

The Chosen Visitor

You were just living a normal life on Earth, when you heard a voice calling to you. “Please, save our world!” The voice asked nicely, but it didn’t actually wait for an answer before the light show started. Now you’re in another world, one where magic and monsters are real, and there are people who seem to think that you’re the Chosen One. There’s no telling whether you’ll actually find a way home, but at least things won’t be boring while you’re here.

The Chosen Visitor is a *Dungeon World* class for people from present-day Earth who’ve been sucked into a fantasy world. It draws inspiration on an entire genre of fantasy literature, exemplified by works like Poul Anderson’s *Three Hearts and Three Lions*, as well as anime like *Magic Knight Rayearth*. Some Chosen Visitors are simply people who do their best to rise to the occasion when thrust into a strange situation, but many manifest strange powers that they themselves can’t explain.

Credits

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This document uses text from *Class Warfare* by Johnstone Metzger.

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Names

Choose one, or make up your own:

Female Given Names: Dana, Doreen, Eva, Haruka, Hikaru, Holly, Jenny, Josie, Kaori, Manami, Megan, Megumi, Umi

Male Given Names: Aaron, Akira, Bob, Cecil, Daichi, Hank, Hideki, Holger, Keiichi, Mamoru, Marty, Michael, Ryo, Takeshi

Family Names: Baldwin, Carlsberg, Flynn, Fujisawa, Harlan, Hiraga, Inoue, Ishii, McDaniels, Mizuhara, Morgan, Ryuuzaki, Takamichi, Tanaka

Look

Choose one from each:

- School uniform, suit, casual clothes, P.E. clothes, military uniform, retail work clothes
- Athletic build, overweight, average build, scrawny
- Stylish, slovenly, basic, neat and clean, eccentric
- Significant birthmark, unusual hair color, unusual eye color

Stats

Your maximum HP is 8+Constitution.

Your damage die is d8.

Archetype

Chosen Visitors are always human; instead of a race, pick one of the three archetypes: Book-Learned, Joe Schmo, or Scrappy Kid.

Book-Learned

Select a second area of expertise for the Earth Knowledge move.

Joe Schmo

When you share a drink with someone, you may parley with them using CON instead of CHA.

Scrappy Kid

When you attack with a ranged weapon, deal +2 damage.

Starting Moves

You start with these moves:

Convenient Language Magic

Some kind of convenient language magic makes you fluent in the major languages of this world, including the native languages of all of the other PCs.

Earth Knowledge

Choose an area of expertise:

- o Ancient Warfare
- o Anthropology
- o Biology
- o Chemistry
- o Fantasy Novels
- o Games
- o Mythology
- o Psychology

When you first encounter an important creature, location, or item (your call) covered by your earth knowledge, you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what class, book, website, or other source you heard that information from.

Guided by Prophecy

When you act according to the ancient prophecies to further your quest, take +1 forward.

Holy Guidance

When you mentally call to the one who brought you to this world, you receive some useful knowledge or boon related to the reason you're here. The GM will tell you what.

Marked as the Chosen One

Some innocuous thing you have (your school uniform, a piece of jewelry, the color of your eyes, etc.) is very unusual in this world, and marks you as the chosen one of legend. **When you encounter a new community,** roll 2d6+CHA; on a 7-9 choose one, on a 10+ you get all 3.

- No one tries to attack, trick, or seduce you.
- Whether out of awe or fear, people offer you food, shelter, and assistance.
- No one spreads news about you where you wouldn't want it.

Alignment

Choose an alignment:

Good

Endanger yourself to help the innocent.

Chaotic

Ignore this world's rules to do what you want to do.

Lawful

Follow the rules even when they cost you.

Gear

Your load is 9+STR.

You have an assortment of junk from Earth (1 weight) that won't be very useful here unless you're very creative with it.

Select two:

- ☐ Adventuring gear (1 weight)
- ☐ Chainmail (1 armor, 1 weight) and a long sword (close, +1 damage, 2 weight)
- ☐ Leather armor (1 armor, 1 weight), a hunter's bow (near, far, 1 weight), and a bundle of arrows (3 ammo, 1 weight)
- ☐ Textbooks (2 weight)

Bonds

Fill in the name of one of your companions in at least one:

_____ helped me out when I first arrived here.

_____ seems to have some idea how I could get home.

_____ showed up on Earth and is somehow responsible for my predicament.

_____ took a memento of home from me.

_____ was so crazy about me being the Chosen One that I started avoiding them.

Advanced Moves (2-5)

When you gain a level from 2-5, choose from these moves.

Inspiring Speech

When you **make an inspiring speech**, roll+CHA. On a 7+ pick 1, and on a 10+ you don't draw unwanted attention.

- You inspire your allies (the other PCs) to do better; they get +1 forward.
- You convince a large group of friendly people to do better.
- You make a hostile group briefly hesitate.

Known as the Chosen One

"Marked as the Chosen One" applies so long as you are recognizable, regardless of what you wear, but you can pick 2 on a 7-9, and on a 10+ you get +1 forward.

Less Killing More Hero Stuff

When you spare an opponent, take 1 hold. Spend that hold to receive aid from someone or something that's heard of your mercy.

Magic Inside

You have acquired an intuitive grasp of 3 first level wizard spells, and you gain an additional wizard spell of your level or lower each time you gain a level. Each day you can cast spells whose total levels don't exceed your own level+1. When you cast a spell, roll+WIS. On a 7-9 the spell is cast, but choose one:

- You draw unwelcome attention or put yourself on the spot. The GM will tell you how.
- The spell disturbs the fabric of reality as it is cast; take -1 ongoing to cast a spell until you are able to have a normal night's sleep.
- After you cast the spell you forget how it works, and cannot use it again until you are able to have a normal night's sleep.

Martial Arts Training

You are never unarmed—your body, and each of your limbs, is a weapon (hand, 0 weight), just as good as any other.

Miraculous Healing

When you **touch someone, skin to skin**, and pray for their wellbeing, roll+CHA. On a 10+, you heal 1d8 damage or remove one disease. On a 7-9, they are healed, but the damage or disease is transferred to you.

Multiclass Dabbler

Get one move from another class. Treat your level as one lower for choosing the move.

Pack Rat

You carry all kinds of junk with you. When you **search it for an item that would fit**, roll+WIS. On a 10+, you find just the thing as long as it isn't magical, unique, or valuable. On a 7-9, you have just the thing and you take -1 stock or you have something close but not exact. Make do. Anything you pull out counts toward your limit of four specialized weapons.

Protagonist Protection

When you wear no armor or shield you get 2 armor, or if you are wearing armor you get +1 armor.

Rationality

When you **use strict deduction to analyze your surroundings**, you can discern realities with INT instead of WIS.

Spirit Tongue

For some reason the grunts, barks, chirps, and calls of the creatures of the wild become a language to you. You can understand any normal animal.

Strange Luck

You have strange luck that ensures your life is never boring. **When you are bored**, roll 2d6+CHA. On a 6 or less there is a minor but unpleasant surprise for you. On a 7+ pick 1 from the list below. On a 10+ this happens without causing any problems for the moment.

- You find an object that is of great significance to someone nearby.
- Someone insists on accompanying you.
- Someone thanks you profusely for something you supposedly did.
- Something marks you permanently in some significant way.

Stranger in a Strange Land

When you get into trouble because you don't understand how this world works, mark XP.

Advanced Moves (6-10)

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

Between Worlds

You find the means to pull small objects from your home world. **When you take some time to concentrate on a particular object**, roll+WIS. On a 7-9 pick 1, on a 10+ pick 2:

- The object arrives promptly rather than with a delay.
- The object is exactly what you wanted rather than being off in some way.
- You are able to retrieve something dangerous.

Breaker of Prophecies

Replaces: Guided by Prophecy

When you deliberately defy the prophecies, roll+WIS. On a 7-9 pick 1, on a 10+ pick 2:

- You encounter greater resistance, but you also mark XP.
- Those around you are momentarily flabbergasted.
- You draw strength from it; take +1 forward.

Even Better Healing

Requires: Miraculous Healing

When you heal an ally, you heal +1d8 damage.

Extra Magic Inside

Requires: Magic Inside

You can cast 2 additional levels of spells per day. Also select one particular spell; you can cast that spell as if it were one level lower.

Greater Magic Inside

Requires: Magic Inside

When you cast a spell, on a 10+, you have the option of choosing from the 7-9 list. If you do, you may choose one of these as well:

- The spell's effects are maximized.
- The spell's targets are doubled.

Legendary Sword

You come to possess a legendary sword that you can't seem to get rid of. Describe your weapon. It has 2 weight. Choose the most appropriate range for your weapon, then pick one enhancement and one special power it has.

Enhancements:

- o **Alarm:** Glows in the presence of one type of creature, your choice.
- o **Blunt:** Does stun damage, at your option.
- o **Huge:** Add the messy and forceful tags.
- o Invent a new tag for your weapon.
- o **Perfectly Weighted:** Add the precise tag.
- o **Powerful:** +1 damage.
- o **Sharp:** +2 piercing.
- o **Versatile:** Choose an additional range.
- o **Well-Crafted:** -1 weight.

Special Powers:

- o **Bane:** Kills one specific type of monster (your choice) with but a single wound.
- o **Blessed by the Gods:** This weapon is divine.
- o **Boomerang:** It always returns to your hand.
- o **Flaming:** +1d4 damage when on fire.
- o **Protector:** Two-handed, gives you +1 armor while you wield it in melee.
- o **Sentient:** This weapon is intelligent and can communicate.
- o **Stonecutter:** Cuts through stone like butter.
- o **Vorpal Blade:** Ignores armor.
- o Choose two more enhancements instead of a special power.

Mana Drain

When you **touch a magical object or a person who has prepared spells and concentrate for a short while**, roll+WIS. On a 7-9 pick 1, and on a 10+ pick 2:

- If it is an object it is rendered useless for the next few hours, and if it is a person they lose 1d6 levels worth of spells.
- If you took the above option, you can take this one to instead render an object useless for a day or make a person lose an additional 1d4 levels worth of spells.
- Heal HP equal to the number of spells levels you made someone lose, or 1d10 if it was a magical object.

Multiclass Initiate

Required: Multiclass Dabbler

Get one move from another class. Treat your level as one lower for choosing the move.

Plot Armor

Replaces: Protagonist Protection

When you wear no armor or shield you get 3 armor, or if you are wearing armor you get +1 armor.

Revered as the Chosen One

Requires: Known as the Chosen One

Replaces: Marked as the Chosen One

When you boldly make yourself known as the Chosen One, roll+CHA; on a 7-9 choose one, on a 10+ you get all 3.

- Common folk revere you as a symbol of hope.
- It creates a major distraction.
- Your foes falter, and you and your allies get +1 forward against them. Someone's Got To

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

- Your allies are rallied and take +1 forward.
- Your enemies feel fear and act accordingly (avoiding you, hiding, attacking with fear-driven abandon, etc.).

The World Still Needs You

When you have zero 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 that has already passed on.
- You manage to stay beneath Death's notice.

On a 7-9, you live but Death takes notice and you discover something terrible. On a miss, you can cheat death no longer and you must pass through the Black Gate forever.

NAME LOOK

Female Given Names: Dana, Doreen, Eva, Haruka, Hikaru, Holly, Jenny, Josie, Kaori, Manami, Megan, Megumi, Umi
Male Given Names: Aaron, Akira, Bob, Cecil, Daichi, Hank, Hideki, Holger, Keiichi, Mamoru, Marty, Michael, Ryo, Takeshi
Family Names: Baldwin, Carlsberg, Flynn, Fujisawa, Harlan, Hiraga, Inoue, Ishii, McDaniels, Mizuhara, Morgan, Ryuzaki, Takamichi, Tanaka

School uniform, suit, casual clothes, P.E. clothes, military uniform, retail work clothes
 Athletic build, overweight, average build, scrawny
 Stylish, slovenly, basic, neat and clean, eccentric
 Significant birthmark, unusual hair color, unusual eye color

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE **D8**



ARMOR



HP
CURRENT
MAX

YOUR MAX HP IS 8+CONSTITUTION

ALIGNMENT/DRIVE

☐ GOOD

Endanger yourself to help the innocent.

☐ CHAOTIC

Ignore this world's rules to do what you want to do.

☐ LAWFUL

Follow the rules even when they cost you.

STARTING MOVES

EARTH KNOWLEDGE

Choose an area of expertise:

- Ancient Warfare
- Anthropology
- Biology
- Chemistry
- Fantasy Novels
- Games
- Mythology
- Psychology

When you first encounter an important creature, location, or item (your call) covered by your earth knowledge, you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what class, book, website, or other source you heard that information from.

GUIDED BY PROPHECY

When you act according to the ancient prophecies to further your quest, take +1 forward.

HOLY GUIDANCE

When you mentally call to the one who brought you to this world, you receive some useful knowledge or boon related to the reason you're here. The GM will tell you what.

MARKED AS THE CHOSEN ONE

Some innocuous thing you have (your school uniform, a piece of jewelry, the color of your eyes, etc.) is very unusual in this world, and marks you as the chosen one of legend. **When you encounter a new community,** roll 2d6+CHA; on a 7-9 choose one, on a 10+ you get all 3.

- No one tries to attack, trick, or seduce you.
- Whether out of awe or fear, people offer you food, shelter, and assistance.
- No one spreads news about you where you wouldn't want it.

ARCHETYPE

☐ BOOK-LEARNED

Select a second area of expertise for the Earth Knowledge move.

☐ JOE SCHMO

When you share a drink with someone, you may parley with them using CON instead of CHA.

☐ SCRAPPY KID**When you attack with a ranged weapon,** deal +2 damage.

BONDS

Fill in the names of your companions in at least one:

_____ helped me out when I first arrived here.
 _____ seems to have some idea how I could get home.
 _____ showed up on Earth and is somehow responsible for my predicament.
 _____ took a memento of home from me.
 _____ was so crazy about me being the Chosen One that I started avoiding them.

THE CHOSEN VISITOR v1.0

LEVEL
XP

GEAR

Your load is 9+STR.

You have an assortment of junk from Earth (1 weight) that won't be very useful here unless you're very creative with it.

Select two:

- Adventuring gear (1 weight)
- Chainmail (1 armor, 1 weight) and a long sword (close, +1 damage, 2 weight)
- Leather armor (1 armor, 1 weight), a hunter's bow (near, far, 1 weight), and a bundle of arrows (3 ammo, 1 weight)
- Textbooks (2 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

❑ INSPIRING SPEECH

When you make an inspiring speech, roll+CHA. On a 7+ pick 1, and on a 10+ you don't draw unwanted attention.

- You inspire your allies (the other PCs) to do better; they get +1 forward.
- You convince a large group of friendly people to do better.
- You make a hostile group briefly hesitate.

❑ KNOWN AS THE CHOSEN ONE

"Marked as the Chosen One" applies so long as you are recognizable, regardless of what you wear, but you can pick 2 on a 7-9, and on a 7+ you get +1 forward.

❑ LESS KILLING MORE HERO STUFF

When you spare an opponent, take 1 hold. Spend that hold to receive aid from someone or something that's heard of your mercy.

❑ MAGIC INSIDE

You have acquired an intuitive grasp of 3 first level wizard spells, and you gain an additional wizard spell of your level or lower each time you gain a level. Each day you can cast spells whose total levels don't exceed your own level+1. When you cast a spell, roll+WIS. On a 7-9 the spell is cast, but choose one:

- You draw unwelcome attention or put yourself on the spot. The GM will tell you how.
- The spell disturbs the fabric of reality as it is cast; take -1 ongoing to cast a spell until you are able to have a normal night's sleep.
- After you cast the spell you forget how it works, and cannot use it again until you are able to have a normal night's sleep.

❑ MARTIAL ARTS TRAINING

You are never unarmed—your body, and each of your limbs, is a weapon (hand, 0 weight), just as good as any other.

❑ MIRACULOUS HEALING

When you touch someone, skin to skin, and pray for their wellbeing, roll+CHA. On a 10+, you heal 1d8 damage or remove one disease. On a 7-9, they are healed, but the damage or disease is transferred to you.

❑ MULTICLASS DABBLER

Get one move from another class. Treat your level as one lower for choosing the move.

❑ PACK RAT

You carry all kinds of junk with you. When you search it for an item that would fit, roll+WIS. On a 10+, you find just the thing as long as it isn't magical, unique, or valuable. On a 7-9, you have just the thing and you take -1 stock or you have something close but not exact. Make do. Anything you pull out counts toward your limit of four specialized weapons.

❑ PROTAGONIST PROTECTION

When you wear no armor or shield you get 2 armor, or if you are wearing armor you get +1 armor.

❑ RATIONALITY

When you use strict deduction to analyze your surroundings, you can discern realities with INT instead of WIS.

❑ SPIRIT TONGUE

For some reason the grunts, barks, chirps, and calls of the creatures of the wild become a language to you. You can understand any normal animal.

❑ STRANGE LUCK

You have strange luck that ensures your life is never boring. When you are bored, roll 2d6+CHA. On a 6 or less there is a minor but unpleasant surprise for you. On a 7+ pick 1 from the list below. On a 10+ this happens without causing any problems for the moment.

- You find an object that is of great significance to someone nearby.
- Someone insists on accompanying you.
- Someone thanks you profusely for something you supposedly did.
- Something marks you permanently in some significant way.

❑ STRANGER IN A STRANGE LAND

When you get into trouble because you don't understand how this world works, mark XP.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

❑ BETWEEN WORLDS

You find the means to pull small objects from your home world. When you take some time to concentrate on a particular object, roll+WIS. On a 7-9 pick 1, on a 10+ pick 2:

- The object arrives promptly rather than with a delay.
- The object is exactly what you wanted rather than being off in some way.
- You are able to retrieve something dangerous.

❑ BREAKER OF PROPHECIES

Replaces: Guided by Prophecy

When you deliberately defy the prophecies, roll+WIS. On a 7-9 pick 1, on a 10+ pick 2:

- You encounter greater resistance, but you also mark XP.
- Those around you are momentarily flabbergasted.
- You draw strength from it; take +1 forward.

❑ EVEN BETTER HEALING

Requires: Miraculous Healing

When you heal an ally, you heal +1d8 damage.

❑ EXTRA MAGIC INSIDE

Requires: Magic Inside

You can cast 2 additional levels of spells per day. Also select one particular spell; you can cast that spell as if it were one level lower.

☐ GREATER MAGIC INSIDE*Requires: Magic Inside*

When you cast a spell, on a 10+, you have the option of choosing from the 7-9 list. If you do, you may choose one of these as well:

- The spell's effects are maximized.
- The spell's targets are doubled.

☐ LEGENDARY SWORD

You come to possess a legendary sword that you can't seem to get rid of. Describe your weapon. It has 2 weight. Choose the most appropriate range for your weapon, then pick one enhancement and one special power it has.

Enhancements:

- Alarm: Glows in the presence of one type of creature, your choice.
- Blunt: Does stun damage, at your option.
- Huge: Add the messy and forceful tags.
- Invent a new tag for your weapon.
- Perfectly Weighted: Add the precise tag.
- Powerful: +1 damage.
- Sharp: +2 piercing.
- Versatile: Choose an additional range.
- Well-Crafted: -1 weight.

Special Powers:

- Bane: Kills one specific type of monster (your choice) with but a single wound.
- Blessed by the Gods: This weapon is divine.
- Boomerang: It always returns to your hand.
- Flaming: +1d4 damage when on fire.
- Protector: Two-handed, gives you +1 armor while you wield it in melee.
- Sentient: This weapon is intelligent and can communicate.
- Stonecutter: Cuts through stone like butter.
- Vorpal Blade: Ignores armor.
- Choose two more enhancements instead of a special power.

☐ MANA DRAIN

When you touch a magical object or a person who has prepared spells and concentrate for a short while, roll+WIS. On a 7-9 pick 1, and on a 10+ pick 2:

- If it is an object it is rendered useless for the next few hours, and if it is a person they lose 1d6 levels worth of spells.
- If you took the above option, you can take this one to instead render an object useless for a day or make a person lose an additional 1d4 levels worth of spells.
- Heal HP equal to the number of spells levels you made someone lose, or 1d10 if it was a magical object.

☐ MULTICLASS INITIATE*Required: Multiclass Dabbler*

Get one move from another class. Treat your level as one lower for choosing the move.

☐ PLOT ARMOR*Replaces: Protagonist Protection*

When you wear no armor or shield you get 3 armor, or if you are wearing armor you get +1 armor.

☐ REVERED AS THE CHOSEN ONE*Requires: Known as the Chosen One**Replaces: Marked as the Chosen One*

When you boldly make yourself known as the Chosen One, roll+CHA; on a 7-9 choose one, on a 10+ you get all 3.

- Common folk revere you as a symbol of hope.
- It creates a major distraction.
- Your foes falter, and you and your allies get +1 forward against them.

☐ SOMEONE'S GOT TO

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

- Your allies are rallied and take +1 forward.
- Your enemies feel fear and act accordingly (avoiding you, hiding, attacking with fear-driven abandon, etc.).

☐ THE WORLD STILL NEEDS YOU

When you have zero 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 that has already passed on.
- You manage to stay beneath Death's notice.

On a 7-9, you live but Death takes notice and you discover something terrible. On a miss, you can cheat death no longer and you must pass through the Black Gate forever.