

Alternate Dungeon World Class Abilities

by Tom Miskey

Presented below are 2 optional alternate abilities for each DW playbook. The choice of which ability to take, the original or the alternate version, is made at 1st level and normally can't be changed later. However, the player and GM might decide that the fiction suggests changing to or from the alternate ability and do so.

Bard -

Teller of Tall Tales (replaces **Charming and Open**) - When you spin a false story or tell a lie, roll+CHR. On a 10+, the target believes your story completely, and the Bard gains +1 forward to their next interaction with the target, whether that is a sneak attack, more lies, etc. On a 7-9, the target questions some of the details or is unsure if the story is true, but is cautiously accepting of at least some of the story. On a 6-, the target knows the story is a lie and is not happy about the attempted deception.

Life of the Party (replaces **A Port in the Storm**) - The Bard may make a base Carouse roll with no bonus for free, rather than needing to spend 100 coins. If the Bard does spend 100 coins, they may roll+CHR, and may gain another +1 for each additional 100 coins after the first.

Cleric -

Channel Aligned Energy (replaces **Turn Undead**) - When you **hold your holy symbol aloft and call upon your diety to smite your enemy**, roll+WIS. On a 10+, Choose 2. On a 7-9, choose 1. On a 6-, your god has forsaken your call and shaken your confidence, take -1 forward.

- Deal your level in damage to a target of the opposite alignment (Good vs Evil, Lawful vs Chaotic)
- Inflict 1 Debility to a target of the opposite alignment (removed after a night's rest)
- Push a target of the opposite alignment away from you and keep them no closer than Near range as long as you continue to concentrate
- Cause a target of the opposite alignment to drop whatever they are holding

Spontaneous Caster (replaces **Commune**) - At 1st level you know all the Rotes plus 1 1st level spell of your choice. You gain 1 additional spell known each time you Level Up, and the spell must be of your level or lower. These chosen spells may never be changed, and you never lose access to a spell as a consequence of casting it. Instead, replace that option with a choice to suffer damage equal to 1 + the level of the spell (ignores armor). The -1 ongoing penalty to casting option is removed after a night's sleep since Commune is no longer available.

Druid -

Elemental Form (replaces **Shapeshifter**) - This ability works identically to Shapeshifter, but

instead of animal forms, you become an elemental. Each elemental form has different abilities that it may activate by spending a Hold. Some examples are below, but others can be created by the player and the GM:

Earth Elemental form

- Reduce the damage of an attack by half
- Destroy an object, smash a hole in a wall, or cause some other destruction

Fire Elemental form

- Add +1d4 fire damage to your attack and set fire to anything flammable you touch
- Hurl a Fireball, as the Wizard spell of the same name. Use Volley to attack with it, but you may not reduce ammo on a 7-9.

Air Elemental form

- Escape to the air
- Create a powerful gust of wind that blows dust into the air, knocks things over, etc.

Water Elemental form

- Flow under or around an obstacle as if you are water, reforming on the other side
- Engulf a target that requires air to breathe, causing your level in damage to them each round

Note: If you choose this option, the World-Talker advanced move works in reverse, and allows you to then take animal forms.

Wild-step (replaces **By Nature Sustained**) - You may move through the lands to which you were born or are currently attuned with ease and safety. You are unhindered by difficult terrain or rough waters, you may scale steep slopes as well as a goat, walk across quicksand, etc. Unnatural traps or magical effects will still affect you, this applies only to natural obstacles or terrain.

Fighter -

Tough as Nails (replaces **Armored**) - You gain an additional 3 HP and a +1 bonus on Last Breath tests.

Signature Armor (replaces **Signature Weapon**) - The Fighter has a suit of Signature Armor. Any advanced moves mentioning improvements to a Signature Weapon now apply to the armor instead. It begins as a suit of Scale Mail, 2 Armor, 3 weight, clumsy, but is modified from there:

Choose 2 Enhancements:

- Plate Mail. +1 Armor, but +1 weight.
- Spikes. +1 damage when you grapple or punch someone.
- Well-crafted. -1 weight.
- Perfectly weighted. No longer clumsy.
- Silenced. +1 on attempts to be stealthy.
- Self-repairing. If the armor is damaged, when the Fighter makes camp and sleeps in it, the Armor also regains 1 point. Also, reducing it to 0 Armor no longer destroys it.
- Shining Armor. All or part of the armor may create Light at will, as the Rote.
- Alter Appearance. The armor may change its look, from imitating other suits of armor to seeming to be ordinary clothing. Its stats do not change, the alterations are illusionary.

Choose its Appearance:

- Ancient
- Highly Polished

- Ornate
- Bloodstained
- Sinister

Note: If you choose this option, under Gear the Fighter gets a choice of any weapons totaling 10 coins or less. If they choose the "22 coins" option under additional items, it may be added to these 10 coins to buy better weapons (see pg 324 for the weapon price list).

Paladin -

Anti-Paladin (replaces **Alignment**, the **Human** racial move, and **Lay on Hands**) - For your Alignment, choose between Chaotic (Deny mercy to an innocent) or Evil (Endanger someone weaker than yourself).

Your Human racial move allows you to detect Good, rather than Evil. Finally, your Lay on Hands main purpose is to inflict harm.

When you **touch someone skin to skin and pray for harm to come to them**, roll+CHR. On a 10+, you inflict 1d8 damage and are healed for the same amount. Optionally, if you are suffering from a disease or debility, you may instead transfer it to that person. On a 7-9, you inflict 1d8 damage but gain no healing from it.

Note that when an Anti-Paladin undertakes a Quest, they usually must do the opposite of the listed vows to maintain their power. They must cause suffering rather than provide comfort, indulge in gluttony and other sins, tell lies and use tricks, show no mercy, etc.

Watched Over by the Gods (replaces **I Am the Law**) - The Paladin receives a +1 bonus on all Defy Danger rolls.

Ranger -

Two-Weapon Fighting (replaces **Called Shot**) - When you **strike an enemy with 2 weapons at once**, you may choose to deal your damage or roll+STR. On a 10+, you may choose to either roll your damage twice and take the better result or you may roll your damage normally and take +2 forward against that target. On a 7-9, you deal your damage and take +1 forward against that target.

Hated Enemies and Favored Terrain (replaces **Animal Companion** and **Command**) - Hated Enemies gives you a bonus against creatures from a specific monster setting: Cavern Dwellers, Denizens of the Swamp, Legions of the Undead, the Dark Woods, Ravenous Hordes, Twisted Experiments, the Lower Depths, or Planar Powers. Against your hated enemies you receive a +2 damage bonus and a +1 on Spout Lore checks pertaining to them.

Favored Terrain allows you to select 1 terrain listed under the Druid's Born of the Soil ability on pg 104. While you are in that terrain, you never need to consume a ration and you gain +1 on Stealth, Tracking, Discern Realities, and any jobs done while on a Perilous Journey through the area. You also gain a +1 when you Spout Lore about that terrain, its geography, dangers, inhabitants, etc.

Thief -

Friends in Low Places (replaces **Flexible Morals**) - When you **enter a wretched hive of scum and villany**, you may declare that you have a criminal connection here, roll+CHR. On a 10+, your connection remembers you fondly or owes you a favor. On a 7-9, they remember you and are willing to meet, but are neither beholden to you nor upset with you. On a 6-, your connection remembers you owing them a favor, or cheating them in some way.

Shadowing (replaces **Poisoner**, and Poisoner-related advanced moves may not be chosen) - When you **attempt to shadow a target** (follow them without being seen), roll+WIS. On a 10+, choose 2. On a 7-9, choose 1.

- You are able to keep the target in sight
- You are able to remain unseen
- You see an opportunity to pick their pocket or backstab them with +1 forward

Wizard -

Spontaneous Caster (replaces **Spellbook** and **Prepare Spells**) - At 1st level you know all the Rotes plus 1 1st level spell of your choice. You gain 1 additional spell known each time you Level Up, and the spell must be of your level or lower. These chosen spells may never be changed, and you never lose access to a spell as a consequence of casting it. Instead, replace that option with a choice to suffer damage equal to 1 + the level of the spell (ignores armor). The -1 ongoing penalty to casting option is removed after a night's sleep since Commune is no longer available.

Arcane Specialization (replaces **Ritual**) - Choose 1 type of spell to specialize in: Divination, Enchantment, Evocation, Illusion, or Summoning. You gain a +1 to all casting attempts with spells of your chosen type. Also choose an opposed school, and receive a -1 penalty to all casting attempts involving spells of that type.