



SPACE WURM

SPACE WURM



Name & Title:

Space Wurm

No one calls you Space Wurm to your face! Of course you have a name and a title, like God-Empress or Khalifa, but the most important thing is what form of address others use when they speak to you. Choose one (or more if you are greedy): Holiness, Magnificence, Most Glorious One, O Revered Excellency, Our Most Illustrious Leader, Your Grace, Your Great and Terrible Eminence, Your Imperial Majesty, Your Most Serene Highness.

Look

Black Hearted, Fire in the Blood, or
Sleeps Beneath a Mountain.
Burning Eyes, Greedy Gaze, or Sly Looks.
Calm and Collected, Quiet Step, or
Vise-Like Grip.
Coiling, Royal, or Sinister.

Alignment

Space Wurm is always evil, but having only one of anything is never enough. Choose another alignment:

- ☐ **Chaotic**
Defy the rules you make for others.
- ☐ **Lawful**
Follow your own rules.
- ☐ **Neutral**
Get what you want.

Space Tyrant

- **Space Tyrant**
Choose two sectors of society that you control:
- Aliens.
 - Cybernetics.
 - The Imperial throne.
 - Interstellar transpor.
 - Religion.
 - The secret police.
 - The spice.

Then cross two off: they don't exist. **If you gain control of the remaining three**, you win the game.

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

Score

STRENGTH

Bonus

☐ Weak -1

STR

Score

DEXTERITY

Bonus

☐ Shaky -1

DEX

Score

CONSTITUTION

Bonus

☐ Sick -1

CON

Score

INTELLIGENCE

Bonus

☐ Stunned -1

INT

Score

WISDOM

Bonus

☐ Confused -1

WIS

Score

CHARISMA

Bonus

☐ Scarred -1

CHA

LEVEL:

On a miss: ○○○○○○

XP

DAMAGE:

Special:

d10

ARMOUR:

Type:

Rating

LOAD:

= 8+STR

WEIGHT:

Encumbrance

Max.

MAX. HP:

= 4+Intelligence

CURRENT HP:

Wounds:

Max.

Current

Bonds

For each of the other PCs (except Moonicorn), decide whether they are treasure or just currency, like so:

- _____ is [just currency / treasure].

You can change your mind about them whenever you like, except Moonicorn is always treasure.

When you give aid to your treasure, roll+2.

When you interfere with those who are just currency, roll+2.

Otherwise, roll+nothing when you aid or interfere. Treasures take an extra +1 when they roll to aid or interfere with you.

Bonds:

Origins

☐ **Autochthonous**
No one ever gave you anything. All that you have now, you took for yourself. Take +1 forward to any attempt to keep your treasure close.

☐ **Born to Rule**
You inherited your glorious position. Now what will you make of it? **When you recruit from the two sectors of society you start the game in control of**, you always succeed as if you had rolled a 10+, and these hirelings start with loyalty+2, in addition to their other stats.

☐ **Construct**
You were made to be what you are now. But why and by whom? Choose a common hazard, such as fire, hunger and thirst, lasers, poison, being cut, or a lack of air. You are immune to it.

Gear

Your load is 8+STR.

As far as gear goes, you have access to anything you want, if it comes from the sectors of society that you control, is part of your collection, or can be bought with money.

Gear:

Starting Moves

You start with these four moves, as well as **Space Tyrant**:

■ Bargaining

When you bargain with an NPC in a ritual manner, take +1 to parley with them. When you bargain with another PC in a ritual manner, you can offer them access to, or resources from, whichever sectors of society you control.

If they are just currency, you can also offer them:

- One use of your voice of authority, as if they were you.
- They can resolve a bond with you and write a new one with someone else.

If they are treasure, you can also offer them:

- +1 forward to anything that involves you in some way.
- One use of ceremony, as if they were you.
- They can resolve a bond with someone else and write one with you.

■ Collector

You have near-countless wealth, riches almost beyond imagining. What do you collect in particular? Choose two:

- Animals as varied as creation itself.
- Civil architecture.
- Gardens of every type.
- Libraries full of knowledge.
- Mansions and palaces.
- Mind-altering experiences.
- Servants of great and wondrous skill.
- Strange, unique inventions.
- Treasures of the ancient world.

When you want to use a thing from one of your collections, describe it and say where it is.

A character class by Johnstone Metzger, for use with *Space Wurm vs. Moonicorn*.

■ Ceremony

When you devise a ceremonial activity in order to change the nature of a social group you have authority over, tell the GM what you're trying to achieve. The GM will state one to four requirements from the list below, perhaps mercifully connecting two of them with the word "or," and perhaps not. You must accomplish or abide by these requirements in order to effect the change you want:

- Change will be superficial at best.
- It must be ruthlessly enforced.
- It requires a vast expenditure of resources.
- It will take a long, long time.
- You and your minions risk danger from _____.
- You must dismantle _____ to do it.
- You need help from _____.
- You need to obtain _____ first.

■ Voice of Authority

When you command an organization or group you control to take action, roll+INT. On a 10+, they obey relatively quickly, but may need to weed out those who resist. On a 7-9, they act slowly, or in the face of resistance. On a miss, they encounter disaster trying to execute your orders. An organization or group can only undertake one command at a time.

Advanced Moves

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

□ The Bait

When you let someone into your private space (or spaces) for longer than a moment, they will inevitably find something that they want. You always know what it is. When it becomes theirs and is no longer yours, if they are a PC, they mark XP.

□ Claws

When you would deal damage to someone other than Moonicorn, either directly or through your minions, you may instead choose to spend 1 XP and capture them. The current scene ends, they suffer no damage, and you frame a new scene immediately with just the two of you. They cannot leave the scene until you let them or they defeat you, and other characters may not enter the scene without your permission.

□ Exclusive Collection

Choose one collector option to be exclusive to your possessions. At the very least, you own every single exemplary specimen of this thing in the galaxy. At most, there are no examples of this thing outside of your possession at all. The choice is yours.

□ Fifth Culum

When you send your underlings to infiltrate an organization you have no authority over, roll+INT. On a hit, you can use ceremony on this organization as if you had authority over them, but on a 7-9, your underlings are discovered and purged when you do so.

□ Hoarder

Add two more things to your collection, from the list or not, as is your whim. You may not add the GM's dangers nor the other PCs.

□ Jealous Coils

When you defend your treasure, you can redirect attacks made against your treasure to yourself without spending hold until your defence ends. If you also interfere with a PC you treasure while you're defending or guarding them, don't roll. You automatically get a 10+.

□ Swap Meat

When you bargain with another PC, you can also offer to trade bodies with them. This lasts as long as you want it to or until either of you take damage. The damage remains with the body that was harmed.

□ Vader

If you make an example of someone when you have only one more requirement left in order to effect a change via ceremony, the change occurs anyway, but on a temporary basis. After an event happens that challenges those changes, they reverse themselves.

□ The Wealth of the Galaxy

Choose a move from another class. Consider yourself one level lower for purposes of qualifying.

□ Weirding Module

When you command an individual, roll+INT. On a hit, they must choose one:

- Attack you now.
- Flee in terror.
- Obey your commands.

Additionally, on a 10+, if they attack you, you may deal your damage to them first. On a miss, you must either flee or obey one of their commands.

Space Wurm

Advanced Moves

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

❑ Blood Rite

When you organize a ceremony and the GM gives you conditions to meet, you may ignore one of them if you meet either of the following conditions instead:

- You must declare war and engage the enemy.
- You must sacrifice something personally important to you.

❑ Command Economy

When you use your voice of authority, on a 12+, your orders are carried out immediately and without question, no matter what.

❑ Machines

You can spend an XP to create a machine that allows you to use any one move from another class that has not been taken by another PC. When you use it, on a miss, spend an additional XP or your machine breaks and becomes unusable. You can let PCs you treasure use your machines but if you do, you can't spend XP to stop them from breaking on a miss.

❑ Monuments in Darkness

When you erect a monument in your own honour, you can see through its eyes and hear through its ears whenever you like, as long as it still stands.

❑ Never Enough

Requires: *The Wealth of the Galaxy*

Choose a move from another class. Consider yourself one level lower for purposes of qualifying.

❑ Research Department

You can pose a question to one of your minions and have them perform research to find the answer. At the beginning of each session, or after a period of downtime, roll+CHA. On a 10+, you are presented with the answer. On a 7-9, they're making progress but need more of something to continue, the GM will tell you what.

❑ Rough Trade

Replaces: *Swap Meat*

When you bargain with another PC, you can also offer to trade bodies with them. This lasts as long as you want it to. If you trade back when you take damage, apply it to your trade partner instead of yourself.

❑ Safe as Houses

Requires: *Jealous Coils*

When you defend your treasure, you get +1 hold, even on a miss.

❑ Scales

Once per session, you can take a form that is all coils and talons. In this beastly form, you have 4 armour, and you can roll with INT instead of STR when you hack and slash, and with CON instead of DEX to volley by breathing fire.

❑ Throne of Blood

Requires: *Vader*

When you sacrifice someone's life in order to effect change via ceremony when you have only one more requirement left, the change occurs anyway.

Dungeon World Basic Moves

Defend

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

- Deal damage to the attacker equal to your level.
- Halve the attack's effect or damage.
- Open up the attacker to an ally giving that ally +1 forward against the attacker.
- Redirect an attack from the thing you defend to yourself.

Defy Danger

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

- by enduring, roll+CON.
- by getting out of the way or acting fast, roll+DEX.
- by powering through, roll+STR.
- through mental fortitude, roll+WIS.
- using charm and social grace, roll+CHA.
- with quick thinking, roll+INT.

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

Discern Realities

When you closely study a situation or person, roll+WIS. On a 10+, ask the GM three questions from the list below. On a 7-9, ask one. Either way, take +1 forward when acting on the answers.

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

Hack and Slash

When you attack an enemy in melee, roll+STR. On a 10+, you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

Parley

When you have leverage on a GM character and manipulate them, roll+CHA. On a 10+, they do what you ask if you first promise what they ask of you. On a 7-9, they will do what you ask, but need some concrete assurance of your promise, right now.

Spout Lore

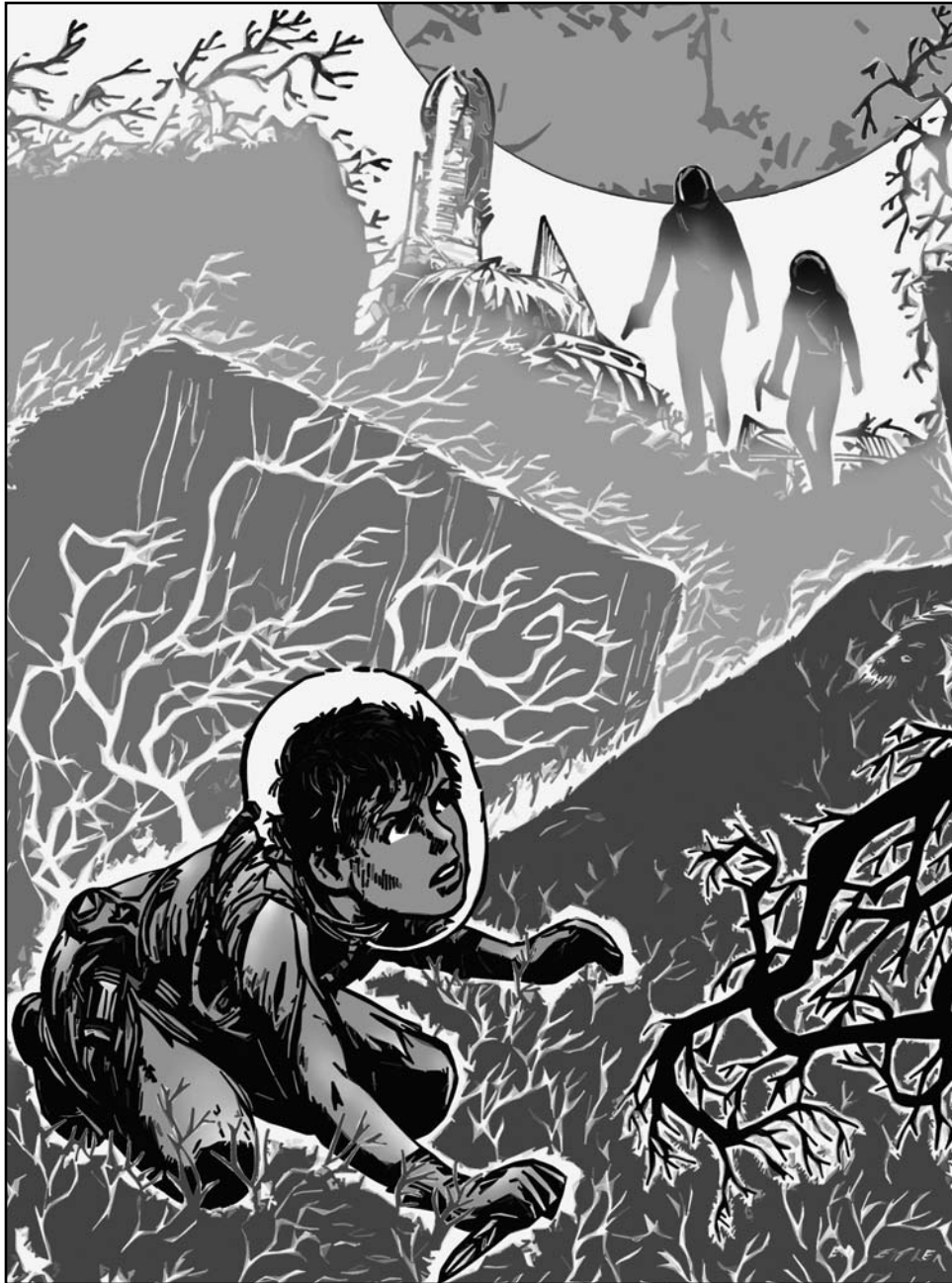
When you consult your accumulated knowledge about something interesting, roll+INT. On a 10+, the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7-9, the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth.

Volley

When you take aim and shoot at an enemy at range, roll+DEX. On a 10+, you have a clear shot—deal your damage. On a 7-9, choose one (whichever you choose, you deal your damage):

- You have to move to get the shot, placing you in danger as described by the GM.
- You have to take several shots, reducing your ammo by one.
- You have to take what you can get: -1d6 damage.

MOONICORN



MOONICORN

Name:

Moonicorn

Choose a hopeful, normal, or rebellious name, or one from the list:
Angela, Asantewa, Aurobindo, Bolivar, Chennamma, Cherchiz, Corazon, Emmeline, Gwendolene, Hope, Ibrahim, Ignaty, Johnny, Laskarina, Leon, Nehanda, Nusta, Nzinga, Obavva, Pachen, Renno, Rosa, Ryan, Sankara, Shamil, Sutomo, Vilma, Vusumzi, Washington, Yatsen, Yoshimi, Zenobia.

Look

A Single Horn, Magic, or Rainbows.
Blessed, Our Last Hope, or Survivor.
Modest Gaze, Stoic Stare, or
Translucent Eyes.
Mohawk, Tousled Elf-Locks, or
White Mane.

Gear

Your load is 7+STR.

Choose one weapon:

- High security passcard.
- Lightsaber (close, precise, two-handed, 2 weight).
- Signals jammer (1 weight).

Choose one defence:

- Medkit (3 uses, 2 weight).
- Pocket television (1 weight).
- Poison sniffer.

More Gear:

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

Score

STRENGTH

Bonus

☐ Weak -1

STR

Score

DEXTERITY

Bonus

☐ Shaky -1

DEX

Score

CONSTITUTION

Bonus

☐ Sick -1

CON

Score

INTELLIGENCE

Bonus

☐ Stunned -1

INT

Score

WISDOM

Bonus

☐ Confused -1

WIS

Score

CHARISMA

Bonus

☐ Scarred -1

CHA

INTEGRITY: Integrity
Start with Integrity+2.

LEVEL: XP
On a miss: ○○○○○○

DAMAGE: d4
Special:

ARMOUR: Rating
Type: Encumbrance

LOAD: Max.
= 7+STR

WEIGHT: Carried

MAX. HP: Max.
= 10+Charisma

CURRENT HP: Current
Wounds:

Alignment

Moonicorn is always good. Choose a drive instead of an alignment:

☐ Freedom
Free someone else from the bonds of oppression.

☐ Friendship
Successfully defend your friends and comrades from harm.

☐ Love
Search for your one true love.

Bonds

At the start of the game, you have one bond with each of the other PCs. Choose each of their names to answer one of the following questions and write a bond to reflect that:

- Who are you trying to rescue, and from what?
- Who do you feel most comfortable around?
- Who do you go to for help when you need it?
- Who do you have something to prove to and what is it?
- Who do you look up to most and why?
- Who do you owe a debt to?
- Who have you heard the most stories about?
- Who has been your friend the longest?

At the end of each session, you can either resolve a bond and mark XP like everyone else, or you can write a new bond with any PC and add it to the ones you have already. There is no upper limit on the total number of bonds you can have, but you can't get more than +3 when you roll+bonds.

Starting Moves

You start with these five moves, as well as **Integrity**:

■ Full of Grace

When you take a stand or expose yourself to danger, you may choose options equal to your DEX or less (but not fewer than none), and you may choose one extra if you spend a point of Integrity:

- You become immune to one obvious environmental danger here; say how.
- You draw the immediate attention of everyone around you.
- You inspire someone watching you, the GM decides who.
- You reveal your true feelings for someone, without using words.

If you're making a move, roll as normal, but also: **On a 10+**, all the options you chose are true. **On a 7-9**, only one option you chose is true, you pick which. **On a miss**, the GM chooses which are true.

■ Hunted

They're out there looking for you, looking to crush your spirit, take away your liberty, and ruin the dreams of everyone you love. Whichever three sectors of society Space Wurm doesn't control, that's where they come from, though they might find allies elsewhere. **When they come for you**—not their hounds or minions, but the hunters themselves—you can choose one:

- Call out for help, and anyone who comes to your aid gets 1 XP.
- Look straight at them and ask the GM one question about them.
- Stand up to them and gain an extra point of Integrity.

If you defeat them all, for good, you win the game.

A character class by Johnstone Metzger, for use with *Space Wurm vs. Moonicorn*.

■ I Believe In You

When someone else rolls less than 10 for a move, you can look them in the eye, tell them you believe in them, and spend a point of Integrity. If you do, their roll changes from a 7-9 to a 10+, or from a miss to a 7-9.

■ Revolution Now!

When you come into contact with the authorities for the first time (or once again after a long time apart), roll+Integrity. Consider each organization or group in a position of power as a separate authority. **On a 10+**, people speak out about the authority's inadequacies or rise up against its injustices, GM's choice. **On a 7-9**, you can see either what crucial resource the authority is lacking or what would cause people to withdraw their support, GM's choice. **On a miss**, the authority's internal failings—abuses of power, corruption, incompetence, or venality, perhaps—are exposed.

■ Wish Upon a Star

When another PC who has a bond with you tells you what they wish for most, say what you think of their wish, and whether or not you believe in it. If you believe in it, they take +1 forward to accomplish it. If you don't believe in it, they take -1 ongoing to accomplish it until they resolve a bond with you and write a new one with someone else.

Integrity

■ Integrity

Integrity is important to you, maybe more important than anything else. It's also an extra stat you have, and you start with Integrity+2.

You gain a point of Integrity when you...:

- Follow through on something important you said you were going to do.
- Share an intimate, solitary moment with someone else—without crossing the line.
- Stand up to authority.
- Take the moral high ground.

Did you do any of those?

You lose a point of Integrity when you...:

- Humiliate or demean someone.
- Indulge in vice.
- Lie.
- Make an unprovoked attack.

Did you do any of those?

You lose all your Integrity when you...:

- Betray someone.
- Commit cold-blooded murder.
- Have sex with someone.
- Lose all your hope.

Did you do any of those?

You may not spend or gain Integrity doing something that would also cause you to lose Integrity. You can't have less than no Integrity (Integrity+0).

Origins

□ Alien Moon

Your home is unique, like nowhere else in the galaxy. Are you an alien, too? You can spend a point of Integrity to make someone, or everyone, notice you and pay attention, even if you do nothing else.

□ Crescent Moon

Your people are few and far between, living off what little they have been left by other, more powerful classes. They have so much more than you, but you've always known how to make do. **When you hold something inanimate in your hand**, you can spend a point of Integrity to add a new tag to it, your choice which.

□ Full Moon

You call the centre of the universe your home. This capital, teeming with untold multitudes, gave you your life and your ideals. **When you spout lore about your vast knowledge of the galaxy**, you can spend a point of Integrity for a +1, even after you roll.

□ New Moon

Your home was destroyed, and now you must look for a new one. **When you defend someone else**, you can spend a point of Integrity to get +1 hold, even on a miss.

□ Waning Moon

Your home was once great and powerful, its influence felt across the galaxy. But no more. How much of this slide into obscurity have you witnessed over the course of your life, Moonicorn? **When you discern realities**, you may spend a point of Integrity to ask one of these questions, even on a miss:

- *What here was great once, but no longer?*
- *What is most destructive or ruinous here?*
- *What is wrong with this, and how could it be fixed?*

Moonicorn

Advanced Moves

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

☐ **Aura of Innocence**

When you are injured, you may spend a point of Integrity to make someone empathize with you and feel your pain. If they are a PC, they mark XP if they come to your aid or defend you. If they are an NPC, they cannot use violence against you until you attack them or they depart and encounter you again later.

☐ **Change of Heart**

When you parley with someone, on a 12+, not only do they do what you want, but they also become a rebel like you. Choose one:

- They take up a cause (your choice which) and go out to support it.
- They turn against one of your enemies right now.
- They will always support you when you take a stand.

☐ **Disarm**

When you hack and slash, you may use CHA instead of STR. **On a hit**, you may disarm your foe or maneuver them into a bad position instead of dealing your damage.

☐ **Full Spectrum**

You can produce light in the form of rainbows. They can take any shape or intensity as long as there is some gradation of colour in them. You may choose the colours of the rainbows you create.

☐ **A Good Person**

When you ask or tell another PC to do something and spend a point of Integrity, they mark XP if they do what you want. If this makes a third party happier to no one's expense, you also mark XP.

☐ **Multiclass Hero**

Get one move from another class. Treat your level as one lower when choosing. Ignore any stat modifier mentioned. Instead, if the move affects another PC, roll with the number of bonds you have with them, and if it doesn't, roll+Integrity.

☐ **My Heart is Your Shield**

When you defend someone you love, take +1 armour forward and roll using bonds if they're a PC, or CHA if they're not, instead of CON.

☐ **Sacred Grove**

Your living space is a sanctified location. NPCs in this space cannot resort to violence except against a PC who has missed a roll. **If a PC uses violence in this space**, they take a penalty to their rolls equal to your Integrity until they desist or leave.

☐ **Speak From the Heart**

You can communicate effectively with anyone and everyone in your presence, whether they are alien, animal, or human being. This does not necessarily mean they have much to say to you, but you can parley with them if you have something they want.

☐ **White Knight**

When you fight to protect someone else, your base damage is 1d8, but if you reduce someone to zero HP, they are not killed, only knocked unconscious or immobilized instead.

☐ **Words of Encouragement**

When you tell someone you believe in them, if you also spend a point of Integrity, they heal 1d8 damage.

Advanced Moves

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

☐ **Angels' Grace**

You can spend as much Integrity on full of grace as you have left, choosing one option for each point spent. You may also choose the same option more than once, if you like.

☐ **Fortress of Solitude**

You have a safe place you can always retreat to. A day spent in your fortress of solitude counts as a week if you bolster yourself or recover. No one else can find your fortress until you bring someone else there. Choose what type of fortress you have (choose one):

- Cabin in the woods.
- Deserted planet.
- Rebel stronghold.
- Underwater base.
- Your old bedroom, at your parents' house.

☐ **Heroic Saviour**

Replaces: White Knight

When you fight to protect someone else, your base damage is 1d12, but if you reduce someone to zero HP, they are not killed, only knocked unconscious or immobilized instead.

☐ **The Last of Your Kind**

Replaces: Aura of Innocence

When you are injured, you may spend a point of Integrity to make everyone present empathize with you and feel your pain. Any PC that comes to your aid or defends you gets 1 XP, and no NPC can continue to use violence against you until you attack them or they depart and encounter you again later.

☐ **Multiclass Legend**

Requires: Multiclass Hero

Get one move from another class. Treat your level as one lower when choosing. Ignore any stat modifier mentioned. Instead, if the move affects another PC, roll with the number of bonds you have with them, and if it doesn't, roll+Integrity.

☐ **My Heart is Your Castle**

Replaces: My Heart is Your Shield

When you defend someone you love, take +3 armour forward and roll using bonds if they're a PC, or CHA if they're not, instead of CON.

☐ **Prophecies**

When you predict the result of someone's move before they make it, spend a point of Integrity, then roll+Integrity. **On a 10+**, they don't roll. Instead, the result of their move is automatically a 12+ or a miss, your choice. **On a 7-9**, your prophecy comes true, but not like you thought it would, or with different effects.

☐ **Sacred Trust**

Requires: Sacred Grove

The power of your sacred grove also extends to the living spaces of people under your protection.

☐ **Words of Inspiration**

Replaces: Words of Encouragement

When you tell someone you believe in them, if you also spend a point of Integrity, they heal 2d8 damage.



THE LOVER

THE LOVER



Name:

The Lover

Choose a beautiful, innocent, or sultry name, or one from the list:
Adonis, Alcibides, Aleqasina, Alphonse, Anarkali, Banu, Byron, Caesar, Cerinthus, Cypris, Fermina, Florentino, Hadrian, Heathcliff, Helena, Isolde, Juliet, Lucrezia, Pyramus, Romeo, Sappho, Scheherezade, Sulpicia, Thisbe, Tristan, Xaviera.

Look

Avante Garde, High Class, or Street Casual.
Bright Colours, Earth Tones, or
Smouldering Darkness.
Hungry Mouth, Idle Eyes, or Not Shy.
Smooth Hands, Strong Hands, or
Tattooed Hands.

Bonds

- I have a feud going with _____.
- I want _____.
- I was in a band with _____.
- I've gotten into trouble with _____ before. Good times.
- _____ always takes sides. They should take mine.
- _____ is my best friend.

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

Score	STRENGTH	Bonus
	☐ Weak -1	STR
Score	DEXTERITY	Bonus
	☐ Shaky -1	DEX
Score	CONSTITUTION	Bonus
	☐ Sick -1	CON
Score	INTELLIGENCE	Bonus
	☐ Stunned -1	INT
Score	WISDOM	Bonus
	☐ Confused -1	WIS
Score	CHARISMA	Bonus
	☐ Scarred -1	CHA

LEVEL:

On a miss: ○○○○○○○○

XP

DAMAGE:

Special:

d4

ARMOUR:

Type:

Rating

LOAD:

= 7+STR

WEIGHT:

Encumbrance

Max.

MAX. HP:

= 10+Charisma

CURRENT HP:

Wounds:

Max.

Current

Alignment

☐ Chaotic

Make it clear that no one else controls you, no matter what your heart feels.

☐ Evil

Deny someone your love to teach them a lesson.

☐ Good

Inspire someone to commit an act of selflessness or self-sacrifice.

Gear

Your load is 7+STR.

Choose one weapon:

- Camera (1 weight).
- Guitar (2 weight).
- Handcuffs.
- Switchblade (hand, 1 weight).

Choose one defence:

- Long jacket (1 armour, 1 weight).
- Mirrorshades.
- Portable apartment (2 weight).

More Gear:

Race

☐ Human

You have seen more than enough fighting. **When you try to stop someone from being violent**, you get +2 armour.

☐ Inhuman

You are not human, and you never were. Whether alien, synthetic, or possessed by spirits, your outsider perspective gives you insights into others. **When you study another person**, you can discern realities with CHA instead of WIS.

☐ Posthuman

You have transcended the limits of your humanity. You can end someone's fascination with you in order to choose one:

- You communicate without requiring a common language for one conversation.
- You forgo a human requirement—like air, food, or sleep, for example—for a day.
- You heal 1d6 damage.

Starting Moves

You start with these four moves:

■ Between Two Worlds

You're caught in a triangle between two lovers: Space Wurm and Moonicorn. How they feel about you isn't the issue—you love them both and you can't pick one over the other. Write down what it is, specifically, that you love the most about each of your lovers. These count as bonds, and you can rewrite the wording, but you can't resolve them for XP. **If one of your lovers betrays what you love most about them**, you can choose another PC to replace them as one of your lovers, as long as they are not your lover already.

What I love most about Moonicorn is:

What I love most about Space Wurm is:

■ Heartstrings

When one of your lovers makes a move in your presence while trying to live up to what it is you love most about them, they can choose one:

- They can ask an additional question, even on a miss.
- They gain +1 hold, even on a miss.
- They take +1 to their roll.
- You suffer the consequences of the move, if at all plausible.

Tell them not to pick one that doesn't make sense.

■ Fascination Street

When you are alone with someone, decide whether you are attracted to them or not. **If you are**, but you tell them why you can't be together, they become fascinated with you. **If you aren't**, but you tell them what they've got going for them to let them down easy, they become fascinated with you. If they're already fascinated with you, that doesn't change. You can end that fascination at any time in order to choose one:

- They are distracted by thoughts of you and must defy danger or lose an opportunity.
- They are inspired by thoughts of you and take +1 forward.
- They must meet you again.
- They tell you a secret.

They can end their fascination with you at any time by doing something you tell them to do, giving you something you want, or fighting to protect you.

■ A Lover Not a Fighter

When you put yourself between two or more people in order to stop them from fighting, roll+CHA. **On a 10+**, no one may commit further violence while they can hear you speak. Anyone you have a bond with can mark XP if they back down peacefully. **On a 7-9**, they can still fight, but if you take damage because of it, everyone fighting takes the same damage too. **On a miss**, no one may continue fighting until they attack you first. **If you start fighting**, this move no longer has any effect.

Advanced Moves

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

□ Are You Experienced?

At the end of the session, ask both of your lovers if they tried to live up to what it is you love most about them. If either of them answer "yes," they can mark experience.

□ Conscientious Objector

Take a non-violent move from another class.

□ In Love With Love

When you ask someone to do a favour for you, out of the kindness of their heart or whatever, roll+CHA. **On a hit**, they do it so long as it's not too dangerous and, **on a 7-9**, if it's also pretty quick. How they feel about it after is up to them—if they regret what they did, they won't be affected by this move again until you make it up to them. How you can make it up to them is their call.

□ Inspiring

Your lovers can always get the bonus from Heartstrings when they try to live up to what you love most about them, even if you're not around, but you pick which bonus they get.

□ K-I-S-S I'm in Distress

Anyone who sees you in distress can take +1 forward if they come to your aid.

□ Mercy is my Weapon

When you have a clear opportunity to punish someone for crossing you and you forgive them or spare them instead, they become fascinated with you.

□ Spooked

When you run into someone's arms, they choose one:

- They hold you tight and you both take +1 forward.
- They push you away and a new danger arrives, GM's choice.

Additionally, **if Moonicorn holds you tight**, he is healed for 1d8 damage, and **if Space Wurm holds you tight**, she gets 3 hold to defend you with until she lets you go. If you run into someone's arms again before being parted from them for at least a scene, none of these benefits apply.

□ Strange Animal

When someone is fascinated by you, they cannot deal damage to you until you deal damage to them.

□ Tainted Love

When someone is fascinated with you, your base damage is d10 if you attack them and you get +1 armour if they attack you.

Advanced Moves

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

☐ **Celebrity Couple**

You can end your lover's fascination with you in order to use one of their moves as if it was yours.

☐ **Conditional**

When you aid someone you have a bond with, instead of rolling, you can name one condition upon which your help is given. If they comply, they get +1 to their roll. If they refuse, they take -2.

☐ **Exes and Ohs**

Requires: Conscientious Objector

Choose a move from another class.

☐ **Fascination Ends**

Someone who is fascinated with you can only end their fascination if they also get into trouble for doing what you tell them, giving you what you want, or fighting to protect you.

☐ **Just Can't Quit You**

Requires: In Love with Love

You can end someone's fascination with you in order to make it up to them, so you can use in love with love on them again.

☐ **More Than Words**

When you are alone with your lover, you can fascinate them without saying anything at all.

☐ **Rapture**

Replaces: Strange Animal

When someone is fascinated by you, they cannot attack you until you attack them.

☐ **Red Thread**

When your lover triggers your heartstrings move, they can choose one option and you can choose another.

☐ **Rogue's Touch**

Requires: Spooked

When you run into someone's arms, choose one of their moves. You can use this move as if it were yours until the end of the session or until you gain another move in this manner. If you choose a monster move, you must defy danger when you use it.

Dungeon World Basic Moves

Defend

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

- Deal damage to the attacker equal to your level.
- Halve the attack's effect or damage.
- Open up the attacker to an ally giving that ally +1 forward against the attacker.
- Redirect an attack from the thing you defend to yourself.

Defy Danger

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

- by enduring, roll+CON.
- by getting out of the way or acting fast, roll+DEX.
- by powering through, roll+STR.
- through mental fortitude, roll+WIS.
- using charm and social grace, roll+CHA.
- with quick thinking, roll+INT.

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

Discern Realities

When you closely study a situation or person, roll+WIS. On a 10+, ask the GM three questions from the list below. On a 7-9, ask one. Either way, take +1 forward when acting on the answers.

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

Hack and Slash

When you attack an enemy in melee, roll+STR. On a 10+, you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

Parley

When you have leverage on a GM character and manipulate them, roll+CHA. On a 10+, they do what you ask if you first promise what they ask of you. On a 7-9, they will do what you ask, but need some concrete assurance of your promise, right now.

Spout Lore

When you consult your accumulated knowledge about something interesting, roll+INT. On a 10+, the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7-9, the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth.

Volley

When you take aim and shoot at an enemy at range, roll+DEX. On a 10+, you have a clear shot—deal your damage. On a 7-9, choose one (whichever you choose, you deal your damage):

- You have to move to get the shot, placing you in danger as described by the GM.
- You have to take several shots, reducing your ammo by one.
- You have to take what you can get: -1d6 damage.



THE MOGUL

THE MOGUL



Name:

The Mogul

Choose a totally boss name, or one from the list:

Avon, Dahlia, Destrix, Dombey, Fisk, Galt, Griselda, Gulshara, Isalina, Jameson, Kane, Mildred, Montana, Qudsiya, Ramus, Rearden, Ruqayya, Staristina, Swede, Victoria, Volkov, Zinat.

Look

Branded Empire, Manicured Narratives, or Popular Appeal.
Covetous Eyes, Generous Eyes, or Hawkish Eyes.
Flashy Clothes, Robes of Office, or Stylish Uniform.
Like a Boss.

Bonds

- I have a deep respect for _____.
- I trusted _____ with an important secret of mine.
- _____ has challenged my authority before.
- _____ would make an excellent ally. I must get on their good side.

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

Score	STRENGTH	Bonus
	☐ Weak -1	STR
Score	DEXTERITY	Bonus
	☐ Shaky -1	DEX
Score	CONSTITUTION	Bonus
	☐ Sick -1	CON
Score	INTELLIGENCE	Bonus
	☐ Stunned -1	INT
Score	WISDOM	Bonus
	☐ Confused -1	WIS
Score	CHARISMA	Bonus
	☐ Scarred -1	CHA

LEVEL:

On a miss: ○○○○○○○○

XP

DAMAGE:

Special:

d8

LOAD:

= 8+STR

Max.

MAX. HP:

= 4+Constitution

Max.

ARMOUR:

Type:

Rating

WEIGHT:

Encumbrance

Carried

CURRENT HP:

Wounds:

Current

Alignment

☐ Evil

Successfully attack another power structure.

☐ Good

Make someone you have authority over happy.

☐ Lawful

Make someone else follow your rules.

Gear

Your load is 8+STR.

You start with whatever equipment someone in your position would reasonably have, and one possession that seems unusual for someone in your position to have. Say what it is and how you came to have it.

Gear:

Race

☐ Alien

You have this additional pillar of support:

- **Alien Legion:** An elite cadre of alien operatives or warriors has pledged their loyalty to you. You always have access to suitable hirelings, with loyalty+2 and other skill points equal to your level.

My alien legion is called:

○ Once your alien legion is disbanded, the survivors scatter to the four winds. You may cross someone off your owe list to declare that an alien supporter of yours appears before them.

☐ Human

Your organization is extensive. Choose up to four things to be the boss of, instead of just one or two.

☐ Synthetic

You have an uncanny knack for always turning up. You may cross off someone's name from your owe list to show up, wherever they are, fully prepared to do whatever it is you intend to do.

Starting Moves

You start with these three moves, as well as **Pillars of Your Rule**:

■ The Boss

You run things somewhere, in your own scene. You aren't the boss of everything, but you're the boss of *your* thing. Choose one or two:

- You control a business.
- You have a top government position.
- You lead a criminal gang.
- You run party time.
- You're a captain of industry.
- You're the chief of police.
- You're the mayor of the capital.

When you discern realities concerning someone or something under your authority, you may ask an extra question, even on a miss, and add the following to the list of questions you can ask:

- *How could I get your character to ____?*
- *What here poses the greatest threat to me?*
- *Who is most vulnerable to me here?*
- *What is my best way in, out, or through?*

■ Debts

When you do something that someone else asked you to do, write their name on your Owe List. **When someone asks you for a favour and you deliver**, write their name on your Owe List. **When someone breaks their word to you, no matter how slight**, write their name on your Owe List. You can only have someone's name on your Owe List once, at any one time. After you cross it out, you can write it again.

■ The Owe List

Cross someone's name off your Owe List to make one of the following true:

- They mess up somehow. This can't change another player's roll of 7+ into a miss, but it can add a complication to a move.
- You may consider them under your authority for the purposes of one move you make.
- You take an item or object from their possession. Now it is yours!

Owe List

Pillars of Your Rule

You have several pillars of support, keeping you on top of your little empire. Each one gives you an advantage, and each one leaves something behind if, and when, it is lost to you. A pillar can be destroyed in play, like anything else, or you can sacrifice it instead of taking your last breath. If you do so, you are also restored to your maximum HP. When you lose a pillar, you lose the advantage that comes with it.

The four pillars are the internal support of your organization, the means of production, your reputation, and your trusty second-in-command.

■ Internal Support

When you command your most loyal supporters to take action against outsiders, you may roll to defend, hack and slash, or volley as if they were your character, using your CHA instead of the usual stats.

My most loyal supporters are:

☐ Once you lose the internal support of your organization, you have to micromanage everything to keep it from falling part. You can show up anywhere someone under your authority is, whenever you want to, as long as you are not incarcerated at the time.

■ The Means of Production

While you control a means of production, you have access to any items your organization can produce, in any reasonable amount.

I am able to produce:

☐ Once you lose the ability to produce goods, anyone on your Owe List counts as being under your authority until you cross them off.

■ Reputation

You have a good reputation, which allows you to petition other power structures and authority figures. When you do so, they cannot ignore you. They must respond in some way. If their response runs counter to your reputation, take +1 forward against them.

My reputation is based on:

☐ Once your good reputation is ruined, there's nothing left to hold you back. Mark XP every time you defeat another authority figure or their organization.

■ Second in Command

Your second counts as a hireling with HP equal to your Charisma, loyalty+2, and skill points equal to your level. You choose which skills.

My second in command is:

☐ Once your second is gone, who can you trust? When you order an underling to undertake a mission, you may control them as if they were your character, but with HP equal to your level. If they lose all their HP, though, don't roll for their last breath—they just die.

The Mogul

Advanced Moves

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

☐ Access

You can spend a preparation to make one of the following true:

- You have access to an event or location.
- You have an item available.
- You have an underling nearby, ready to take action.

☐ Always Prepared

When you arrive at a place that is under your authority, if you need a certain piece of equipment that isn't unique or a piece of information that isn't secret, name it and someone will hand it to you.

☐ Best Served Cold

When someone deals damage to you, write their name on your Owe List.

☐ Bodyguards

When you are accompanied by one or more underlings, you get +1 armour.

☐ Charismatic Leadership

You can ask the GM what the people under your authority need or want, and they will tell you. If you pursue what they want, take +1 forward. If you give it to them, mark XP.

☐ Dogs of War

When you attack with your underlings, your base damage is d8, not d4.

☐ Endless Minions

When you recruit from a pillar of your rule, if you still control that pillar, you succeed as if you had rolled a 10+, and if you have lost that pillar, whomever you manage to recruit is secretly loyal to another PC.

☐ Executive Lunch

If you demand face time with someone and they refuse, write their name on your Owe List.

☐ Non-Partisan

When you defeat another authority figure or their organization, write both Space Wurm's and Moonicorn's names on your Owe List.

☐ Personal Restructuring

Choose a move from another playbook. Treat your level as equal to the number of pillars you have lost, for choosing the move.

☐ Secret Pillar

Choose one pillar of your rule that you have lost. You may use both abilities that come with this pillar, as if you still have control of it and it is lost.

☐ Trade Networks

When you consult your contacts before undertaking a journey to another settlement, the GM will tell you about a person there who can help you.

Advanced Moves

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

☐ Back-Up Plan

When you meet with someone on business, you may ask the GM two questions from the list below:

- Is there an ambush waiting for me?
- What are they really feeling?
- What is my best way out of this?
- Who is watching?

☐ Bonds of Blood

When someone resolves a bond with you, write their name on your Owe List. When someone writes a new bond with you, write their name on your Owe List. When you write a new bond with someone, write their name on your Owe List.

☐ Brazil

When you mess with an organization's paperwork, roll+WIS. On a hit, choose one:

- They move one of their operations (your choice) to a different location (GM's choice).
- They now consider one person of your choice to be an ally, until proven otherwise.
- They now consider one person of your choice to be an enemy.
- They release someone they hold captive.

On a 7-9, you also attract unwelcome attention to yourself.

☐ Overseer

You have devices that allow you to see (and thus discern realities concerning) anyone who is under your authority, just by asking for them by name.

☐ Faithful Entourage

Replaces: Bodyguards

When you are accompanied by one or more underlings, you get +2 armour. You can sacrifice one of your underlings, and reduce your armour bonus by 1 (but not less than zero) to ignore an attack against you. Your armour bonus returns to normal the next time you increase your entourage.

☐ Heard Around the World

When you first meet someone important (your call), roll+CHA. On a 10+, say what they have heard about you. They must act accordingly. On a 7-9, you say one thing they have heard about you, the GM says another. On a miss, they have heard only lies, and act accordingly.

☐ Monopoly

When you order your people to take over the markets, choose a resource (something more specific than food or metal, for instance), and roll+CHA. On a 10+, no one else has access to that resource except by your permission or if they take it from you by force. On a 7-9, you are one of two remaining suppliers. The GM will tell you who the other is. On a miss, you flood the market instead and this resource becomes cheap and readily available.

☐ Palace Guard

Replaces: Dogs of War

When you attack with your underlings, your base damage is d12, not d4.

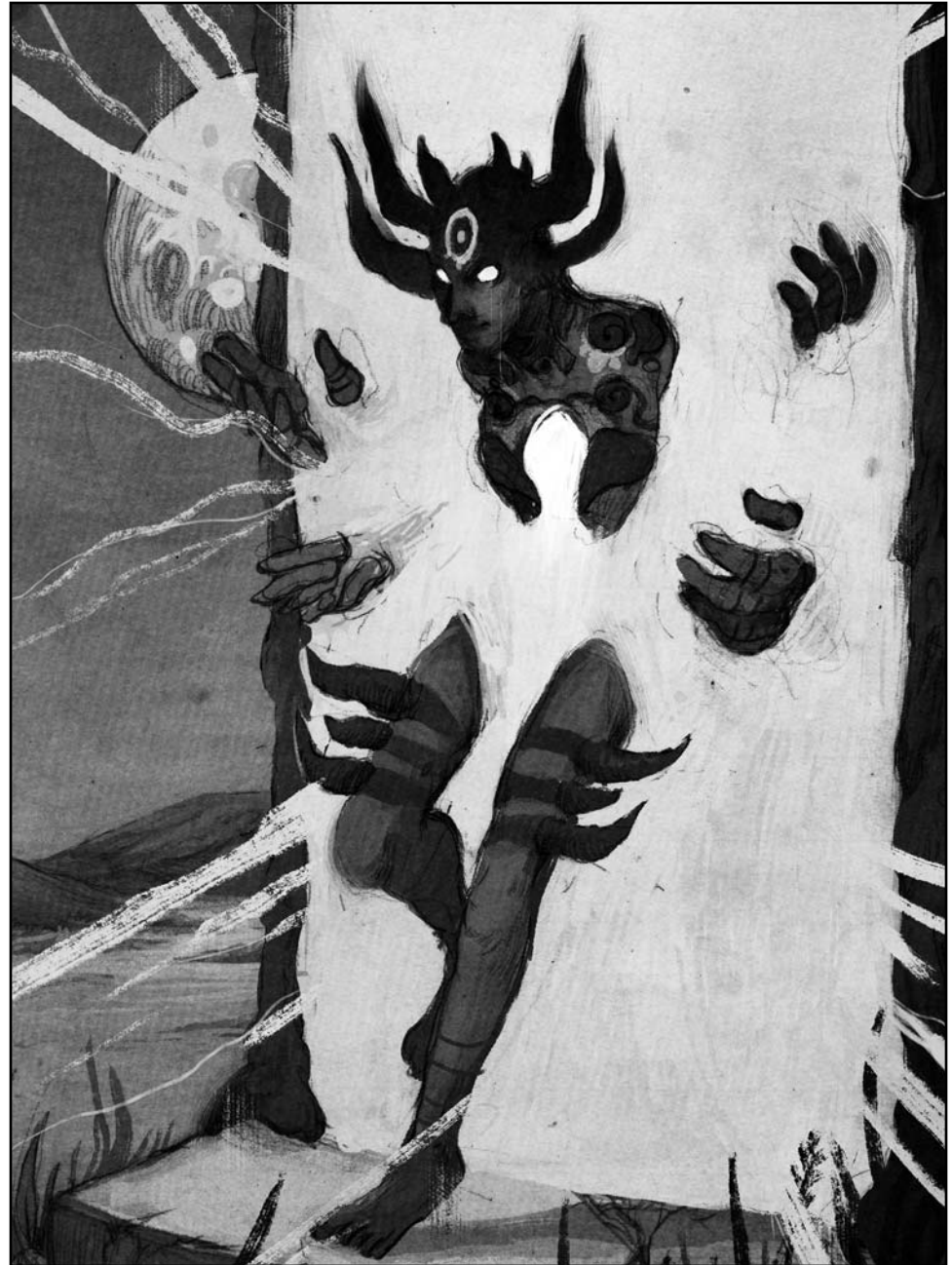
☐ Profit Sharing

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



THE OTHER

THE OTHER



Name:

The Other

Choose a strange or unpronouncable name, or one from the list:
Algol, Amacis, Cagan, Cally, Camu, Codrum, Dahlgren, Dylan, Emon, Fyodor, Kalsoy, Kay, Lowry, Mar-Ko, Merian, Meursault, Nadja, Nyah, Olaudah, Pallache, Po, Spiral, Tanna, Van, Wazzan, Ymir.

Look

Absurd Life, Escape from the Mechanism, or The Sky Reflecting.
After-Dream, Halo of Nembutals, or Protoplasmic Bubbles.
Autumn, Summer, or Winter.
Human Form, Humanoid Body, or Inhuman Shape.

Bonds

- I found myself in trouble here, but _____ saved me.
- I learned something important about this galaxy because of _____.
- _____ has caught a glimpse of my Otherworld.
- _____ held my heart in their hands, then gave it back to me.
- _____ reminds me of home, and I want to get closer.

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

Score	STRENGTH	Bonus
	☐ Weak -1	STR
Score	DEXTERITY	Bonus
	☐ Shaky -1	DEX
Score	CONSTITUTION	Bonus
	☐ Sick -1	CON
Score	INTELLIGENCE	Bonus
	☐ Stunned -1	INT
Score	WISDOM	Bonus
	☐ Confused -1	WIS
Score	CHARISMA	Bonus
	☐ Scarred -1	CHA

ALIENATION:	Current
It starts at zero.	

LEVEL:	XP
On a miss: ○○○○○○○○	

DAMAGE:	d6
Special:	
ARMOUR:	Rating
Type:	
LOAD:	= 8+STR
WEIGHT:	Encumbrance

Max.	MAX. HP:	Max.
	= 6+Constitution	
Carried	CURRENT HP:	Current
	Wounds:	

Alignment

- ☐ **Chaotic**
Get involved in a situation you don't understand.
- ☐ **Good**
Show someone that good can also come from your Otherworld.
- ☐ **Lawful**
Learn something new about this galaxy.

Gear

- Your load is 8+STR.
- Choose one weapon:**
- Bag of books (5 uses, 2 weight).
 - Laser pistol (near, 1 weight) and radiation crystals (3 ammo, 1 weight).
 - Ornate staff (reach, two-handed, 1 weight).
 - Otherwordly gems (1 weight).
- Choose one defence:**
- Food from your home (5 meals, 1 weight).
 - Personal vehicle.
 - Special suit (1 armour, 1 weight).
 - Towel.

More Gear:

Origins

- ☐ **Created**
You are an artificial being, made by someone or something—a mad scientist, a sentient ocean, or the best minds of a manufacturing planet, for example. **When you defend someone else**, you may use Alienation instead of CON. Your Otherworld could be your creators, a secret laboratory (suitably isolated), the stuff your were created from, or even the void of uncreation.
- ☐ **Enslaved**
You are part of an oppressed underclass. **When someone else has possession of your heart**, you may hack and slash or volley with Alienation instead of STR or DEX. Your Otherworld could be a real place as long as it is isolated from the rest of the galaxy, or it could be an underground organization of slaves, or even a fantasy world of hopes and dreams.
- ☐ **Summoned**
Something drew you here from a place far away. **When you're in your element**, you may defy danger with Alienation instead of another stat. Your Otherworld could be the astral plane, a completely unknown galaxy, Dimension X, hyperspace, or something equally strange.

Starting Moves

You start with these three moves, as well as **Tell-Tale Heart**:

■ Alienated

You are not from this place and you do not understand. Sometimes people here treat you like an outsider, and this only increases your sense of Alienation, which is an extra stat you have. It starts at zero.

In addition to how other moves affect your Alienation, the following things are also true:

When someone makes you leave a location, group, or event against your will, gain 1 Alienation.

Did this happen to you?

When someone rewards you for participating in a group event or endeavour, or for being a member of an organization, lose 1 Alienation.

Did this happen to you?

Your maximum Alienation is 3. **When you're at your maximum Alienation**, you take -1 ongoing. **When you're at your maximum Alienation and you gain more Alienation**, instead choose one:

- You attack someone you care about, then lose 1 Alienation.
- You destroy or ruin a thing that someone else cares about, then lose 1 Alienation.

■ Familiar Element

You find this world strange and unfamiliar, but there is one place where you feel at home. You're in your element only when you're... (choose one):

- engaged in battle.
- immersed in liquid.
- in a tightly confined space.
- in the bitter cold.
- in total darkness.
- in warm, direct sunlight.
- making love.

While you're in your element, take +1 ongoing. If you stay longer than a few hours, it counts as being attended by a healer, you can make camp without expending a ration, and you gain +1 preparation.

■ Homesick

When you ask your Otherworld to provide you with something useful, roll +Alienation. **On a hit**, your home brings you something similar, either from itself or by seizing something from this galaxy. Either way, it is always marked by its Otherworldliness. **On a 7-9**, trouble comes with it also. **On a miss**, gain 1 Alienation.

Your Otherworld is a place unlike this galaxy, where things are different. It may be an isolated area inside this galaxy, or a place outside of it. You might be able to return, but the other PCs cannot go there. The nature of your Otherworld depends upon your origins, and this determines what you can ask it for.

Tell-Tale Heart

■ Tell-Tale Heart

Your heart appeared in this galaxy at the same time you did. It is small enough to be held in a person's hands, and anyone can take possession of it. Your heart cannot be destroyed. Describe it.

When someone gains possession of your heart, they dictate at least one change in your appearance. Your physical form in this galaxy is malleable, except for your tell, which is something related to your familiar element that is present and obvious no matter what you look like. Choose one or two visible signifiers that will make your identity obvious—you might, for example, always be aquatic, a black man, covered in jewels, eight-limbed and furry, or wreathed in blue firelight. The person who has possession of your heart, whether that's you or someone else, can change other aspects of your appearance whenever they want.

As long as someone else has possession of your heart, the following holds true as well:

When they tell you to do something, you take +1 forward to accomplish the task, and you can roll +Alienation if you must defy danger while doing so. **If you do it and they don't give you back your heart**, gain 1 Alienation.

When you act directly against the person who has possession of your heart, lose 1 Alienation but if you make any moves while doing so you can't add more than your Alienation to your roll, even if your stat is higher.

If someone gives you back your heart, lose all your Alienation.

Your Heart

Describe it here.

Advanced Moves

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

☐ Fluid Mobility

Your body is malleable enough that you can walk on walls and ceilings, fit through small openings, swim like a fish, and generally make the best use of your environment while moving. If you need mechanical tools or weapons, you can change your hands to mimic them. Add the reach tag to all your attacks.

☐ Gift-Giver

When you give someone from this galaxy a thing from your Otherworld and they accept it, lose 1 Alienation and take +1 forward.

☐ Learn Something New

Take a move from another class. Count yourself as one level lower to determine if you can take the move.

☐ The Missing

When you touch an object from this galaxy and send it to your Otherworld, roll+Alienation. On a 10+, it is gone forever, unless your Otherworld brings it back. On a 7-9, it is gone but so is something else, the GM will tell you what.

☐ Oceans Tell You Their Secrets

When you're in your familiar element with someone else, you can ask their player one of these questions (one per character):

- What do you desire (or whom)?
- What do you hope for the future?
- What makes you feel like an outsider?
- What secret pains do you hold in your heart?
- When were you at your lowest?

☐ Resistance

Because of your Otherworldly nature, you have 2 armour against attacks from this galaxy.

☐ Rejuvenated

When you enter your familiar element after a break, you heal 1d8 damage. If someone else is with you, you may spend 1 Alienation to heal them of 1d8 damage as well.

☐ Secret Ways

When you pass through your Otherworld in order to get somewhere, roll+WIS. On a 10+, it deposits you anywhere in this galaxy you want to go, faster than other methods of travel. On a 7-9, it gets you exactly where or when you want, but not both.

☐ Space Invader

When in your element or obeying someone who has possession of your heart, your base damage is d10, not d6. When you lash out at someone who has treated you like an outsider and they fight you, lose 1 Alienation.

☐ Sweet Dreams

When you resolve a bond and write a new one, you may also choose one:

- Gain 1 Alienation.
- Lose 1 Alienation.

☐ Visions from Beyond

When you ask your Otherworld for information about a topic, you can spout lore with CHA instead of INT. The GM tells you what the Otherworld knows, not what you know. Your Otherworld also tells you something that it wants, and what it will trade you for it.

Advanced Moves

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

☐ Becoming Human

Choose another class that is not in play. You can use any moves from that class that don't replace or require other advanced moves, but each time you do, mark the debility of your choice and gain 1 Alienation. If you already have six debilities, you cannot use the moves of this other class.

☐ Extreme Resistance

Replaces: Resistance

Because of your Otherworldly nature, you have 3 armour against attacks from this galaxy.

☐ A Heart Grown Fonder

Your maximum Alienation is 4, instead of 3.

☐ Messiah

You are now the focus of a new faith or philosophical movement. When you command your followers to take action, roll+CHA. On a 10+, choose three. On a 7-9, choose two:

- They build something amazing.
- They don't cause any collateral damage.
- They don't make any demands of you.
- They topple an existing authority.

On a miss, choose one anyway, but things still get out of hand.

☐ More at Home than Before

You are becoming more familiar with this galaxy. Choose a second familiar element.

☐ Never Stop Learning

Requires: Learn Something New

Take a move from another class. Count yourself as one level lower to determine if you can take the move.

☐ Presents for Days

Replaces: Gift-Giver

When you give someone a suitable gift (your call) and they accept it, lose 1 Alienation and take +1 forward.

☐ Rebirth

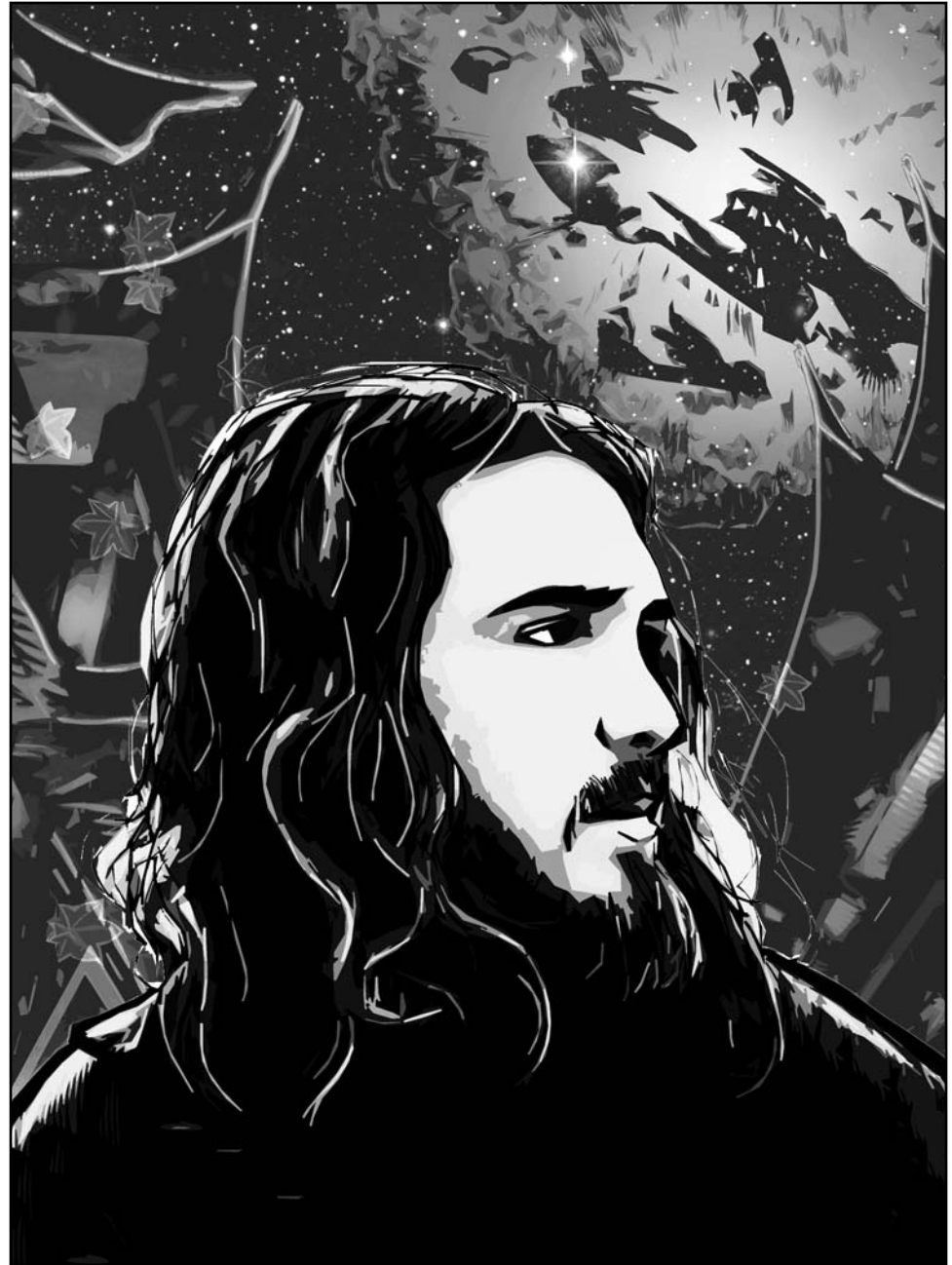
Replaces: Rejuvenated

When you enter your familiar element after a break, you heal 2d8 damage or a debility. If someone else is with you, you may spend 1 Alienation to heal them of 2d8 damage or a debility as well.



THE SPY

THE SPY



Name:

The Spy

Choose an exotic, ordinary, or secretive name, or one from the list:
Allison, Ames, Blake, Cherkashtin, Cynthia, Deriabian, Donovan, Dulles, Duquesne, Elyesa, Emeline, Falcon, Farago, Felfe, Felix, Gabriele, Ghaffar, Golitsyn, Inayat, Karla, Kim, Lafayette, Margaretha, Mawby, Melita, Reilly, Sasha, Smiley, Somerset, Sorge, Ursula, Violette, Virginia, Walsingham, Wolf, Yoshiko.

Look

Beyond Good and Evil, Criminal Mind, or Guilty Conscience.
Bloody Palms, Steady Hands, or Sticky Fingers.
Confidante, Muzzled, or Voyeur.
Eyes of a Stranger, Sunglasses at Night, or Wrapped Up in Silence.

Bonds

- I know a secret about _____.
- I like having _____ around, so I can spy on them.
- _____ knows one of my secrets.
- _____ will prove very useful to my master.

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

Score	STRENGTH	Bonus
	☐ Weak -1	STR
Score	DEXTERITY	Bonus
	☐ Shaky -1	DEX
Score	CONSTITUTION	Bonus
	☐ Sick -1	CON
Score	INTELLIGENCE	Bonus
	☐ Stunned -1	INT
Score	WISDOM	Bonus
	☐ Confused -1	WIS
Score	CHARISMA	Bonus
	☐ Scarred -1	CHA

LEVEL:

On a miss: ○○○○○○○○

XP

DAMAGE:

Special:

d6

ARMOUR:

Type:

Rating

LOAD:

= 10+STR

WEIGHT:

Encumbrance

Max.

MAX. HP:

= 6+Intelligence

CURRENT HP:

Wounds:

Max.

Current

Alignment

- ☐ **Chaotic**
Sabotage the plans of your master (either one).
- ☐ **Evil**
Cause harm by doing someone else's bidding.
- ☐ **Neutral**
Benefit personally from spying.

Gear

- Your load is 10+STR.
- Choose the tools of your trade (one or two):
- All-spectrum visor (1 weight).
 - Antitoxin and 3 uses of poison.
 - Ceramic knife (hand, ignores armour, 1 weight).
 - Hand-held document replicator (1 weight).
 - Painwave module (reach, near, stun, 2 weight).
 - Raygun (near, far, 1 weight).
 - Remote control recorder moth.
 - Rope gun (2 weight).

Other Gear:

Race

- ☐ **Alien**
Your body is fluid and malleable. You can impersonate someone without having their clothes, as long as you have been intimate with them or you have their genetic code or a piece of their body.
- ☐ **Human**
When you spread rumours about someone, pick one NPC. No matter what else happens, they believe the rumours.
- ☐ **Machine**
When you take damage or suffer a debility while impersonating someone, you can choose to reveal your true identity to anyone watching and ignore the harm. If no witnesses reveal their discovery, you may continue the impersonation.

Starting Moves

You start with these four moves:

■ Every Breath You Take

If two or more other PCs are in a scene and you are not, you may decide you are watching. **If you do**, roll+INT. **On a 10+**, no one knows. **On a 7-9**, another PC notices you (GM's choice). If they don't draw attention to you, they take +1 forward.

■ Fine Birds in Fine Feathers

You can put on someone else's clothes and pass as them. **The first time you are seen after dressing up**, roll+CHA. **On a 10+**, your appearance is perfect and will not give you away, though your actions might. **On a 7-9**, as above except for a tell that will give you away if revealed. The GM will tell you what. When you undress, the impersonation is over and you become yourself again.

■ Master and Servant

You are either one of Moonicorn's trusted comrades, or one of Space Wurm's top aides. Whichever one you choose becomes your master, and you can write an extra bond with them. **When you lie to your master about something you did**, roll+CHA. **On a 10+**, both. **On a 7-9**, choose one:

- If they believe you, they can mark XP.
- If they don't believe you, they take -1 forward.

■ The Propaganda Machine

When you spread rumours about someone, roll+INT. **On a 10+**, the rumour sticks. Anyone leveraging your victim's new reputation takes +1 forward against them. **On a 7-9**, the rumour isn't widely believed, but someone takes a shine to it. The GM will tell you who.

■ Tight Leashes and Tethers

Your master is either Space Wurm or Moonicorn, but your true master—your spymaster—is someone else. Choose at the start of the game or during the first session. You can choose one of the other PCs who is not your master, or an NPC who represents a sector of galactic society that Space Wurm does not control. **When pursuing your spymaster's explicit agenda**, take +1 to defy danger. **When you refuse to undertake your spymaster's orders**, take -1 forward.

Advanced Moves

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

□ All Your Evidence

When you destroy evidence, roll+INT. **On a 10+**, no one can tie it to you, and the memories of NPCs become confused. **On a 7-9**, someone can tie it to you, and everyone remembers what they saw. They just don't have the proof anymore.

□ Armour of Faith

When pursuing your spymaster's explicit agenda, you have +2 armour.

□ Biomechanical

Choose a second race move, even if that race doesn't exist in your setting.

□ Double Agent

You are accompanied by a double, that looks as much or as little like your character as you want. It is not a person. You can see through its eyes and control it, as if it were yourself in another body. At any point during a scene that involves either yourself or your double, but not both, you may reveal that what others thought was your double is really you, or that you are really your double. Once this deception is revealed, it remains true until you have a chance to make a switch, at which point this ability may once again be used.

□ Feathers Made of Gold

If your actions might give you away to another PC while you are passing, they can instead choose to ignore your strange behaviour. If they do, they can mark XP.

□ Feathers Made of Knives

If your actions might give you away while you are passing, whoever notices must choose one:

- Ignore your strange behaviour for now.
- See through your disguise and suffer 1d6 damage (ignores armour).

□ Keep Your Silence Up

You can move silently in any situation. Any time a sound would give away your presence, you remain undetected.

□ Method Acting

When you dress up as someone, you may ask one question from the discern realities list about them or their life, and the GM or another player must answer it truthfully.

□ The Perfect Replica

When you undress for two or fewer people, you can keep passing as whomever owned the clothes you were wearing.

□ Tradecraft

When you attempt to make contact with someone covertly, roll+INT. **On a 10+**, you get a message to them or you can play a scene with them, and your secret is kept. **On a 7-9**, someone intercepts your message or your conversation. The GM will tell you who... at some point.

Advanced Moves

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

□ The Big Reveal

When you dramatically drop your disguise and reveal your true identity, any witnesses must choose one:

- Drop what they are holding.
- Leave in embarrassment.
- Remain motionless in surprise for a critical moment.
- Reveal their plans unintentionally.

□ Cover Story

Choose a move from another class. When you are impersonating someone else, you can use this move. When you're not, you can't.

□ A Deadly Trap

When you prepare or reveal an elaborate trap, roll+INT. On a 10+, choose three components. On a 7-9, choose two. On a miss, choose one component anyway, but your trap has backfired:

- | | |
|-------------|---------------------|
| ○ Acid. | ○ Lasers. |
| ○ Crushing. | ○ Moving mechanical |
| ○ Drowning. | parts |
| ○ Falling. | ○ Sharks. |
| ○ _____. | |

You can write an eight option, but you can't change it while you are playing a scene.

□ Doubting Thomas

When your spymaster gives you orders, ask one question from the discern realities list.

□ Feathers Made of Swords

Replaces: Feathers Made of Knives

If your actions might give you away while you are passing, whoever notices must choose one:

- Ignore your strange behaviour for now.
- See through your disguise and suffer 1d10 damage (ignores armour).

□ Isolation Chamber

When you are alone with someone and they try to communicate with you, ask one question about them from the discern realities list first.

□ Prophetic Empathy

Replaces: Method Acting

When you dress up as someone, you may ask two questions about them or their life, and the GM or another player must answer them truthfully.

□ Spy Network

When you arrive at a settlement for the first time, you can make contact with a member of your spy network. Your contact functions as a hireling with loyalty+2 and skill points equal to your level.

□ Superior Tradecraft

Replaces: Tradecraft

When you make contact with someone covertly, you can get a message to them secretly or you can play a scene with them, and no one else has to know—unless they are a PC and they use a special move.

□ True Colours

Choose a move from another class. You can use this move as long as you're not impersonating someone else.

□ Written by the Victors

Requires: All Your Evidence

When you destroy evidence, on a 10-11, you can also replace the destroyed evidence with new evidence of your own devising, but someone sees you do this. On a 12+, you can replace the evidence and no one is the wiser.

Dungeon World Basic Moves

Defend

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

- Deal damage to the attacker equal to your level.
- Halve the attack's effect or damage.
- Open up the attacker to an ally giving that ally +1 forward against the attacker.
- Redirect an attack from the thing you defend to yourself.

Defy Danger

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

- by enduring, roll+CON.
- by getting out of the way or acting fast, roll+DEX.
- by powering through, roll+STR.
- through mental fortitude, roll+WIS.
- using charm and social grace, roll+CHA.
- with quick thinking, roll+INT.

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

Discern Realities

When you closely study a situation or person, roll+WIS. On a 10+, ask the GM three questions from the list below. On a 7-9, ask one. Either way, take +1 forward when acting on the answers.

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

Hack and Slash

When you attack an enemy in melee, roll+STR. On a 10+, you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

Parley

When you have leverage on a GM character and manipulate them, roll+CHA. On a 10+, they do what you ask if you first promise what they ask of you. On a 7-9, they will do what you ask, but need some concrete assurance of your promise, right now.

Spout Lore

When you consult your accumulated knowledge about something interesting, roll+INT. On a 10+, the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7-9, the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth.

Volley

When you take aim and shoot at an enemy at range, roll+DEX. On a 10+, you have a clear shot—deal your damage. On a 7-9, choose one (whichever you choose, you deal your damage):

- You have to move to get the shot, placing you in danger as described by the GM.
- You have to take several shots, reducing your ammo by one.
- You have to take what you can get: -1d6 damage.

The Spy