River	Bucksburg	Bull Hill	Bullriver Town	Callhampton
Cape Flattery	Cape Sand Island	Castle Daunting	Castlerock	Castonshire	Cat's Hollow
Church Hill	Cold Harbor	Copperwood	Cornerbrook	Cornwood	Covaner
Crosses	Crossguard	Crystal Falls	Curland	Dendale	Doegate
Dove River	Eastland	Endless Stream	Enfield	Ennet Bend	Falconhead
Fort Chesterfield	Fortfield	Fortress Andwynne	Freewoman Isles	Glassmoor	Goblinjaw
Golden Valley	Gordenfield	Graybark	Gull Bay	Hammerford	Harlow
Harrison's Hold	Hayfield	Highcourt	Hilt Island	Holly Hills	Ice Bay
Ire Cove	Ironcastle	Irongate	Isle of Chalk	Isle of Honey	Isle of Rocks
Ivory Downs	Kearny	Kettle Valley	Kingston	Land's End	Laurel Gulf
Lenrush	Lightning	Marshbridge	Marshvale	Mayhill	Meadow Lake
Meeting of the Waters	Meridian	Miller's Crossing	Mirrowsands	Mossel	Mount Malicious
Mudwater	Mullhaven	Newfort	Nook's Crossing	Nulty's Harbor	Oaks
Obersen	Orchid City	Oxbow Lake	Pigton	Pit	Ramfall
Redfield	Regret	Resthaven	Richguard Island	Riverton	Rockfort
Rockridge	Roughwater	Royal Mountain	Rum River	Rustleaf	Saltworks
Seawall	Settledown	Shambles	Silverthorne	Skull Mountain	Snowcalm
Snowy Hill	Southcross	Steepwood	Storm Sea	Strathdale	Strongtimbers
Sunshire	Sunstorm Reach	Tanner's Ford	Terminum	The Gray Fast	The Narrows
Thistledown	Threshold	Torsea	Tumblewater	Valley of Many Rivers	Vantage
Varlosh	Warrior Sea	Watershed	Watertown	Wexridge	White City
Wigtown	Winch Bank	Wolf River	Wooded Hill	Wry Mouth River	Wurtholm

20 STEADING TRADITIONS

1. Every structure is named and treated like a living, feeling person.
2. Visitors are only welcome if they allow themselves to be branded.
3. It is considered arrogant to accept something on the first offer.
4. The people wear masks when outside their homes.
5. Every home contains a "fortune flower."
6. Every home contains the death masks of deceased relatives.
7. Each member of the steading wears a single iron manacle.
8. Children are property of the steading, not of their parents.
9. Dreams are treated with prophetic reverence here.
10. Social status is denoted by the length of someone's hair, if any.
11. The history of each individual is tattooed upon their body.
12. Every person keeps an exotic creature as a pet and familiar.
13. Everyone wears the same matching uniform.
14. Visitors are expected to provide entertainment in the evening.
15. The locals haven't gotten any news of the outside world in years.
16. The steading is highly democratic and its folk very opinionated.
17. The townsfolk place a high value on personal honor and duty.
18. Everyone in the steading acts terribly suspiciously.
19. Lynchings are treated as a regular festival-event.
20. It is forbidden to stray from the steading's winding paths.

20 STEADING PROBLEMS

1. It is rife with excess and corruption.
2. It is ridden with disease and misery.
3. Its population is booming.
4. Its population is dwindling.
5. It is home to something that does not belong.
6. It is home to eldritch beings who wear human skins.
7. It is home to members of a malicious and manipulative cult.
8. It is threatened by a gang of ruthless brigands.
9. It is threatened by earthly monsters.
10. It is threatened by otherworldly terrors.

20 STEADING QUALITIES

1. It is ruled by a single individual.
2. It is ruled by a theocracy.
3. It is ruled by the people.
4. It belongs to a noble family.
5. It is a centre of religion in the region.
6. It is a centre of learning in the region.
7. It uses its own unique language.
8. It uses its own internal currency.
9. It is defended by the best of the best.
10. It is defended by the worst of the worst.

11. It was founded on a place of power, recently disturbed.
12. It is ancient, built on top of its own ruins.
13. It is in dire need of supplies from another steading.
14. It has an intense and violent rivalry with another steading.
15. It stands at the border to a hostile land.
16. It stands at the precipice of disaster, natural or made.
17. Its people are troubled by the restless dead.
18. Its people have been recently cursed.
19. Its people are the playthings of arcane powers.
20. Its people are plagued by nightmares.

11. It is home to a powerful and influential individual.
12. It has cornered the market.
13. It promotes slavery and protects slavers.
14. It has a diverse and varied populace.
15. It is remote or unwelcoming.
16. It boasts the largest military in the region.
17. It is known for its exotic wares.
18. It is the capital of an entire nation.
19. Its people are wealthy and live in comfort.
20. Its people are poor and live in squalor.

MONSTERS

HIT POINTS

How does it usually hunt or fight? (pick 1)

- **In large groups (Horde):** 3 HP.
- **In small groups (Group):** 6 HP.
- **By itself (Solitary):** 12 HP.

How big is it? (pick 1)

- **Medium (e.g. human) or smaller:** +0 HP.
- **Large (e.g. horse):** +4 HP.
- **Huge (e.g. elephant):** +8 HP.

It's known for ... (choose all that apply)

- **Uncanny endurance:** +4 HP.
- **The favour of the gods:** +2 HP.

It ... (choose all that apply)

- **Is animated by more than biology:** +4 HP.
- **Lacks organs/discernable anatomy:** +3 HP.

ARMOUR

What is its most important defense? (pick 1)

- **Cloth or flesh:** 0 Armour
- **Leathers or thick hide:** 1 Armour
- **Mail, scales, or similar:** 2 Armour
- **Steel, bony plates, carapace:** 3 Armour
- **Permanent magical protections:** 4 Armour

It ... (choose all that apply)

- **Bears a shield (or similar):** +1 Armour
- **Is skilled in defense:** +1 Armour
- **Lacks organs/discernable anatomy:** +1 Armour

INSTINCT

What does it want to do that causes problems for others? This is its instinct. Write it as an intended action (e.g. to rip and tear the living).

TAGS, MOVES, QUALITIES

How does it usually hunt or fight? (pick 1)

- **In large groups:** Horde.
- **In small groups:** Group.
- **By itself:** Solitary.

How big is it? (pick 1)

- **Cat or smaller:** Tiny.
- **Halfling:** Small.
- **Human:** Medium.
- **Horse, a cart, etc.:** Large.
- **Elephant, a house, or bigger:** Huge.

It's known for ... (choose all that apply)

- **Doing _____:** +move.
- **Deceit & trickery:** +stealthy, +move.
- **Favour of the gods:** +divine.
- **Spells & magic:** +magical, +move.
- **Useful adaptation (wings, fireproof, etc):** +quality.

Choose all that apply:

- **Has permanent magical protections:** +magical.
- **Works in groups:** +organised, +move.
- **As smart as a person (at least):** +intelligent.
- **Actively defends itself:** +move.
- **Collects trinkets, treasure:** +hoarder.
- **Lacks a physical form:** +spirit.
 - **... but can manifest one:** +move.
- **Lacks organs/discernable anatomy:** +amorphous.
- **Disturbing/Terrible/Horrible:** +terrifying, +move.
- **Was made by someone:** +quality (or two).
- **Tends to avoid fights, flees easily:** +cautious
- **It's utterly alien to this world:** +planar, +move
- **Its primary isn't from wounds:** +devious, +move

+move: Write a move about that feature.

+quality: Write a special quality that reflects that feature.

DAMAGE & RANGE

How does it usually hunt or fight? (pick 1)

- **In large groups (Horde):** 1d6.
- **In small groups (Group):** 1d6+1.
- **By itself (Solitary):** 1d6+2.

How big is it? (pick 1)

- **Tiny (e.g. cat):** -1 damage, -range.
- **Small (e.g. halfling):** +0 damage, -range.
- **Medium (e.g. human):** +0 damage.
- **Large (e.g. horse):** +1 damage, +range.
- **Huge (e.g. elephant):** +2 damage, +range.

Range is otherwise determined by its weapons:

- **Unarmed, claw, bite, knife:** Hand.
- **Melee weapon, big horns or claws:** Close.
- **Able to keep foes at bay:** Reach.
- **Useful at range:** Near or Far (or both).

Its armaments ... (choose all that apply)

- **Are small and weak:** -1 damage.
- **Are vicious and obvious:** +2 damage.
- **Can slice or pierce metal:** +1-piercing, messy.
- **Can tear metal apart:** +3-piercing, messy.
- **Ignore armour entirely:** +Ignores armour.

How It's known for ... (choose all that apply)

- **Unrelenting strength:** +2 damage, forceful
- **Favour of the gods:** +2 damage
- **Skill in offense:** b[2d6+X].
- **Deft strikes:** +1-piercing.

Other qualities (choose all that apply)

- **Its primary danger isn't from wounds:** -1 damage.
- **Its ancient (or its species is):** +1 damage.
- **Abhors violence:** w[2d6+X].

TREASURE

When appropriate, use these guidelines to determine the treasure that players find by looting a creature (from their dead body, from their pockets, or from being swindled or persuaded) or their lair.

To do so, roll the monster's damage, and ...

- **Hoarder:** Roll twice and take the higher result.
- **Lording over others:** +2 to the roll.
- **Ancient and noteworthy:** +2 to the roll.
- **It's the stash of a small tribe:** x2 the coin value.
- **It's the cache of a large clan:** x5 the coin value.
- **It's the hoard of a dragon (or similar):** x10 the coin value.

Then refer to this list for your result:

1-3: Coins and baubles (2d6 coin).
or A mundane item useful to the current situation.

4-6: Several coins (4d6+2 coin).
or Some specialised or uncommon supplies.

7-8: Art/Luxury item (2d6+2×10 coin).
or Some useful information.

9-10: A bag of coins (10d6×10 coin).
or A minor magical trinket.

11-12: Fine Art/Luxury item (2d6×100 coin).
or An immobile, exploitable resource.

13-14: A lockbox full of coins (3d6+2×100 coin).
or A magical item or lingering boon.

15-16 A unique, valuable item (5d6×100 coin).
or Roll again, but the result is directly related to a PC.

17+ A hoard of coins (1d6×1000 coin) and gems (1d6+2×100 coin), then roll again.

In addition to the guidelines above, creatures will typically carry or store something of personal significance to them; Divine creatures may carry symbols of their deity, Magical and Planar creatures might carry something strange or otherworldly, and creatures far from home are likely to carry a few rarities.

THE GM

HOW TO GM

If you don't know what to do, look to your Agendas.

- Describe the situation
- Follow the rules
- Make moves
- Exploit your prep

YOUR AGENDAS

If you don't know what to do, look to your Agendas. Everything you say or do at the table should be in service to these three goals.

- Portray a fantastical world
- Fill the characters' lives with adventure
- Play to find out what happens

YOUR PRINCIPLES

Follow your Agendas using these Principles of play.

- Draw maps, leave blanks
- Address the characters, not the players
- Embrace the fantastic
- Make a move that follows
- Never speak the name of your move
- Give every monster life
- Name every person
- Ask questions and use the answers
- Be a fan of the characters
- Think dangerously
- Begin and end with the fiction
- Think offscreen, too
- Always say what honesty demands

THREATS

Threats are the lingering problems that cause trouble for the PCs, the people and places they know, the region they live in, or even the entire world.

Make a Threat when:

- When you introduce a monster, NPC, or even a place during a session and, after the session, you think it might cause trouble later.
- When a length of time passes (such as when the PCs use the Bolster or Recover moves), you may create a new Threat or make an existing one worse.
- When you expect that the PCs will encounter it in an upcoming session.

To create a Threat:

- Name it and add it to the appropriate front (Independent, Adventure, or Campaign).
- Choose and write down its threat type.
- Give it an instinct if it doesn't already have one.
- If it's active, write an impending doom and 2-4 grim portents.
- Optional: Add any related NPCs or other threats.
- Optional: Write some stakes questions.
- Optional: Write a custom player move.

MISCELLANY

INCIDENTAL DAMAGE

- | | |
|--|-------|
| ■ Some bruises or scrapes, Searing pain, First degree burns | 1d6 |
| ■ Spills blood, but nothing horrible; Nasty burns, but localised | 1d6+1 |
| ■ Might break some bones; Awful, widespread burns | 1d6+2 |
| ■ Deadly to any normal person | 1d6+3 |

WORLD MOVES

These are your broadly applicable moves. Most other moves are just more specific versions of these.

- Reveal an unwelcome truth
- Show signs of approaching trouble
- Put them in a spot
- Use up their resource
- Deal damage to them (or inflict other harm)
- Test their bonds
- Separate them
- Turn their move back on them
- Give an opportunity fitting a class' abilities
- Show a downside to their class, race, or gear
- Offer an opportunity, with or without a cost
- Tell them the requirements or consequences and ask
- Use a more specific move (e.g. Dungeon, Monster)

LOCATION MOVES

These moves are best for Dungeons, but can be used in any kind of hostile or dangerous locale.

- Change the environment
- Provide an alternate path
- Make them backtrack or find another way
- Hint that there's more than meets the eye
- Present a discovery, useful or weird or dangerous
- Introduce a new faction, creature, or person
- Present a challenge to a specific character
- Offer riches at a price

FOLLOWERS

FOLLOWER TAGS

_____-wise: They know all about _____, and can roll +Quality to Spout Lore about it.

Archer: They grant +1 damage when they help you fight, and can roll +Quality to Volley on your behalf.

Athletic: Good at running, jumping, climbing, etc.

Beautiful: They draw admiration and attention; makes an impression.

Cautious: They are careful and methodical; avoids acting rashly.

Connected (____): They have friends or contacts in _____, a particular steading or group.

Cunning: Clever and observant; can roll +Quality to Discern Realities on your behalf.

Devious: Deceitful, treacherous, thieving.

Ferocious: Its attacks deal +1 damage and are messy.

Group: A team, gang, or mob, with all the strengths and drawbacks of greater numbers.

Guardian: They can roll +Quality to Defend, and can spend their hold to deal damage equal to 1+Quality to the attacker.

Guide (____): Knows a particular steading or region and can roll +Quality to Spout Lore, Scout Ahead, or Navigate therein.

Hardy: Tough, hard-working, willing to put up with discomfort. They get +2 Load.

Healer: When they tend to wounds with bandages or poultices & herbs, add their Quality to the HP healed.

Meek: They accept their lowly lot. You don't need to Order Followers for them to do degrading or unreasonable things.

Magical: Attuned to arcane forces; sensitive to the workings of magic. Use at least 1 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.

Self-sufficient: Can live off the land and roll +Quality to Forage.

Stealthy: Can avoid detection and often get the drop on foes.

Warrior: They grant +1 damage when they help you fight, and you don't need to Order Followers to get them to fight unless the opposition is terrifying or overwhelming.

FOLLOWER RULES

Followers are those individuals (people, beasts, or monsters) who go adventuring with you (the players) and follow your lead. In general, you can tell the GM what you want your followers to do and you can expect that they'll do it. Sometimes this means your characters are giving your followers orders; other times you can just say what you would expect the follower would naturally do.

Like monsters, followers have HP, armour, damage, and instincts. They'll also have moves and/or tags to 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 or moves. It ranges from -1 (rubbish) to +2 (expert).

Loyalty determines how committed the follower is to you and your cause. It changes often, going from -2 to +3. If it would become -3, the follower is likely to betray or abandon you. Note that Loyalty is a resource, one that the GM might decide to use up as one of their moves.

Cost tells us what motivates the follower to follow you. These won't always be tangible things.

Followers can deal and take damage, just like a monster does. When they would deal damage, you roll their damage die; 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.

Like player characters, followers make the Encumbrance, Make Camp, and Recover moves. At the GM's discretion, they might also make the Death's Door move. Aside from these, they can Do Their Thing; all other moves are off-limits, unless otherwise noted.

FOLLOWERS

CREATING FOLLOWERS

Competence

How competent is the follower? Choose one.	
• A liability	Quality -1, +0 Tags
• Reasonably competent	Quality +0, +1 Tags
• Fully capable	Quality +1, +2 Tags
• An exceptional individual	Quality +2, +4 Tags

Which of these describe them? Choose all that apply.	
• They're highly specialised	+1 to Quality, -2 Tags
• They're past their prime	+1 to Quality, +1 Wise
• They've lived a life of danger	+2 Tags
• They've lived a life of privilege	+1 Tag
• They've lived a life of oppression	+Meek

Tags & Moves

Every Follower starts with one _____-wise tag, where the blank is filled by whatever subject or thing the follower knows best. Choose any additional tags from the Follower Tags list.

At your option, you can give the Follower a move instead of a tag. A move describes what actions the Follower can do; these should reflect specific skills, abilities, or tendencies that couldn't be better reflected through 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.

When a Follower uses one of their moves, you (the GM) might require that they **Do Their Thing** (if the outcome is chancy) or you might just say what happens (if there's little chance or risk).

Loyalty

By default, a new Follower starts with Loyalty +1, but you can 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, or make up a new one.

- To avoid danger or punishment.
- To give in to temptation.
- To hold grudges and seek payback.
- To lay about and slack off.
- To lord over others.
- To savage, pillage, and burn.
- To question your leadership or authority.
- To act impulsively.

Cost

- What motivates the follower to accompany and assist the characters? Choose one, maybe two, or make up a new one.
- **Lucre:** *Coin appropriate to their background and occupation. The higher their Quality, the more coin (and other valuables) they might demand for their work.*
 - **Renown:** *Public recognition for their deeds and skills. The higher their Quality, the larger the audience required.*
 - **Glory:** *Defeating a worthy foe in battle. The higher their Quality, the more worthy the foe must be. Possibly limited to certain enemy types (demons, barbarians, etc.).*
 - **Debauchery:** *Food, drink, gambling, sex, and mischief. The higher their Loyalty, the more extreme the thrills.*
 - **Affection:** *Kind words and deeds, quality time and attention. The higher their Loyalty, the more affection they require.*
 - **Knowledge:** *Secrets, mysteries, and wonders only found by exploring the wider world. The higher their Loyalty, the darker and more forbidden the knowledge they desire.*
 - **Good:** *Suffering alleviated, innocents defended, wrongs righted. The higher their Quality, the greater the good required.*
 - **Vengeance:** *Payback against those that have wronged them or their loved ones. The higher their Quality, the more direct and tangible the payback they require.*

Hit Points, Armour, Damage & Load

How resilient are they? Choose one.	
• Weak, frail, or soft.	3 HP.
• Able-bodied.	6 HP.
• Tough, strong, or hard.	9 HP.

What armour do they wear? Choose one.	
• None.	0 Armour.
• Hides or leather.	1 Armour.
• Scale or chain.	2 Armour.
• Plate.	3 Armour.

Do they wear a shield?	
• Yes	+1 Armour.
• No	+0 Armour.

How dangerous are they in a fight? Choose one.	
• They aren't.	1d6-1 damage.
• They can defend themselves.	1d6 damage.
• They're a veteran warrior.	1d6+1 damage.

Assign range & tags based on the weapons they wield.

In addition to their arms, armour, and any other tools of their trade (if any), human-sized followers have a Load of 2. Equip them based on their circumstances and their background.

THREAT TYPES

THREAT MOVES: BEASTS

e.g. *Formian hives* (impulse: to spread and overrun), *lone ottyughs* (impulse: to feast on civilisation's refuse), *rampaging griffins* (impulse: to roam and terrorise)

- Show up where it's not wanted
- Stalk or pursue prey
- Protect its home or family
- Make a show of strength or aggression
- Build or expand a nest or den
- Modify its environment
- Flee or panic or rage
- Consume something (or someone)
- Grow or diminish, in size or in numbers

THREAT MOVES: HORDES

e.g. *Wild barbarians* (impulse: to grow strong, to drive their enemies before them), *humanoid vermin* (impulse: to breed, to multiply and consume), *riotous peasants* (impulse: to overthrow the status quo)

- Grow or amass in numbers
- Claim territory
- Consume or despoil a resource
- Perform a show of dominance
- Abruptly change location or direction
- Overwhelm a weaker force
- Assault a bastion of civilisation
- Appoint a champion
- Make an alliance
- Come under a leader's sway
- Undergo internal squabbles or turmoil

THREAT MOVES: VILLAINS

e.g. *Vile sorcerers* (impulse: to wield and abuse great magical power), *lords of the undead* (impulse: to seek true immortality), *dragons* (impulse: to hoard gold and jewels, to protect the clutch)

- Grasp power, recklessly
- Gain followers or allies
- Carefully study an enemy or potential ally
- Make an offer, with strings attached
- Demand concessions, obedience, or respect
- Make threats, veiled or not
- Outmaneuver their enemies
- Attack cautiously, holding reserves
- Attack ruthlessly, with little warning
- Reveal a preparation made in advance
- Sacrifice someone to further their goals
- Betray an ally or a trust
- Take a prisoner
- Do the unthinkable

THREAT MOVES: WILDCARDS

e.g. *Sentient artifacts* (impulse: to find a worthy wielder), *chosen ones* (impulse: to fulfill or resent their destiny), *knights-errant* (impulse: to seek a worthy cause), *scoundrels* (impulse: to acquire immense riches)

- Aggressively pursue their ambitions
- Demonstrate their worth, or lack thereof
- Display the contents of their heart
- Provide advice or help (wanted or not)
- Reveal a secret, or keep one closely
- Draw attention to themselves or others
- Appear unannounced
- Act strangely (for them)
- Bear witness
- Tell stories (true or not)
- Make, keep, or break a promise
- Force an issue or a confrontation
- Stand resolute and refuse to budge

THREAT MOVES: AFFLICTIONS

e.g. *Plagues* (impulse: to spread), *superstitions* (impulse: to persecute), *local customs* (impulse: to maintain perceived order), *curses* (impulse: to twist and ensnare)

- Accumulate useful information
- Someone neglects their responsibilities
- Someone lashes out
- Someone despairs
- Someone seeks succor
- Someone hoards resources
- Someone clings to old ways
- Someone embraces this as a blessing
- Someone acts rashly, making things worse
- Someone blames a scapegoat
- Someone drags others into it
- Someone forms a mob

THREAT MOVES: ORGANISATIONS

e.g. *Cults* (impulse: to infest from within), *religions* (impulse: to establish and follow doctrine), *cabals* (impulse: to absorb those in power, to grow), *thieves guilds* (impulse: to infest from within)

- Accumulate useful information
- Make preparations
- Absorb someone or buy them out
- Negotiate a deal
- Give a demand or an ultimatum
- Change a rule, law, or institution
- Claim territory or resources
- Shake things up internally
- Attack with subtlety; rumour-mongering, blackmail, kidnapping, assassination

THREAT MOVES: OTHERWORLDLY POWERS

e.g. *Gods* (impulse: to gather worshippers), *demon princes* (impulse: to open the gates of Hell), *elemental lords* (impulse: to tear down creation to its component parts), *eidolons of law* (impulse: to eliminate perceived disorder), *paragons* (impulse: to pass judgement)

- Watch, wait, and learn
- Sense powerful emotions
- Appear in dreams or visions
- Offer power, service, knowledge, or more
- Demand an oath or gift
- Lay a curse on someone
- Twist a bargain to its favour
- Send forth minions to do its bidding
- Shape its environs, per its nature
- Pursue alien goals
- Foster rivalries with similar powers
- Grow or diminish in strength

THREAT MOVES: PLACES OF POWER

e.g. *Dark portals* (impulse: to disgorge demons), *abandoned towers* (impulse: to draw in the weak-willed), *elemental vortexes* (impulse: to grow, to tear apart reality), *cursed land* (impulse: to corrupt the living)

- Vomit forth a lesser danger
- Spread to an adjacent place
- Grow in intensity or depth
- Lure someone in
- Refuse entry to the unworthy
- Imprison, ensnare, and refuse to let go
- Leave its mark on an inhabitant or visitor
- Dampen magic or increase its effects
- Confuse or obfuscate truth or direction
- Corrupt or defy a natural law

INSTANT NPCs

NAMES

Aeron	Ajax	Alannys	Alekyne	Alester	Alhoro	Anastasia	Andanna	Arlon	Ash	Aytor	Aziz	Azra	Bartleby	Batista	Bonspiel
Brianne	Brovius	Bryce	Bugoso	Cerenna	Clarke	Columbo	Corenna	Daelwynn	Dahlra	Dalamyr	Darlessa	Dayne	Deryl	Desmera	Devan
Diana	Dierdre	Duram	Eddison	Eldon	Elia	Elizabeth	Eltherian	Eluria	Emelio	Emory	Ewing	Feralion	Finbar	Flapgar	Floria
Gabriel	Gamblor	Gamgar	Garlan	Gawen	Gloin	Gabriel	Gamblor	Gregor	Grimantha	Griswald	Halder	Hawthorn	Heramphalmos	Herran	Hob
Hua	Hywn	Igon	Ixirgonthus	Jack	Japera	Jared	Jarmen	Jocat	Kaffshyth	Kaleb	Kevan	Klipsan	Kolina	Krikorian	Larence
Lark	Lenore	Leonella	Lily	Lim	Lothar	Lucan	Lythene	Laric	Marrieth	Martyn	Matthias	Maya	Medlyn	Melmarack	Merrigold
Mildred	Milo	Mina	Morya	Nerissa	Nestor	Norris	Obelis	One-Eye	Oramor	Oria	Osmund	Ossian	Ovid	Palla	Pelin
Piotr	Porfryio	Poy	Preston	Putnam	Radka	Rafi	Ramona	Reardon	Reysen	Rhea	Rickard	Rihana	Ronnet	Rowena	Rudiger
Sabine	Saviero	Sayed	Seraphina	Shella	Shevaun	Shyra	Slime	Stdebaker	Sule	Sybelle	Syla	Thena	Trystane	Tsu	Umgax
Ussul	Veranna	Viktor	Vortimer	Walton	Warthog	Wendel	Whalen	Xie	Yasen	Yev	Yodl	Zamzomarr			

100 INSTINCTS

1. To accumulate power.
2. To atone.
3. To avenge.
4. To avoid notice.
5. To avoid battle.
6. To be a champion.
7. To be careful.
8. To be forgotten.
9. To be praised.
10. To be remembered in song.
11. To be smarter, faster, stronger.
12. To become a beast.
13. To become a terror to criminals.
14. To become someone else.
15. To bring about unending summer.
16. To commit an atrocity.
17. To conquer a faraway land.
18. To convince someone to do their dirty work.
19. To craft a masterwork.
20. To cure an illness.
21. To destroy an artifact.
22. To devour.
23. To die gloriously.
24. To discover the truth.
25. To discover.
26. To do good.
27. To do what can't be done.
28. To do what must be done.
29. To earn affection.
30. To earn renown.
31. To entertain.
32. To escape.
33. To establish a dynasty.
34. To evangelise.
35. To expand their land.
36. To explore a mysterious place.
37. To extinguish an evil forever.
38. To find the one.
39. To find the six-fingered man.
40. To find true love.
41. To fly.
42. To follow an order.
43. To gain a title.
44. To gain honour.
45. To get just one more haul.
46. To get out of an obligation.
47. To go where no man has gone before.
48. To hate.
49. To heal an old wound.
50. To help a family member.

51. To help others.
52. To hide from a shameful fact.
53. To hunt the most dangerous game.
54. To improve the realm.
55. To indulge.
56. To kill a hated foe.
57. To live a quiet life.
58. To live forever.
59. To live up to expectations.
60. To locate a lost thing.
61. To lose their mind.
61. To make amends.
63. To make good on a bet.
64. To make money.
65. To make the best of it.
66. To not screw it all up.
67. To overcome a bad habit.
68. To overcome a disadvantage.
69. To party.
70. To perfect a skill.
71. To play the game.
72. To preserve the law.
73. To prove a point.
74. To prove their worth.
75. To prove another's worth.
76. To raise dragons.
77. To reclaim what was taken.
78. To recover a lost memory.
79. To restore the family name.
80. To retire.
81. To retreat from society.
82. To return home.
83. To reunite with a loved one.
84. To rise in rank.
85. To run away.
86. To save someone from a monstrosity.
87. To serve.
88. To settle down.
89. To show kindness.
90. To show them all.
91. To spill blood.
92. To spread suffering.
93. To spread the good word.
94. To steal something valuable.
95. To survive just one more day.
96. To teach.
97. To travel.
98. To uncover a hidden truth.
99. To uncover the past.
100. To wake the ancient sleeper.

100 KNACKS

1. A beautiful mind.
2. A big idea.
3. A book in a strange language.
4. A catchy tune.
5. A clear voice.
6. A discerning eye.
7. A fortified position.
8. A heart.
9. A hidden entrance to the city.
10. A hidden path.
11. A key to an important door.
12. A library.
13. A long-lost sibling, regained.
14. A magic carpet.
15. A majestic beard.
16. A much-needed bag of taters.
17. A mysterious ore.
18. A one-of-a-kind item.
19. A one-way ticket to paradise.
20. A plan for the perfect crime.
21. A ring of power.
22. A safe place.
23. A secret.
24. A sense of right and wrong.
25. A silver tongue.
26. A stockpile of food.
27. A tie to a monster.
28. A trained wolf.
29. A true name.
30. A way with knots.
31. An abnormal parentage.
32. An arrow with your name on it.
33. An eye for detail.
34. An innate spell.
35. An innocent heart.
36. Baking.
37. Balance.
38. Bloodline.
39. Bluffing.
40. Brewing.
41. Certainty.
42. Comprehensive local knowledge.
43. Cooking.
44. Criminal connections.
45. Delusions of grandeur.
46. Divine blessing.
47. Endless ideas.
48. Endurance.
49. Exotic fruit.
50. Hedge wizardry.

51. Heroic self-sacrifice.
52. Hidden knowledge.
53. Immunity from the law.
54. Immunity to fire.
55. Invention.
56. Kindness.
57. Lawmaking.
58. Luck.
59. Lying.
60. Magical awareness.
61. Metalworking.
62. Mind-bending sexiness.
63. Money, money, money.
64. Muscle.
65. Mysterious benefactors.
66. Noble blood.
67. Perfect memory.
68. Persistence.
69. Piety.
70. Poison.
71. Political leverage.
72. Power overwhelming.
73. Prophecy.
74. Ratcatching.
75. Resistance to disease.
76. Secret martial arts techniques.
77. Sense of direction.
78. Skill with a specific weapon.
79. Smelting.
80. Souls.
81. Special destiny.
82. Speed.
83. Steely nerves.
84. Storytelling.
85. Strange tattoos.
86. Stunning looks.
87. The attention of supernatural powers.
88. The language of birds.
89. The love of someone powerful.
90. The wind at his back and a spring in his step.
91. Tongues.
92. True love.
93. Undefined coolness.
94. Unique perspective.
95. Unquestioning loyalty.
96. Utter unremarkableness.
97. Visions.
98. Wheels of polished steel.
99. Woodworking.
100. Writing.

Credits

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