

# DUNGEON WORLD

STAT	STAT	MOD	DEBILITY		
STR			<input type="checkbox"/> WEAK		
INT			<input type="checkbox"/> STUNNED		
WIS			<input type="checkbox"/> CONFUSED		
DEX			<input type="checkbox"/> SHAKY		
CON			<input type="checkbox"/> SICK		
CHA			<input type="checkbox"/> SCARRED		
16 (+2)	15 (+1)	13 (+1)	12 (+0)	9 (+0)	8 (-1)

## RACE

### ☐ OUTSIDER

You may be elf, dwarf, halfling, or human, but you and your people are not from around here. At the beginning of each session, the GM will ask you something about your homeland, why you left, or what you left behind. If you answer them, [mark XP](#).

## ALIGNMENT

### ☐ CHAOTIC

Eschew a convention of the civilized world.

### ☐ NEUTRAL

Teach someone the ways of your people.

NAME:

BARBARIAN LEVEL

XP

Tormented eyes, Haunted eyes, Wild eyes, or Shrouded eyes  
Mighty thews, Long shanks, Supple body or Stout frame  
Strange tattoos, Unusual jewelry, or Unmarred by decoration  
Scraps, Silks, Scavenger's outfit, or Weather-inappropriate clothes

HIT PTS

MAX

ARMOR

DAMAGE

d10

CONSTITUTION +8

## STARTING MOVES *You start with all of these:*

### ☒ HERCULEAN APPETITES

Others may content themselves with just a taste of wine, or dominion over a servant or two, but you want more. Choose two appetites. While **pursuing one of your appetites** if you would roll for a move, instead of rolling 2d6 you roll 1d6+1d8. If the d6 is the higher die of the pair, the GM will also introduce a complication or danger that comes about due to your heedless pursuits.

- |  |   |  |
|--|---|--|
| <input type="checkbox"/> Pure destruction  | <input type="checkbox"/> Mortal pleasures | <input type="checkbox"/> Riches and property |
| <input type="checkbox"/> Power over others | <input type="checkbox"/> Conquest         | <input type="checkbox"/> Fame and glory      |

### ☒ THE UPPER HAND

You take +1 ongoing to **last breath** rolls. When you **take your last breath**, on a 7-9 you make an offer to Death in return for your life. If Death accepts he will return you to life. If not, you die.

### ☒ MUSCLEBOUND

While you **wield a weapon** it gains the **forceful** and **messy** tags.

### ☒ WHAT ARE YOU WAITING FOR?

When you **cry out a challenge to your enemies**, ROLL+CON.

10+: They treat you as the most obvious threat to be dealt with and ignore your companions, take +2 damage ongoing against them.

7-9: Only a few (the weakest or most foolhardy) fall prey to your taunting.

*Also choose one of these to start with:*

### ☐ FULL PLATE AND PACKING STEEL

You ignore the **clumsy** tag on armor you wear.

### ☐ UNENCUMBERED, UNHARMED

So long as you are below your **load** and use neither armor nor shield, take +1 **armor**.

## BONDS *(Fill in the name of one of your companions in at least one bond:)*

- \_\_\_\_\_ is puny and foolish, but amusing to me.  
 \_\_\_\_\_'s ways are strange and confusing.  
 \_\_\_\_\_ is always getting into trouble~I must protect them from themselves.  
 \_\_\_\_\_ shares my hunger... the earth will tremble at our passing!

# ADVANCED MOVES *(Choose one new move each time you gain a level.)*

## LEVEL 2-10 MOVES

### □ STILL HUNGRY

Choose an additional appetite.

### □ APPETITE FOR DESTRUCTION

Take a move from the fighter, bard or thief class list. You may not take multiclass moves from those classes.

### □ MY LOVE FOR YOU IS LIKE A TRUCK

When you perform a feat of strength, name someone present whom you have impressed and take +1 forward to parley with them.

### □ WHAT IS BEST IN LIFE

At the end of a session, if during this session you have crushed your enemies, seen them driven before you, or have heard the lamentations of their kinfolk **mark XP**.

### □ WIDE-WANDERER

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

### □ USURPER

When you **prove yourself superior to a person in power**, take +1 forward with their followers, underlings, and hangers on.

### □ KHAN OF KHANS

Your hirelings always accept the gratuitous fulfillment of one of your **appetites** as payment.

### □ SAMSON

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

### □ SMASH!

When you **hack and slash**, on a 12+ deal your damage and choose something physical your target has (a weapon, their position, a limb): they lose it.

### □ INDESTRUCTIBLE HUNGER

When you **take damage** you can choose to take -1 ongoing until you sate one of your **appetites** instead of taking the damage. If you already have this penalty you cannot choose this option.

### □ EYE FOR WEAKNESS

When you **discern realities** add "What here is weak or vulnerable?" to the list of questions you can ask.

### □ ON THE MOVE

When you **defy a danger** caused by movement (maybe falling off a narrow bridge or rushing past an armed guard) take +1.

## LEVEL 6-10 MOVES

### □ A GOOD DAY TO DIE

As long as you have less than your CON in current HP (or 1, whichever is higher) take +1 ongoing.

### □ KILL 'EM ALL

*Requires: Appetite for Destruction*

Take another move from the fighter, bard or thief class list. You may not take multiclass moves from those classes.

### □ WAR CRY

When you **enter battle with a show of force** (a shout, a rallying cry, a battle dance) **ROLL+CHA**.

10+: Both of the following apply...

7-9: Choose one of the following:

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

### □ MARK OF MIGHT

When **spend some uninterrupted time reflecting on your past glories** you may mark yourself with a symbol of your power (a long braid tied with bells, ritual scars or tattoos, etc.) Any intelligent mortal creature who sees this symbol knows instinctively that you are a force to be reckoned with and treats you appropriately.

### □ MORE! ALWAYS MORE!

When you **satisfy an appetite to the extreme** (destroying something unique and significant, gaining enormous fame, riches, power, etc.) you may choose to resolve it. Cross it off the list and **mark XP**. While you may pursue that appetite again, you no longer feel the burning desire you once did. In its place, choose a new appetite from the list or write your own.

### □ THE ONE WHO KNOCKS

When you **defy danger**, on a 12+ you turn the danger back on itself, the GM will describe how.

### □ HEALTHY DISTRUST

When the unclean magic wielded by mortal men causes you to **defy danger**, treat any result of 6- as a 7-9.

### □ FOR THE BLOOD GOD

You are initiated in the old ways... the ways of sacrifice. Choose something your gods value ~ gold, blood, bones or the like. When you **sacrifice those things as per your rites and rituals**, **ROLL+WIS**.

10+: The gods grant insight or a boon to help you.

7-9: The sacrifice is not enough. Your gods grant some insight or boon, but take of your flesh as well.

6-: On a miss, you earn the ire of the fickle spirits.

## GEAR *(Your Load is 8+STR.)*

You carry **dungeon rations** (5 uses, 1 weight), a **dagger** (hand, 1 weight), and some **token** of your homeland or travels.

*Choose a Weapon:*

□ **Axe** (close, 1 weight)

□ **Two-handed sword** (close, +1 damage, 2 weight)

*Choose one:*

□ **Adventuring gear** (1 weight) and **dungeon rations** (5 uses, 1 weight)

□ **Chainmail** (1 armor, 1 weight)

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## RACE

### ☐ ELF

When you enter an important location (your call) you can ask the GM for one fact from the history of that location.

### ☐ HUMAN

When you first enter a civilized settlement someone who respects the custom of hospitality to minstrels will take you in as their guest.

## ALIGNMENT

### ☐ GOOD

Perform your art to aid someone else.

### ☐ NEUTRAL

Avoid a conflict or defuse a tense situation.

### ☐ CHAOTIC

Spur others to significant and unplanned decisive action.

NAME:

**BARD**

LEVEL

XP

Knowing Eyes, Flery Eyes, Joyous Eyes, Dreaming Eyes

Fancy Hair, Wild Hair, Braided hair, Stylish Cap

Finery, Traveling Clothes, Poor Clothes, Provocative Clothes

Fit Body, Well-fed Body, Thin Body, Underfed body

HIT PTS



ARMOR



DAMAGE



CONSTITUTION +6

## STARTING MOVES *You start with all of these:*

### ☒ ARCANE ART

When you **weave a performance into a basic spell**, choose an ally and an effect, then ROLL+CHA.

- Heal 1d8 damage
- +1d4 forward to damage
- Their mind is shaken clear of one enchantment
- The target gets +2 instead of +1 the next time someone assists them with aid.

10+: The ally gets the selected effect.

7-9: Your effect works, but you draw unwanted attention or your magic reverberates to other targets affecting them as well (GM's choice.)

### ☒ BARDIC LORE

*Choose an area of expertise:*

- ☐ Spells and Magicks
- ☐ The Dead and Undead
- ☐ Gods and Their Servants
- ☐ Grand Histories of the Known World
- ☐ A Bestiary of Creatures Unusual
- ☐ The Planar Spheres
- ☐ Legends of Heroes Past

When you **first encounter an important creature, location, or item (your call) covered by your bardic lore** you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what tale, song, or legend you heard that information in.

### ☒ CHARMING AND OPEN

When you **speak frankly with someone**, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list (which you must answer truthfully).

- Whom do you serve?
- What do you most desire?
- What do you wish I would do?
- How can I get you to \_\_\_\_\_?
- What are you really feeling right now?

### ☒ A PORT IN THE STORM

When you **return to a civilized settlement you've visited before**, tell the GM when you were last here. They'll tell you how it's changed since then.

## BONDS *(Fill in the name of one of your companions in at least one bond:)*

- \_\_\_\_\_ trusted me with a secret.
- \_\_\_\_\_ is often the butt of my jokes.
- \_\_\_\_\_ does not trust me, and for good reason.

This is not my first adventure with \_\_\_\_\_.

I am writing a ballad about the adventures of \_\_\_\_\_.

Before I ever met them in person I sang stories of \_\_\_\_\_.



# ADVANCED MOVES *(Choose one new move each time you gain a level.)*

## LEVEL 2-10 MOVES

### HEALING SONG

When you **heal with Arcane Art**, you heal +1d8 damage.

### VICIOUS CACOPHONY

When you **grant bonus damage with Arcane Art**, you grant an extra +1d4 damage.

### IT GOES TO ELEVEN

When you **unleash a crazed performance** (a righteous lute solo, mighty brass blast, confusing interpretive dance) choose a target who can hear you and ROLL+CHA.

10+: The target flails in confusion dealing its damage to a creature of your choosing.

7-9: The target damages a creature you choose, but is invigorated by the performance and adds +1d4 to its damage ongoing.

### METAL HURLANT

When you **shout with great force or play a shattering note** choose a target and ROLL+CON.

10+: The target takes 2d6 damage and is deafened for a few minutes.

7-9: You still damage your target, but the magic is out of control: the GM will choose an additional target nearby.

### A LITTLE HELP FROM MY FRIENDS

When you **successfully Aid someone** you take +1 forward as well.

### ELDRITCH TONES

Your **Arcane Art** is strong, allowing you to choose two effects instead of one.

### DUELIST'S PARRY

When you **Hack and Slash**, you take +1 **armor** forward.

### BAMBOOZLE

When you **Parley with someone**, on a 7+ you also take +1 forward with them.

### MULTICLASS DABBLER

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

### MULTICLASS INITIATE

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

## LEVEL 6-10 MOVES

### HEALING CHORUS *Replaces: Healing Song*

When you **heal with Arcane Art**, you heal +2d8 damage.

### VICIOUS BLAST *Replaces: Vicious Cacophony*

When you **grant bonus damage with Arcane Art**, you grant an extra +2d4 damage.

### UNFORGETTABLE FACE

When you **meet someone you've met before** (your call) after some time apart you take +1 forward against them.

### REPUTATION (CHA)

When you **first meet someone who's heard songs about you**, ROLL+CHA.

10+: Tell the GM two things they've heard about you.

7-9: Tell the GM one thing they've heard, and the GM tells you one thing.

### ELDRITCH CHORD *Replaces: Eldritch Tones*

When you **use Arcane Art**, you choose two effects. You also get to choose one of those effects to double.

### AN EAR FOR MAGIC

When you **hear an enemy cast a spell** the GM will tell you the name of the spell and its effects. Take +1 forward when acting on the answers.

### DEVIOUS

When you **use Charming and Open** you may also ask "How are you vulnerable to me?" Your subject may not ask this question of you.

### DUELIST'S BLOCK *Replaces: Duelist's Parry*

When you **Hack and Slash**, you take +2 **armor** forward.

### CON *Replaces: Bamboozle*

When you **Parley with someone**, on a 7+ you also take +1 forward with them and get to ask their player one question which they must answer truthfully.

### MULTICLASS MASTER

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

## GEAR *(Your Load is 9+STR.)*

You have **dungeon rations** (5 uses, 1 weight).

*Choose one instrument:*

- ☐ Your family **mandolin**, repaired
- ☐ A fine **lute**, gifted by a noble
- ☐ The **pipes** with which you courted your first love
- ☐ A stolen **horn**
- ☐ A **fiddle**, never before played
- ☐ A **songbook** in a forgotten tongue

*Choose your clothing:*

- ☐ **Leather armor** (1 armor, 1 weight)
- ☐ **Ostentatious clothes**

*Choose your armament:*

- ☐ **Dueling rapier** (Close, Precise, 2 weight)
- ☐ **Worn bow** (Near, 2 weight) and **bundle of arrows** (3 ammo, 1 weight), and short sword (Close, 1 weight)

*Choose one:*

- ☐ **3 coin**
- ☐ **Bandages** (0 weight)
- ☐ **Halfling pipeleaf** (1 weight)
- ☐ **Adventuring Gear** (1 weight)



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16 (+2)	15 (+1)	13 (+1)	12 (+0)	9 (+0)	8 (-1)

## RACE

### ☐ DWARF

You are one with stone. When you Commune you are also granted a special version of Words of the Unspeaking which only works on stone as a rote.

### ☐ HUMAN

Your faith is diverse. Choose one Wizard spell. You can cast and be granted that spell as if it was a Cleric spell.

## ALIGNMENT

### ☐ GOOD

Endanger yourself to heal another.

### ☐ LAWFUL

Endanger yourself following the precepts of your religion.

### ☐ EVIL

Harm another to prove the superiority of your church or god.

NAME:

CLERIC

LEVEL

XP

Kind Eyes, Sharp Eyes, Sad Eyes, Knowing Eyes  
Strange Hair, Wild hair, Tonsure, Bald,  
Flowing Robes, Habit, or Common Garb

HIT PTS

ARMOR

DAMAGE

d6

CONSTITUTION +8

## STARTING MOVES

*You start with all of these:*

### ☒ DIETY

You serve and worship some deity or power which grants you spells. Give your god a name \_\_\_\_\_, and choose a **domain**:

- |   |  |  |
|---|--|--|
| <input type="checkbox"/> Healing, Restoration | <input type="checkbox"/> Honor and Vengeance | <input type="checkbox"/> The Downtrodden   |
| <input type="checkbox"/> Knowledge, Secrets   | <input type="checkbox"/> The Ancestors       | <input type="checkbox"/> What Lies Beneath |
| <input type="checkbox"/> Law, Civilization    | <input type="checkbox"/> Sun, Moon, Stars    | <input type="checkbox"/> Fortune           |
| <input type="checkbox"/> War and Conquest     | <input type="checkbox"/> The Elements        | <input type="checkbox"/> _____             |

### ☒ DIVINE GUIDANCE

Choose one or two **precepts** of your religion:

- |  |  |   |
|--|--|---|
| <input type="checkbox"/> Suffering is Sanctity | <input type="checkbox"/> Serve Others          | <input type="checkbox"/> Perform sacrifice  |
| <input type="checkbox"/> Uncover/Keep Secrets  | <input type="checkbox"/> Dole out Justice      | <input type="checkbox"/> Gain Power         |
| <input type="checkbox"/> Share the Story       | <input type="checkbox"/> Prove yourself        | <input type="checkbox"/> Venerate the Diety |
| <input type="checkbox"/> Smite your Enemies    | <input type="checkbox"/> Create/Destroy Beauty | <input type="checkbox"/> Enlightenment      |

When you **petition your deity according to the precept of your religion**, you are granted useful knowledge or a boon related to your deity's **domain**. The GM will tell you what.

### ☒ TURN UNDEAD

When you **hold your deity's symbol aloft and call on your deity**, ROLL+WIS.

- 10+: So long as you continue turning, no undead may come within reach of you.
- 7-9: Intelligent undead are momentarily dazed and mindless undead flee. If you move aggressively towards an undead creature while you Turn Undead it breaks the effects and they are able to act as normal. Intelligent undead, vampires and so on, may still find ways to harry you from afar.

### ☒ COMMUNE

When you **spend 1 uninterrupted hour or so in quiet communion with your deity**, you:

- Lose any **spells** already granted to you.
- Are granted new **spells** of your choice whose total levels don't exceed your own **LEVEL+1**, and none of which is a higher level than your own level.
- Prepare your **rotas**, which never count against your limit.

### ☒ CAST A SPELL

When you **unleash a spell granted to you by your deity**, ROLL+WIS.

- 10+: The spell is cast and not revoked by your deity, so you may cast it again.
- 7-9: The spell is cast, but choose one:
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
  - Your casting distances you from your deity—take -1 ongoing to **Cast a Spell** until the next time you **Commune**.
  - After you cast it, the spell is revoked by your deity. You cannot cast the spell again until you **Commune** and have it granted to you.

Note that maintaining spells with **ongoing** effects sometimes causes a penalty to your roll to **Cast a Spell**

## BONDS (Fill in the name of one of your companions in at least one bond:)

\_\_\_\_\_ has insulted my deity; I do not trust them.  
\_\_\_\_\_ is a good and faithful person; I trust them implicitly.  
\_\_\_\_\_ is in constant danger, I will keep them safe.  
I am working on converting \_\_\_\_\_ to my faith.

# ADVANCED MOVES *(Choose one new move each time you gain a level.)*

## LEVEL 2-10 MOVES

### ❑ CHOSEN ONE

Choose one spell. You are granted that spell as if it were one level lower.

### ❑ INVIGORATE

When you heal someone they take +2 forward to their damage.

### ❑ THE SCALES OF LIFE AND DEATH

When someone takes their Last Breath in your presence, they take +1 to the roll.

### ❑ SERENITY

You are able to divide your power effectively. When you Cast a Spell you ignore the first -1 penalty from ongoing spells.

### ❑ FIRST AID

Cure Light Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.

### ❑ DIVINE INTERVENTION

When you Commune you get 1 hold and lose any hold you already had. Spend that hold when you or an ally takes damage to call on your deity, they intervene with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negate the damage.

### ❑ PENITENT

When you take damage and embrace the pain, you may take +1d4 damage (ignoring armor). If you do, take +1 forward to Cast a Spell.

### ❑ EMPOWER

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 effects as well:

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

### ❑ ORISON FOR GUIDANCE

When you sacrifice something of value to your deity and pray for guidance, your deity tells you what it would have you do. If you do it, mark experience.

### ❑ DIVINE PROTECTION

When you wear no armor or shield you get 2 armor.

### ❑ DEVOTED HEALER

When you heal someone else of damage, add your level to the amount of damage healed.

## LEVEL 6-10 MOVES

### ❑ ANOINTED *Requires: Chosen One*

Choose one spell in addition to the one you picked for Chosen One. You are granted that spell as if it was one level lower.

### ❑ APOTHEOSIS

Once, after taking this move, the next time you spend time in prayer as appropriate to your god, choose a feature associated with your deity (rending claws, wings of sapphire feathers, an all-seeing third eye, etc). When you emerge from prayer, you permanently gain that physical feature. This feature forever marks you as chosen by your god, and your piety will be obvious to all who look upon you.

### ❑ REAPER

When you take time after a conflict to dedicate your victory to your deity and deal with the dead, take +1 forward.

### ❑ PROVIDENCE *Replaces: Serenity*

You ignore the -1 penalty from two spells you maintain.

### ❑ GREATER FIRST AID *Requires: First Aid*

Cure Moderate Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.

### ❑ DIVINE INVINCIBILITY

*Replaces: Divine Intervention*

When you Commune you gain 2 hold and lose any hold you already had. Spend that hold when you or an ally takes damage to call on your deity, who intervenes with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negates the damage.

### ❑ MARTYR *Replaces: Penitent*

When you take damage and embrace the pain, you may take +1d4 damage (ignoring armor). If you do, take +1 forward to Cast a Spell and add your level to any damage done or healed by the spell.

### ❑ DIVINE ARMOR *Replaces: Divine Protection*

When you wear no armor or shield you get 3 armor.

### ❑ GREATER EMPOWER *Replaces: Empower*

When you Cast a Spell, on a 10-11 you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+ you get to choose one of these effects for free.

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

### ❑ MULTICLASS DABBLER

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

## GEAR *(Your Load is 10+STR.)*

You carry **dungeon rations** (1 weight, 5 uses) and some **symbol of the divine** (weight 0); describe it.

*Choose your defenses:*

- ❑ **Chainmail** (1 armor, 1 weight)
- ❑ **Shield** (+1 armor, 2 weight)

*Choose one:*

- ❑ **Adventuring gear** (1 weight) and **extra dungeon rations** (1 weight)
- ❑ **Healing potion** (1 weight, 1 use)

*Choose your armament:*

- ❑ **Warhammer** (Close, 1 weight)
- ❑ **Mace** (Close, 1 weight)
- ❑ **Staff** (Close, Two-handed, 1 weight) and **bandages**

OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

# CLERIC SPELLS

## ROTES

You gain access to all of your rites every time you Commune without having to select them or count them toward your allotment of spells.

### □ LIGHT ONGOING ROTE

An item you touch glows with divine light, about as bright as a torch. It gives off no heat or sound and requires no fuel but is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence.

### □ SANCTIFY ROTE

Food or water you hold in your hands while you cast this spell is consecrated by your deity. In addition to now being holy or unholy, the affected substance is purified of any mundane spoilage.

### □ GUIDANCE ROTE

The symbol of your deity appears before you and gestures towards the direction or course of action your deity would have you take then disappears. The message is through gesture only; your communication through this spell is severely limited.

## LEVEL 1 SPELLS

### □ BLESS ONGOING LEVEL 1

Your deity smiles on a target of your choice in combat. They take +1 ongoing so long as battle continues and they stand and fight. While this spell is ongoing you take -1 to Cast a Spell.

### □ CURE LIGHT WOUNDS LEVEL 1

At your touch wounds scab and bones cease to ache. Heal an ally of 1d8 damage.

### □ DETECT ALIGNMENT LEVEL 1

When you cast this spell choose an alignment: Good, Evil, or Neutral. One of your senses is briefly able to detect that alignment. The GM will tell you what here is of that alignment.

### □ CAUSE FEAR LEVEL 1

Choose an intelligent target you can see and a nearby object. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, panic, fight. While this spell is ongoing you take -1 to Cast a Spell.

### □ MAGIC WEAPON ONGOING LEVEL 1

The weapon you hold while casting does +1d4 damage until you dismiss this spell. While this spell is ongoing you take -1 to Cast a Spell.

### □ SANCTUARY LEVEL 1

By walking the perimeter of an area, you make it holy to your deity. As long as you stay within that area you are alerted whenever someone acts with malice within the sanctuary (including entering with harmful intent). Anyone who receives healing within a Sanctuary heals +1d4 HP.

### □ SPEAK WITH DEAD LEVEL 1

A corpse converses with you briefly. It will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death.

## LEVEL 3 SPELLS

### □ ANIMATE DEAD ONGOING LEVEL 3

You invoke a hungry spirit to possess a recently-dead body and act for you. This creates a zombie that follows your orders to the best of its limited abilities. Treat the zombie as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 HP. The zombie also gets your choice of 1d4 of these traits:

- It's talented. Give one stat a +2 modifier.
  - It's durable. It has +2 HP for each level you have.
  - It has a functioning brain and can complete complex tasks.
  - It does not appear obviously dead, at least for a day or two.
- The zombie lasts until it is destroyed by taking damage in excess of its HP, or until you end the spell..

### □ CURE MODERATE WOUNDS LEVEL 3

You staunch bleeding and set bones through magic. Heal an ally of 2d8 damage.

### □ DARKNESS ONGOING LEVEL 3

Choose an area you can see: it's filled with supernatural darkness and shadow. While this spell is ongoing you take -1 to Cast a Spell.

### □ RESURRECTION LEVEL 3

Tell the GM you would like to resurrect a corpse whose soul has not yet fully departed this world. Resurrection is always possible, but the GM will give you one or more (and possibly all) of these conditions to fulfill:

- It's going to take days/weeks/months
- You must \_\_\_\_\_
- You must get help from \_\_\_\_\_
- It will require a lot of money
- You must sacrifice \_\_\_\_\_ to do it

The GM may, depending on the circumstances, allow you to resurrect the corpse now, with the understanding that the conditions must be met before it's permanent, or require you to meet the conditions before the corpse is resurrected.

### □ HOLD PERSON LEVEL 3

Choose a creature you can see. Until you Cast a Spell or leave their presence they cannot act except to speak. If they're harmed this effect ends.



## Level 5 Spells

### □ REVELATION

LEVEL 5

Your deity answers your prayers with a moment of perfect understanding. The GM will explain the true nature of the current situation. When acting on the information, you take +1 Forward.

### □ CURE CRITICAL WOUNDS

LEVEL 5

Heal an ally of 3d8 damage.

### □ DIVINATION

LEVEL 5

Name a person, place, or thing you want to learn about. Your deity grants you visions of the target, as clear as if you were there.

### □ CONTAGION

ONGOING

LEVEL 5

Choose a creature you can see. Until you end this spell, the target suffers from a disease of your choice. While this spell is ongoing you take -1 to Cast a Spell.

### □ WORDS OF THE UNSPEAKING

LEVEL 5

With a touch you speak to the spirits within things. The non-living object you touch answers three questions you pose, as best it can.

### □ TRUE SEEING

ONGOING

LEVEL 5

Your vision is opened to the true nature of everything you lay your eyes on. You pierce illusions and see things that have been hidden. The GM will describe the area before you ignoring any illusions and falsehoods, magical or otherwise. While this spell is ongoing you take -1 to Cast a Spell.

### □ TRAP SOUL

LEVEL 5

When cast in the presence of a ghost or recently dead body this spell traps the target's soul in a gem you provide. While trapped the soul answers every question posed to it and cannot resist your requests. Once released the soul is likely to hold a grudge against its captor.

## Level 7 Spells

### □ WORD OF RECALL

LEVEL 7

Choose a word. The first time after casting this spell that you speak the chosen word, you and any allies touching you when you cast the spell are immediately returned to the exact spot where you cast the spell. You can only maintain a single location; casting Word of Recall again before speaking the word replaces the earlier spell.

### □ HEAL

LEVEL 7

Touch an ally and you may heal their damage a number of points up to your maximum HP.

### □ HARM

LEVEL 7

Touch an enemy and strike them with divine wrath dealing 2d8 damage to them and 1d6 damage to yourself. This damage ignores armor.

### □ SEVER

ONGOING

LEVEL 7

Choose an appendage on the target such as an arm, tentacle, or wing. The appendage is magically severed from their body, causing no damage but considerable pain. Missing an appendage may, for example, keep a winged creature from flying, or a bull from goring you on its horns. While this spell is ongoing you take -1 to Cast a Spell.

### □ MARK OF DEATH

LEVEL 7

Choose a creature whose true name you know. This spell inscribes runes that will kill that creature, should they read them.

### □ CONTROL WEATHER

LEVEL 7

Pray for rain-or sun, wind, or snow. Within a day or so, your god will answer. The weather will change according to your will and last a handful of days.

## Level 9 Spells

### □ STORM OF VENGEANCE

LEVEL 9

Your deity brings the unnatural weather of your choice to pass. Rain of blood or acid, clouds of souls, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.

### □ REPAIR

LEVEL 9

Choose one event in the target's past. All effects of that event, including damage, poison, disease, and magical effects, are ended and repaired. HP and diseases are healed, poisons are neutralized, magical effects are ended.

### □ DIVINE PRESENCE

ONGOING

LEVEL 9

Every creature must ask your leave to enter your presence, and you must speak permission for them to enter. Any creature without your leave takes an extra 1d10 damage whenever they take damage in your presence. While this spell is ongoing you take -1 to Cast a Spell.

### □ CONSUME UNLIFE

LEVEL 9

The mindless undead creature you touch is destroyed and you steal its death energy to heal yourself or the next ally you touch. The amount of damage healed is equal to the HP that the creature had remaining before you destroyed it.

### □ PLAGUE

LEVEL 9

Name a city, town, encampment, or other place where people live. As long as this spell is active that place is beset by a plague appropriate to your deity's domains (locusts, death of the first born, etc.) While this spell is ongoing you take -1 to Cast a Spell.

# DUNGEON WORLD

STAT	STAT	MOD	DEBILITY		
STR			<input type="checkbox"/> WEAK		
INT			<input type="checkbox"/> STUNNED		
WIS			<input type="checkbox"/> CONFUSED		
DEX			<input type="checkbox"/> SHAKY		
CON			<input type="checkbox"/> SICK		
CHA			<input type="checkbox"/> SCARRED		
16 (+2)	15 (+1)	13 (+1)	12 (+0)	9 (+0)	8 (-1)

## RACE

### ☐ ELF

The sap of the elder trees flows within you. In additions to any other attunements, the Great Forest is always considered your Land.

### ☐ HUMAN

Your people have bound up their fate with the animals of farm and field. You may always take the shape of any domesticated animal, in addition to your normal options.

### ☐ HALFLING

You sing the healing songs of spring and brook. When you **Make Camp**, you and your allies heal +1d6.

## ALIGNMENT

### ☐ GOOD

Help something or someone grow

### ☐ NEUTRAL

Eliminate an unnatural menace

### ☐ CHAOTIC

Destroy a symbol of civilization.

NAME:

DRUID

LEVEL

XP

Wise eyes, wild eyes, or haunting eyes  
Furry hood, messy hair, or braided hair  
Ceremonial garb, practical leathers, or weathered hides

HIT PTS		ARMOR		DAMAGE	
CONSTITUTION +6					

## STARTING MOVES *You start with all of these:*

### ☒ BORN OF THE SOIL

You learned your magic in a place whose spirits are strong and ancient and they've marked you as one of their own. No matter where you go, they live within you and allow you to take their shape. Choose one of the following. It is the **Land** to which you are attuned - when using **Shapeshifter** you may, for free, take the shape of any animal who might live in your **Land**.

- |  |   |
|--|---|
| <input type="checkbox"/> The Great Forests     | <input type="checkbox"/> The Open Sea           |
| <input type="checkbox"/> The Whispering Plains | <input type="checkbox"/> The Towering Mountains |
| <input type="checkbox"/> The Vast Desert       | <input type="checkbox"/> The Arctic Circle      |
| <input type="checkbox"/> The River Delta       | <input type="checkbox"/> The Cruel Steppe       |
| <input type="checkbox"/> The Sapphire Islands  | <input type="checkbox"/> The Blasted Wasteland  |

Chose a **Tell** - a physical attribute that marks you as Born of the Soil - that reflects the spirit of your **Land**. It may be an animal feature like antlers or leopard's spots or something more general, hair like leaves or eyes of glittering crystal. Your **Tell** remains no matter what shape you take.

### ☒ STUDIED ESSENCE

When you spend time in contemplation of an animal spirit, you may add its shape to those you can assume using **Shapeshifter**.

### ☒ BY NATURE SUSTAINED

You don't need to eat or drink. If a move tells you to mark off a **ration**, just ignore it.

### ☒ SPIRIT TONGUE

The grunts, barks, chirps and calls of the creatures of the wild are as language to you. You can understand any animal native to your **Land** or akin to one whose essence you have studied.

### ☒ SHAPESHIFTER

When you call upon the spirits to change your shape, **ROLL+WIS**.

10+: Hold 3

7-9: Hold 2

6-: Hold 1 in addition to whatever the GM says.

You may take on the physical form of any animal whose essence you have studied or who lives in your **Land**: you and your possessions meld into a perfect copy of the animal's form. You have any innate abilities and weaknesses of the form: claws, wings, gills, breathing water instead of air. You still use your normal stats but some moves may be harder to trigger - a housecat will find it hard to do battle with an ogre. The GM will also tell you one or more moves associated with your new form. Spend 1 **hold** to make that move. Once you're out of **hold**, you return to natural form. At any time, you may spend all your **hold** and revert to your natural form.

## BONDS *(Fill in the name of one of your companions in at least one bond:)*

\_\_\_\_\_ smells more like prey than a hunter.  
The spirits spoke to me of a great danger that follows \_\_\_\_\_.  
I have showed \_\_\_\_\_ a secret rite of the Land.  
\_\_\_\_\_ has tasted my blood and I theirs. We are bound by it.

# ADVANCED MOVES *(Choose one new move each time you gain a level.)*

## LEVEL 2-10 MOVES

### ❑ HUNTER'S BROTHER

Choose one move from the [Ranger](#) class list.

### ❑ RED OF TOOTH AND CLAW

When you are in an appropriate animal form (something dangerous) increase your damage to d8.

### ❑ COMMUNION OF WHISPERS

When you spend time in a place, making note of its resident spirits and calling on the spirits of the land, **ROLL+WIS**. You will be granted a vision of significance to you, your allies and the spirits around you.

10+: The vision is clear and helpful.

7-9: The vision is unclear, its meaning murky.

6-: The vision is upsetting, frightening or traumatizing.

The GM will describe it. Take -1 Forward.

### ❑ BARKSKIN

So long as your feet touch the ground you have +1 armor.

### ❑ EYES OF THE TIGER

When you mark an animal (e.g. with dirt or blood) you can see through its eyes as if they were your own, no matter what distance separates you. Only one animal at a time may be marked.

### ❑ SHED

When you take damage while in [Shapeshifter](#) form you may choose to revert to your natural form to negate the damage.

### ❑ THING-TALKER

You see the spirits in the sand, the sea and the stone. You may now apply your [Spirit Tongue](#), [Shapeshifter](#) and [Studied Essence](#) moves to inanimate, natural objects as well as animals.

### ❑ FORMCRAFTER

When you use [Shapeshifter](#) choose a stat and take +1 ongoing to rolls using that stat while in your shape. Then choose another stat and take -1 ongoing to rolls using that stat while in your shape.

### ❑ ELEMENTAL MASTERY

When you call on the primal spirits of fire, water, earth or air to perform a task for you **ROLL+WIS**.

10+: Choose two

7-9: Choose one

6-: Some catastrophe occurs as a result of your calling.

- The effect you desire comes to pass
- You are unharmed
- You retain control

### ❑ BALANCE

When you deal damage you may choose to deal -1d4 [damage](#). If you do, gain one balance. Spend [balance](#) whenever you like to heal someone you touch of 1d4 damage.

## LEVEL 6-10 MOVES

### ❑ DOPPLEGANGER'S DANCE

You are able to use your [Studied Essence](#) move on specific individuals, including men, elves or the like. Suppressing your Tell is possible, but if you do, take -1 ongoing until you return to your own form.

### ❑ BLOOD AND THUNDER

*Replaces: Red of Tooth and Claw*

When you Shapeshift into an appropriate animal form (something dangerous) increase your damage to d10.

### ❑ THE DRUID SLEEP

When you take this move, the next opportunity that you have safety and time to spend in an appropriate location, you may attune yourself to a new [Land](#). This effect occurs only once and the GM will tell you how long it will take and what cost you must pay. From there on, you are considered to be [Born of this Soil](#) in both [Lands](#) and all the moves related to it act accordingly.

### ❑ WORLD-TALKER

You see the patterns that make up the fabric of the world. You may now apply your [Spirit Tongue](#), [Shapeshifter](#) and [Studied Essence](#) moves to pure elements—fire, water, air and earth.

### ❑ STALKER'S SISTER

Choose one move from the [Ranger](#) class list.

### ❑ FORMSHAPER *Requires: Formcrafter*

You may increase your [armor](#) by 1 or deal an additional +1d4 damage while in your animal form. Choose when you shift.

### ❑ CHIMERA

When you use your [Shapeshifter](#) ability, you may create a merged form of up to three different shapes. You may be a bear with the wings of an eagle and the head of a ram, for example. Each feature will grant you a different move to make. Your Chimera form follows the same rules as [Shapeshifter](#) otherwise.

### ❑ SKY-BENDER

When you are under open skies when the sun rises the GM will ask you what the weather will be that day. Tell them whatever you like, it comes to pass.

## GEAR *(Your Load is 6+STR.)*

You carry some **token of your Land**, describe it.

*Choose your defenses:*

❑ Hide armor (1 armor, 1 weight)

❑ Wooden shield (+1 armor, 1 weight)

*Choose your armament:*

❑ Shillelagh (Close, 2 weight)

❑ Staff (Close, 2-handed, 1 weight)

❑ Spear (Close, Thrown, Near, 1 weight)

*Choose one:*

❑ Adventuring Gear (1 weight)

❑ Poultices and herbs (2 uses, 1 weight)

❑ Halfling pipeleaf (1 weight)

## SHAPESHIFT MOVES

Here are some common animal moves:

*Pack Hunters*

- Summon the pack
- Drag them to the ground

*Flying Creatures*

- Escape to the air
- Pull an enemy aloft

*Hardy beasts*

- Trample them
- Break through

*Poisonous*

- Inflict your poison on them

OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO



# DRUID SPELLS

## ROTES

You gain access to all of your rites every time you Commune without having to select them or count them toward your allotment of spells.

### ☐ LIGHT ROTE ONGOING

An item you touch glows with divine light, about as bright as a torch. It gives off no heat or sound and requires no fuel but is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence.

### ☐ SANCTIFY ROTE

Food or water you hold in your hands while you cast this spell is consecrated by your deity. In addition to now being holy or unholy, the affected substance is purified of any mundane spoilage.

### ☐ GUIDANCE ROTE

The symbol of your deity appears before you and gestures towards the direction or course of action your deity would have you take then disappears. The message is through gesture only; your communication through this spell is severely limited.

## Level 1 Spells

### ☐ BLESS LEVEL 1 ONGOING

Your deity smiles on a target of your choice in combat. They take +1 ongoing so long as battle continues and they stand and fight. While this spell is ongoing you take -1 to Cast a Spell.

### ☐ CURE LIGHT WOUNDS LEVEL 1

At your touch wounds scab and bones cease to ache. Heal an ally of 1d8 damage.

### ☐ DETECT ALIGNMENT LEVEL 1

When you cast this spell choose an alignment: Good, Evil, or Neutral. One of your senses is briefly able to detect that alignment. The GM will tell you what here is of that alignment.

### ☐ CAUSE FEAR LEVEL 1

Choose an intelligent target you can see and a nearby object. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, panic, fight. While this spell is ongoing you take -1 to Cast a Spell.

### ☐ MAGIC WEAPON LEVEL 1 ONGOING

The weapon you hold while casting does +1d4 damage until you dismiss this spell. While this spell is ongoing you take -1 to Cast a Spell.

### ☐ SANCTUARY LEVEL 1

By walking the perimeter of an area, you make it holy to your deity. As long as you stay within that area you are alerted whenever someone acts with malice within the sanctuary (including entering with harmful intent). Anyone who receives healing within a Sanctuary heals +1d4 HP.

### ☐ SPEAK WITH DEAD LEVEL 1

A corpse converses with you briefly. It will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death.

## Level 3 Spells

### ☐ ANIMATE DEAD LEVEL 3 ONGOING

You invoke a hungry spirit to possess a recently-dead body and act for you. This creates a zombie that follows your orders to the best of its limited abilities. Treat the zombie as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 HP. The zombie also gets your choice of 1d4 of these traits:

- It's talented. Give one stat a +2 modifier.
  - It's durable. It has +2 HP for each level you have.
  - It has a functioning brain and can complete complex tasks.
  - It does not appear obviously dead, at least for a day or two.
- The zombie lasts until it is destroyed by taking damage in excess of its HP, or until you end the spell..

### ☐ CURE MODERATE WOUNDS LEVEL 3

You staunch bleeding and set bones through magic. Heal an ally of 2d8 damage.

### ☐ DARKNESS LEVEL 3 ONGOING

Choose an area you can see: it's filled with supernatural darkness and shadow. While this spell is ongoing you take -1 to Cast a Spell.

### ☐ RESURRECTION LEVEL 3

Tell the GM you would like to resurrect a corpse whose soul has not yet fully departed this world. Resurrection is always possible, but the GM will give you one or more (and possibly all) of these conditions to fulfill:

- It's going to take days/weeks/months
- You must \_\_\_\_\_
- You must get help from \_\_\_\_\_
- It will require a lot of money
- You must sacrifice \_\_\_\_\_ to do it

The GM may, depending on the circumstances, allow you to resurrect the corpse now, with the understanding that the conditions must be met before it's permanent, or require you to meet the conditions before the corpse is resurrected.

### ☐ HOLD PERSON LEVEL 3

Choose a creature you can see. Until you Cast a Spell or leave their presence they cannot act except to speak. If they're harmed this effect ends.

# Level 5 Spells

## □ REVELATION LEVEL 5

Your deity answers your prayers with a moment of perfect understanding. The GM will explain the true nature of the current situation. When acting on the information, you take +1 Forward.

## □ CURE CRITICAL WOUNDS LEVEL 5

Heal an ally of 3d8 damage.

## □ DIVINATION LEVEL 5

Name a person, place, or thing you want to learn about. Your deity grants you visions of the target, as clear as if you were there.

## □ CONTAGION LEVEL 5 ONGOING

Choose a creature you can see. Until you end this spell, the target suffers from a disease of your choice. While this spell is ongoing you take -1 to Cast a Spell.

## □ WORDS OF THE UNSPEAKING LEVEL 5

With a touch you speak to the spirits within things. The non-living object you touch answers three questions you pose, as best it can.

## □ TRUE SEEING LEVEL 5 ONGOING

Your vision is opened to the true nature of everything you lay your eyes on. You pierce illusions and see things that have been hidden. The GM will describe the area before you ignoring any illusions and falsehoods, magical or otherwise. While this spell is ongoing you take -1 to Cast a Spell.

## □ TRAP SOUL LEVEL 5

When cast in the presence of a ghost or recently dead body this spell traps the target's soul in a gem you provide. While trapped the soul answers every question posed to it and cannot resist your requests. Once released the soul is likely to hold a grudge against its captor.

# Level 7 Spells

## □ WORD OF RECALL LEVEL 7

Choose a word. The first time after casting this spell that you speak the chosen word, you and any allies touching you when you cast the spell are immediately returned to the exact spot where you cast the spell. You can only maintain a single location; casting Word of Recall again before speaking the word replaces the earlier spell.

## □ HEAL LEVEL 7

Touch an ally and you may heal their damage a number of points up to your maximum HP.

## □ HARM LEVEL 7

Touch an enemy and strike them with divine wrath—deal 2d8 damage to them and 1d6 damage to yourself. This damage ignores armor.

## □ SEVER LEVEL 7 ONGOING

Choose an appendage on the target such as an arm, tentacle, or wing. The appendage is magically severed from their body, causing no damage but considerable pain. Missing an appendage may, for example, keep a winged creature from flying, or a bull from goring you on its horns. While this spell is ongoing you take -1 to Cast a Spell.

## □ MARK OF DEATH LEVEL 7

Choose a creature whose true name you know. This spell inscribes runes that will kill that creature, should they read them.

## □ CONTROL WEATHER LEVEL 7

Pray for rain—or sun, wind, or snow. Within a day or so, your god will answer. The weather will change according to your will and last a handful of days.

# Level 9 Spells

## □ STORM OF VENGEANCE LEVEL 9

Your deity brings the unnatural weather of your choice to pass. Rain of blood or acid, clouds of souls, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.

## □ REPAIR LEVEL 9

Choose one event in the target's past. All effects of that event, including damage, poison, disease, and magical effects, are ended and repaired. HP and diseases are healed, poisons are neutralized, magical effects are ended.

## □ DIVINE PRESENCE LEVEL 9 ONGOING

Every creature must ask your leave to enter your presence, and you must speak permission for them to enter. Any creature without your leave takes an extra 1d10 damage whenever they take damage in your presence. While this spell is ongoing you take -1 to Cast a Spell.

## □ CONSUME UNLIFE LEVEL 9

The mindless undead creature you touch is destroyed and you steal its death energy to heal yourself or the next ally you touch. The amount of damage healed is equal to the HP that the creature had remaining before you destroyed it.

## □ PLAGUE LEVEL 9

Name a city, town, encampment, or other place where people live. As long as this spell is active that place is beset by a plague appropriate to your deity's domains (locusts, death of the first born, etc.) While this spell is ongoing you take -1 to Cast a Spell.

# DUNGEON WORLD

STAT	STAT	MOD	DEBILITY		
STR			<input type="checkbox"/> WEAK		
INT			<input type="checkbox"/> STUNNED		
WIS			<input type="checkbox"/> CONFUSED		
DEX			<input type="checkbox"/> SHAKY		
CON			<input type="checkbox"/> SICK		
CHA			<input type="checkbox"/> SCARRED		
16 (+2)	15 (+1)	13 (+1)	12 (+0)	9 (+0)	8 (-1)

## RACE

☐ **DWARF** When you share a drink with someone, you may Parley with them using CON instead of CHA.

☐ **ELF** Choose one weapon—you can always treat weapons of that type as if they had the *precise* tag.

☐ **HALFLING** When you Defy Danger and use your small size to your advantage, take +1.

☐ **HUMAN** Once per battle you may reroll a single damage roll (yours or someone else's).

## ALIGNMENT

☐ **GOOD**  
Defend those weaker than you.

☐ **NEUTRAL**  
Defeat a worthy opponent.

☐ **EVIL**  
Kill a defenseless/surrendered enemy.

NAME:

**FIGHTER**

LEVEL

XP

Hard Eyes, Dead Eyes, or Eager Eyes  
Wild Hair, Shorn Hair, or Battered Helm  
Calloused Skin, Tanned Skin, or Scarred Skin

HIT PTS



ARMOR



DAMAGE



CONSTITUTION +10

## STARTING MOVES

*You start with these moves:*

### ☒ BEND BARS, LIFT GATES

When you **use pure strength to destroy an inanimate obstacle**, ROLL+STR.

10+: Choose 3

7-9: Choose 2

- It doesn't take a very long time
- Nothing of value is damaged
- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

### ☒ ARMORED

You ignore the **clumsy** tag on armor you wear.

### ☒ SIGNATURE WEAPON

This is your weapon. There are many like it, but this one is yours. Your weapon is your best friend. It is your life. You master it as you master your life. Your weapon, without you, is useless. Without your weapon, you are useless. You must wield your weapon true.

*Choose a base description: (All are 2 weight)*

- |                                |   |                                |
|--------------------------------|---|--------------------------------|
| <input type="checkbox"/> Sword | <input type="checkbox"/> Hammer/Mace/Club | <input type="checkbox"/> Flail |
| <input type="checkbox"/> Axe   | <input type="checkbox"/> Spear/Polearm    | <input type="checkbox"/> Fists |

*Choose the range that best fits your weapon:*

- |                               |                                |                                |
|-------------------------------|--------------------------------|--------------------------------|
| <input type="checkbox"/> Hand | <input type="checkbox"/> Close | <input type="checkbox"/> Reach |
|-------------------------------|--------------------------------|--------------------------------|

*Choose two enhancements:*

- |  |   |
|--|---|
| <input type="checkbox"/> Sharp. +2 piercing.   | <input type="checkbox"/> Perfectly weighted. Add <b>precise</b> .     |
| <input type="checkbox"/> Well-crafted. -1 weight.                                    | <input type="checkbox"/> Huge. Add <b>messy</b> and <b>forceful</b> . |
| <input type="checkbox"/> Serrated edges. +1 damage.                                  | <input type="checkbox"/> Hooks and spikes. +1 dmg, +1 weight.         |
| <input type="checkbox"/> Versatile. Choose an additional <b>range</b> .              |   |
| <input type="checkbox"/> Glows in the presence of one type of creature, your choice. |   |

*Choose a look:*

- |                                      |  |                                   |
|--------------------------------------|--|-----------------------------------|
| <input type="checkbox"/> Ancient     | <input type="checkbox"/> Ornate        | <input type="checkbox"/> Sinister |
| <input type="checkbox"/> Unblemished | <input type="checkbox"/> Blood-stained | <input type="checkbox"/> Fine     |

## BONDS *(Fill in the name of one of your companions in at least one bond:)*

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

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

\_\_\_\_\_ owes me their life, whether they admit it or not.

I have sworn to protect \_\_\_\_\_.

I worry about the ability of \_\_\_\_\_ to survive in the dungeon.



# ADVANCED MOVES *(Choose one new move each time you gain a level.)*

## LEVEL 2-10 MOVES

### ❑ MERCILESS

When you deal damage, deal +1d4 damage.

### ❑ HEIRLOOM

When you **consult the spirits that reside within your signature weapon**, they will give you an insight relating to the current situation, and might ask you some questions in return, ROLL+CHA. 10+: The GM will give you good detail.

7-9: The GM will give you an [impression](#).

### ❑ ARMOR MASTERY

When you **choose to let your armor take the brunt of damage dealt to you**, the damage is negated but your armor or shield (your choice) is -1 [armor](#) until you get it repaired at a smithy or workshop.

### ❑ IMPROVED WEAPON

Choose one extra [enhancement](#) for your [signature weapon](#).

### ❑ SEEING RED

When you **Discern Realities** during combat, you take +1.

### ❑ INTERROGATOR

When you **Parley using threats of impending violence as leverage**, you may use STR instead of CHA.

### ❑ SCENT OF BLOOD

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

### ❑ MULTICLASS DABBLER

Get one move from another class. For the purposes of [Multiclass Dabbler](#) the Wizard's [Spellbook](#), [Prepare Spells](#), and [Cast a Spell](#) moves count as one move. The Cleric's [Commune](#) and [Cast a Spell](#) moves also count as one move. If you gain the ability to cast spells you cast them as if you were one level lower.

### ❑ IRON HIDE

You gain +1 [armor](#).

### ❑ BLACKSMITH

When you **have access to a forge** you can graft the magical powers of a weapon onto your [signature weapon](#). This process destroys the magical weapon. Your signature weapon gains the magical powers of the destroyed weapon.

## LEVEL 6-10 MOVES

### BLOODTHIRSTY *Replaces: Merciless*

When you deal damage, deal +1d8 damage.

### ❑ ARMORED PERFECTION

*Replaces: Armor Mastery*

When you **choose to let your armor take the brunt of damage dealt to you**, the damage is negated and you take +1 forward against the attacker, but your armor or shield (your choice) is -1 [armor](#) until you get it repaired at a smithy or workshop. This is cumulative - if your armor is reduced to zero, it is destroyed completely.

### ❑ EVIL EYE *Requires: Seeing Red*

When you enter combat, ROLL+CHA.

10+: Hold 2      7-9: Hold 1

Spend your [hold](#) to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off. On a 6-, your enemies immediately identify you as their biggest threat.

### ❑ TASTE OF BLOOD *Replaces: Scent of Blood*

When you **Hack and Slash an enemy**, your next attack against that same foe deals +1d8 damage.

### ❑ MULTICLASS INITIATE

*Required: Multiclass Dabbler*

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

### ❑ STEEL HIDE *Replaces: Iron Hide*

You gain +2 armor.

### ❑ THROUGH DEATH'S EYES

When you **go into battle**, ROLL+WIS.

10+: Name someone who will live and someone who will die.

7-9: Name someone who will live or someone who will die.

6-: You see your own death and consequently take a -1 throughout the battle.

Name NPCs, not player characters. The GM will make your vision come true, if it's even remotely possible. 6- you see your own death and consequently take a -1 throughout the battle.

### ❑ EYE FOR WEAPONRY

When you **look over an enemy's weapons**, ask the GM how much damage they do.

### ❑ SUPERIOR WARRIOR

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

## GEAR *(Your Load is 12+STR.)*

You carry your **signature weapon** and **dungeon rations** (1 weight, 5 uses).

*Choose your defenses:*

❑ **Chainmail** (1 armor, 1 weight) and **Adventuring gear** (1 weight)

❑ **Scale armor** (2 armor, 3 weight)

*Choose two:*

❑ 2 **Healing potions** (2 weight)

❑ **shield** (+1 armor, 2 weight)

❑ **Antitoxin, dungeon rations** (1 weight), and **poultices and herbs** (1 weight)

❑ 22 **Gold**

○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

# DUNGEON WORLD

STAT	STAT	MOD	DEBILITY		
STR			<input type="checkbox"/> WEAK		
INT			<input type="checkbox"/> STUNNED		
WIS			<input type="checkbox"/> CONFUSED		
DEX			<input type="checkbox"/> SHAKY		
CON			<input type="checkbox"/> SICK		
CHA			<input type="checkbox"/> SCARRED		
16 (+2)	15 (+1)	13 (+1)	12 (+0)	9 (+0)	8 (-1)

## RACE

### ☐ HUMAN

When you pray for guidance, even for a moment, and ask, "What here is evil?" the GM will tell you, honestly.

## ALIGNMENT

### ☐ LAWFUL

Deny mercy to a criminal or unbeliever.

### ☐ GOOD

Endanger yourself to protect someone weaker than you.

NAME:

PALADIN

LEVEL

XP

Kind Eyes, Fiery Eyes, or Glowing Eyes

Helmet, Styled Hair, or Bald

Stern look, Peaceable look, Tough look

Worn Holy Symbol, Simple Holy Symbol or Fancy Holy Symbol,

HIT PTS



ARMOR



DAMAGE



CONSTITUTION +10

## STARTING MOVES

*You start with these moves:*

### ☒ LAY ON HANDS (CHA)

When you touch someone, skin to skin, and pray for their well-being, 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.

### ☒ ARMORED

You ignore the *clumsy* tag on armor you wear.

### ☒ I AM THE LAW

When you **give an NPC an order based on your divine authority**, ROLL+CHA.

On a 7-10, they choose one:

- Do what you say
- Back away, then flee
- Attack you

On a 10+, you also take +1 forward against them.

On a miss, they do as they please and you take -1 forward against them.

### ☒ QUEST

When you **dedicate yourself to a mission through prayer and ritual cleansing**, state what you set out to do:

- Slay \_\_\_\_\_, a great blight on the land
- Defend \_\_\_\_\_ from the inequities that beset them
- Discover the truth of \_\_\_\_\_

Then choose up to two boons:

- Senses that pierce lies
- A mark of divine authority
- An unwavering sense of direction to \_\_\_\_\_
- Invulnerability to \_\_\_\_\_ (ex: edged weapons, fire, enchantment, etc.)
- A voice that transcends language
- Freedom from hunger, thirst, sleep

The GM will then tell you the required vow(s) to maintain your blessing:

- Honor (forbidden: cowardly tactics and tricks)
- Temperance (forbidden: gluttony in food, drink, and pleasure of the flesh)
- Piety (required: observance of daily holy services)
- Valor (forbidden: suffering an evil creature to live)
- Truth (forbidden: lies)
- Hospitality (required: comfort to those in need, no matter who they are)

## BONDS (Fill in the name of one of your companions in at least one bond:)

\_\_\_\_\_ 's misguided behavior endangers their very soul!

\_\_\_\_\_ has stood by me in battle and can be trusted completely.

I respect the beliefs of \_\_\_\_\_ but hope they will someday see the true way.

\_\_\_\_\_ is a brave soul, I have much to learn from them.

# ADVANCED MOVES *(Choose one new move each time you gain a level.)*

## LEVEL 2-10 MOVES

### □ DIVINE FAVOR

Choose a deity (name a new one or choose one that's already been established) to dedicate yourself to. You gain the Commune and Cast a Spell Cleric moves. When you select this move, treat yourself as a Cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective Cleric level by 1.

### □ BLOODY AEGIS

When you **take damage** you can grit your teeth and accept the blow. If you do you take no damage but instead suffer a debility of your choice. If you already have all six debilities you can't use this move.

### □ SMITE

While on a **Quest** you deal +1d4 damage.

### □ EXTERMINATUS

When you **speak aloud your promise to defeat an enemy**, you deal +2d4 damage against that enemy and -4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy, or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.

### □ CHARGE!

When you **lead the charge into combat**, those you lead take +1 forward.

### □ STAUNCH DEFENDER

When you **Defend** you always get +1 hold, even on a 6-.

### □ SETUP STRIKE

When you **Hack and Slash**, choose an ally. Their next attack against your target does +1d4 damage.

### □ HOLY PROTECTION

You get +1 armor while on a Quest.

### □ VOICE OF AUTHORITY

Take +1 to **Order Hirelings**.

### □ HOSPITALLER

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

## LEVEL 6-10 MOVES

### EVIDENCE OF FAITH

*Requires: Divine Favor*

When you **see divine magic as it happens**, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.

### □ HOLY SMITE *Replaces: Smite*

While on a **Quest** you deal +1d8 damage.

### □ EVER ONWARD *Replaces: Charge!*

When you **lead the charge into combat**, those you lead take +1 forward and +2 armor forward.

### □ IMPERVIOUS DEFENDER

*Replaces: Staunch Defender*

When you **Defend** you always get +1 hold, even on a 6-. When you get a 12+ to Defend instead of getting hold the nearest attacking creature is stymied giving you a clear advantage, the GM will describe it.

### □ TANDEM STRIKE *Replaces: Setup Strike*

When you **Hack and Slash**, choose an ally. Their next attack against your target does +1d4 damage and they take +1 forward against them.

### □ DIVINE PROTECTION

*Replaces: Holy Protection*

You get +2 armor while on a Quest.

### □ DIVINE AUTHORITY

*Replaces: Voice of Authority*

Take +1 to **Order Hirelings**. When you roll a 12+ the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.

### □ PERFECT HOSPITALLER *Replaces: Hospitaller*

When you heal an ally, you heal +2d8 damage.

### □ INDOMITABLE

When you suffer a debility (even through **Bloody Aegis**) take +1 forward against whatever caused it.

### □ PERFECT KNIGHT

When you **Quest** you choose three boons instead of two.

## GEAR *(Your Load is 12+STR.)*

You start with **dungeon rations** (1 weight, 5 uses), **scale armor** (2 armor, 3 weight), and some **mark of faith**, describe it (0 weight).

*Choose your weapon:*

- **Long sword** (Close, +1 damage, 1 weight) and **shield** (+1 armor, 2 weight)
- **Halberd** (Reach, +1 damage, two-handed, 2 weight)

*Choose one:*

- **Adventuring gear** (1 weight)
- Extra **dungeon rations** (1 weight) and a **healing potion** (0 weight)

OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO



# DUNGEON WORLD

STAT	STAT	MOD	DEBILITY		
STR			<input type="checkbox"/> WEAK		
INT			<input type="checkbox"/> STUNNED		
WIS			<input type="checkbox"/> CONFUSED		
DEX			<input type="checkbox"/> SHAKY		
CON			<input type="checkbox"/> SICK		
CHA			<input type="checkbox"/> SCARRED		
16 (+2)	15 (+1)	13 (+1)	12 (+0)	9 (+0)	8 (-1)

## RACE

### ☐ ELF

When you Undertake a Perilous Journey through wilderness whatever role you take you succeed as if you rolled a 10+.

### ☐ HUMAN

When you Make Camp in a dungeon or city, you don't need to consume a ration.

## ALIGNMENT

### ☐ CHAOTIC

Free someone one from literal or figurative bonds.

### ☐ GOOD

Endanger yourself to combat an unnatural threat.

### ☐ NEUTRAL

Help an animal or spirit of the wild.

NAME:

RANGER

LEVEL

XP

Wild Eyes, Sharp Eyes, or Animal Eyes  
Hooded Head, Wild Hair, or Bald  
Cape, Camouflage, or Traveling Clothes

HIT PTS



ARMOR



DAMAGE



CONSTITUTION +8

## STARTING MOVES *(You start with all of these)*

### ☒ HUNT AND TRACK (WIS)

When you **follow a trail of clues left behind by passing creatures**, ROLL+WIS.

7+: You follow until there's a significant change in *direction* or *mode of travel*.

10+: You also choose 1:

- Gain a useful bit of information about your quarry (the GM will tell you what).
- Determine what caused the trail to end.

### ☒ CALLED SHOT

When you **attack a defenseless or surprised enemy at range**, you can choose to deal your damage *or* name your target and ROLL+DEX. On a 10+ you ALSO do your damage.

- HEAD 7-9: They stand stunned for a few moments.
- ARMS 7-9: They drop anything they're holding.
- LEGS 7-9: They're hobbled and become slow moving.

### ☒ ANIMAL COMPANION

You have a supernatural connection with a loyal animal. You can't talk to it per se but it acts as you wish it to. Name your companion and choose a species:

*Wolf, cougar, bear, eagle, dog, hawk, cat, owl, pigeon, rat, mule*

Choose a *base*:

♦ Ferocity +2	Cunning +1	Armor 1	Instinct +1
♦ Ferocity +2	Cunning +2	Armor 0	Instinct +1
♦ Ferocity +1	Cunning +2	Armor 1	Instinct +1
♦ Ferocity +3	Cunning +1	Armor 1	Instinct +2

Choose as many *strengths* as its *ferocity*:

*Fast, burly, huge, calm, adaptable, quick reflexes, tireless, camouflage, ferocious, intimidating, keen senses, stealthy*

Your animal companion is trained to fight humanoids.

Choose as many additional *tricks* as its *cunning*:

*Hunt, search, scout, guard, fight monsters, perform, labor, travel*

Choose as many *weaknesses* as its *instinct*:

*Flighty, savage, slow, broken, frightening, forgetful, stubborn, lame*

### ☒ COMMAND

When you work with your **animal companion** on something it's trained in...

- ...and you attack the same target, add its **ferocity** to your damage
- ...and you **hunt and track**, add its **cunning** to your roll
- ...and you take damage, add its **armor** to your **armor**
- ...and you **discern realities**, add its **cunning** to your roll
- ...and you **parley**, add its **cunning** to your roll
- ...and someone **interferes** with you, add its **instinct** to your roll

## BONDS *(Fill in the name of one of your companions in at least one bond:)*

I have guided \_\_\_\_\_ before and they owe me for it.

\_\_\_\_\_ is a friend of nature, so I will be their friend as well.

\_\_\_\_\_ has no respect for nature, so I have no respect for them.

\_\_\_\_\_ does not understand life in the wild, so I will teach them.

## ADVANCED MOVES *(Choose one new move each time you gain a level.)*

Take this move only if it is your first advancement:

### ▣ HALF-ELVEN

Somewhere in your lineage lies mixed blood and it begins to show its presence. You gain the [Elf](#) starting move if you took the [Human](#) one at character creation or vice versa.

### LEVEL 2-10 MOVES

#### ▣ WILD EMPATHY

You can speak with and understand animals.

#### ▣ FAMILIAR PREY

When you [Spout Lore](#) about a monster you use WIS instead of INT.

#### ▣ VIPER'S STRIKE

When strike an enemy with two weapons at once, add an extra 1d4 damage for your off-hand strike.

#### ▣ CAMOUFLAGE

When you **keep still in natural surroundings**, enemies never spot you until you make a movement.

#### ▣ MAN'S BEST FRIEND'

When you **allow your animal companion to take a blow that was meant for you**, the damage is negated and your animal companion's Ferocity becomes 0. If its Ferocity is already 0 you can't use this ability. When you have a few hours of rest with your animal companion its Ferocity returns to normal.

#### ▣ BLOT OUT THE SUN

When you [Volley](#) you may spend extra ammo before rolling, for each point of ammo spent you may choose an extra target. Roll once and apply damage to all targets.

#### ▣ WELL TRAINED

Choose another trick for your animal companion.

#### ▣ GOD AMIDST THE WASTES

Choose a deity (name a new one or choose one that's already been established) to dedicate yourself to. You gain the [Commune](#) and [Cast a Spell Cleric](#) moves. When you select this move, treat yourself as a [Cleric](#) of level 1 for using spells. Every time you gain a level thereafter, increase your effective Cleric level by 1.

#### ▣ FOLLOW ME

When you [Undertake a Perilous Journey](#) you can take two roles. You make a separate roll for each.

#### ▣ A SAFE PLACE

When you **set the watch for the night**, everyone takes +1 to [Take Watch](#).

### LEVEL 6-10 MOVES

#### ▣ WILD SPEECH *Replaces: Wild Empathy*

You can speak with and understand any non-magical non-planar creature.

#### ▣ HUNTER'S PREY *Replaces: Familiar Prey*

When you [Spout Lore](#) about a monster you use WIS instead of INT. On a 12+ you get to ask the GM any one question about the subject.

#### ▣ VIPER'S FANGS *Replaces: Viper's Strike*

When you **strike an enemy with two weapons at once**, add an extra 1d8 damage for your off-hand strike.

#### ▣ SMAUG'S BELLY

When you know your target's weakest point your arrows have 2 piercing.

#### ▣ STRIDER *Replaces: Follow Me*

When you [Undertake a Perilous Journey](#) you can take two [roles](#). Roll twice and use the better result for both roles.

#### ▣ A SAFER PLACE *Replaces: A Safe Place*

When you set the watch for the night everyone takes +1 to [Take Watch](#). After a night in camp when you set the watch everyone takes +1 forward.

#### ▣ OBSERVANT

When you [Hunt and Track](#), on a hit you may also ask one question from the [Discern Realities](#) list about the creature you are tracking.

#### ▣ SPECIAL TRICK

Choose a move from another class. So long as you are working with your [animal companion](#) you have access to that move.

#### ▣ UNNATURAL ALLY

Your [animal companion](#) is a monster, not an animal. Describe it. Give it +2 Ferocity and +1 Instinct, plus a new trick.

## GEAR *(Your Load is 11+STR.)*

You start with **Adventuring gear** (1 weight), **dungeon rations** (1 weight, 5 uses), **leather armor** (1 armor, 1 weight), and a **bundle of arrows** (3 ammo, 2 weight).

Choose your armament:

▣ **Hunter's bow** (Near, Far, 1 weight) and **short sword** (Close, 1 weight)

▣ **Hunter's bow** (Near, Far, 1 weight) and **spear** (Reach, 1 weight)

Choose one:

▣ Extra **dungeon rations** (1 weight)

▣ Extra **bundle of arrows** (3 ammo, 2 weight)

OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

# DUNGEON WORLD

STAT	STAT	MOD	DEBILITY
STR			<input type="checkbox"/> WEAK
INT			<input type="checkbox"/> STUNNED
WIS			<input type="checkbox"/> CONFUSED
DEX			<input type="checkbox"/> SHAKY
CON			<input type="checkbox"/> SICK
CHA			<input type="checkbox"/> SCARRED
16 (+2) 15 (+1) 13 (+1) 12 (+0) 9 (+0) 8 (-1)			

## RACE

### ☐ HALFLING

When you attack with a ranged weapon, deal +1 damage.

### ☐ HUMAN

You are a professional. When you Spout Lore or Discern Realities about criminal activities, take +1.

## ALIGNMENT

### ☐ CHAOTIC

Leap into danger without a plan.

### ☐ NEUTRAL

Avoid detection or infiltrate a location.

### ☐ EVIL

Shift danger or blame from yourself to someone else.

NAME:

THIEF

LEVEL

XP

Shifty Eyes or Criminal Eyes

Hooded Head, Messy Hair, or Cropped Hair

Dark Clothes, Fancy Clothes, or Common Clothes

HIT PTS



ARMOR



DAMAGE

d8

CONSTITUTION +6

## STARTING MOVES *(You start with all of these)*

### ☒ TRAP EXPERT

When you spend a moment to survey a dangerous area, ROLL+DEX.

10+: Hold 3      7-9: Hold 1

Spend hold one-for-one as you walk through the area to ask these questions:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What else is hidden here?

### ☒ TRICKS OF THE TRADE

When you pick locks or pockets or disable traps, ROLL+DEX.

10+: You do it, no problem.

7-9: You succeed, but must choose two complications from *suspicion/danger/cost*.

### ☒ BACKSTAB

When you attack a surprised or defenseless enemy with a melee weapon, you can choose to deal your damage *or* ROLL+DEX.

10+: Choose two.      7-9: Choose one.

- You don't get into melee with them.
- You create an advantage, +1 forward to you or an ally acting on it.
- Reduce their **armor** by 1 until they repair it.

### ☒ FLEXIBLE MORALS

When someone tries to detect your alignment you can tell them any alignment you like.

### ☒ POISONER

You've mastered the care and use of a poison. Choose a poison from the list below; that poison is no longer *dangerous* for you to use. You also start with three uses of the poison you choose. Whenever you have time to gather materials and a safe place to brew you can make three uses of the poison you choose for free. Note that some poisons are **Applied**, meaning you have to carefully apply it to the target or something they eat or drink. **Touch** poisons just need to touch the target, they can even be used on the blade of a weapon.

☐ **Oil of Tagit** (Applied): The target falls into a light sleep.

☐ **Bloodweed** (Touch): The target deals -1d4 damage ongoing until cured.

☐ **Goldenroot** (Applied): The target treats the next creature they see as a trusted ally until it is proven otherwise.

☐ **Serpent's Tears** (Touch): Anyone dealing damage to the target rolls twice and takes the better result.

## BONDS *(Fill in the name of one of your companions in at least one bond:)*

I stole something from \_\_\_\_\_.

\_\_\_\_\_ has my back when things go wrong.

\_\_\_\_\_ knows incriminating details about me.

\_\_\_\_\_ and I have a con running.



# ADVANCED MOVES *(Choose one new move each time you gain a level.)*

## LEVEL 2-10 MOVES

### ☐ CHEAP SHOT

When using a *precise* or *hand* weapon, your **Backstab** deals an extra +1d6 damage.

### ☐ CAUTIOUS

When you **use Trap Expert** you always get +1 hold, even on a 6-.

### ☐ WEALTH AND TASTE

When you **make a show of flashing around your most valuable possession**, choose someone present. They will do anything they can to obtain your item or one like it.

### ☐ SHOOT FIRST

You're never caught by surprise. When an enemy would get the drop on you, you get to act first instead.

### ☐ POISON MASTER

After you've used a poison once it's no longer *dangerous* for you to use.

### ☐ ENVENOM

You can apply even complex poisons with a pinprick. When you apply a poison that's not *dangerous* for you to use to your weapon it's **touch** instead of **applied**.

### ☐ BREWER

When you **have have time to gather materials and a safe place to brew** you can create three doses of any one poison you've used before.

### ☐ UNDERDOG

When **you're outnumbered**, you have +1 **armor**.

### ☐ CONNECTIONS

When **you put out word to the criminal underbelly about something you want or need**, ROLL+CHA.

10+: Someone has it, just for you.

7-9: You'll have to settle for something close or it comes with strings attached, your call.

## LEVEL 6-10 MOVES

### ☐ DIRTY FIGHTER *Replaces: Cheap Shot*

When **using a precise or hand weapon**, your **Backstab** deals an extra +1d10 damage and all other attacks deal +1d6 damage.

### ☐ EXTREMELY CAUTIOUS *Replaces: Cautious*

When you **use Trap Expert** you always get +1 hold, even on a 6-. On a 12+ you get 3 hold and the next time you discover a trap the GM will immediately tell you what it does, what triggers it, who set it, and how you can use it to your advantage.

### ☐ ALCHEMIST *Replaces: Brewer*

When you **have have time to gather materials and a safe place to brew** you can create three doses of any poison you've used before. Alternately you can describe the effects of a poison you'd like to create. The GM will tell you can create it, but with one or more caveats:

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

### ☐ SERIOUS UNDERDOG *Replaces: Underdog*

You have +1 **armor**. When you're outnumbered, you have +2 **armor** instead.

### ☐ EVASION

When you **Defy Danger** on a 12+ you transcend the danger. You not only do what you set out to but you the GM will offer you a better outcome, true beauty, or a moment of grace.

### ☐ STRONG ARM, TRUE AIM

You can throw any melee weapon, using it to **Volley**. A thrown melee weapon is gone, you can never choose to reduce ammo on a 7-9.

### ☐ ESCAPE ROUTE

When **you're in too deep and need a way out**, name your escape route and ROLL+DEX.

10+: You're gone.

7-9: You can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.

### ☐ DISGUISE

When **you have time and materials** you can create a disguise that will fool anyone into thinking you're another creature of about the same size and shape. Your actions can give you away but your appearance won't.

### ☐ HEIST

When you **take time to make a plan to steal something**, name the thing you want to steal and ask the GM these questions. When acting on the answers you and your allies take +1 forward.

- Who will notice it's missing?
- What's its most powerful defense?
- Who will come after it?
- Who else wants it?

## GEAR *(Your Load is 9+STR.)*

You start with one **dungeon rations** (1 weight, 5 uses), **leather armor** (1 armor, 1 weight), 3 uses of your chosen **poison**, and **10 coin**.

*Choose your arms:*

- ☐ **Dagger** (Hand, 1 weight) and **short sword** (Close, 1 weight)
- ☐ **Rapier** (close, precise, 1 weight)

*Choose a ranged weapon:*

- ☐ **3 throwing daggers** (Thrown, Near, 0 weight)
- ☐ **Ragged Bow** (Near, 2 weight) and bundle of arrows (5 ammo, 1 weight) ○○○○

*Choose one:*

- ☐ **Adventuring gear** (1 weight) ○○○○
- ☐ **Healing potion**

○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

# DUNGEON WORLD

STAT	STAT	MOD	DEBILITY		
STR			<input type="checkbox"/> WEAK		
INT			<input type="checkbox"/> STUNNED		
WIS			<input type="checkbox"/> CONFUSED		
DEX			<input type="checkbox"/> SHAKY		
CON			<input type="checkbox"/> SICK		
CHA			<input type="checkbox"/> SCARRED		
16 (+2)	15 (+1)	13 (+1)	12 (+0)	9 (+0)	8 (-1)

## RACE

### ☐ ELF

Magic is as natural as breath to you.  
Detect Magic is a cantrip for you.

### ☐ HUMAN

Choose one cleric spell, you can cast it as if it was a wizard spell.

## ALIGNMENT

### ☐ GOOD

Use magic to directly aid another.

### ☐ NEUTRAL

Discover something about a magical mystery.

### ☐ EVIL

Use magic to cause terror and fear.

NAME:

WIZARD

LEVEL

XP

Haunted Eyes, Sharp Eyes, Crazy Eyes, Distant Eyes

Styled Hair, Wild Hair, Totally Bald, or Pointed Hat

Worn Robes, Stylish Robes, Elaborate Robes, or Strange Robes

HIT PTS



ARMOR



DAMAGE



CONSTITUTION +4

## STARTING MOVES

*You Start with all of these moves:*

### SPELLBOOK

You have mastered several spells and inscribed them in your spellbook. You start out with three first level spells in your spellbook as well as all of the cantrips. Whenever you gain a level, you add a new spell of your level or lower to your spellbook.

### PREPARE SPELLS

When you **spend an hour or so in quiet contemplation of your spellbook**, you:

- Lose any spells you already have prepared
- Prepare new spells whose total levels don't exceed your own level+1.
- Prepare your cantrips which never count against your limit.

### CAST A SPELL (INT)

When you **release a spell you've prepared**, ROLL+INT.

10+: The spell is successfully cast and you do not forget the spell-you may cast it again later.

7-9: The spell is cast, but choose one:

- You draw unwelcome attention or put yourself in a spot. (GM's call).
- You must take -1 ongoing to Cast a Spell until the next time you Prepare Spells.
- After it is cast, the spell is forgotten until you Prepare Spells.

Note: Ongoing spell effects sometimes cause a penalty to your roll to Cast a Spell

### SPELL DEFENSE

When you **craft an ongoing spell into a makeshift energy shield to deflect an attack**, the spell ends and you subtract its level from damage done to you.

### RITUAL

When you **draw on a place of power to create a magical effect**, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you one to four of the following conditions:

- First you must \_\_\_\_\_
- You'll need help from \_\_\_\_\_
- It will require a lot of money
- It's going to take days/weeks/months
- You'll have to disenchant \_\_\_\_\_ to do it
- You and your allies will risk danger from \_\_\_\_\_
- The best you can do is a lesser version, unreliable and limited

## BONDS (Fill in the name of one of your companions in at least one bond:)

\_\_\_\_\_ will play an important role in the events to come. I have foreseen it!

\_\_\_\_\_ is keeping an important secret from me.

\_\_\_\_\_ is woefully misinformed about the world; I will teach them all that I can.

# ADVANCED MOVES *(Choose one new move each time you gain a level.)*

## LEVEL 2-10 MOVES

### □ PRODIGY

Choose a spell. You prepare that spell as if it were 1 level lower.

### □ EMPOWERED MAGIC

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

### □ FOUNT OF KNOWLEDGE

When you **Spout Lore** about something no one else has any clue about, take +1.

### □ KNOW-IT-ALL

When another player's character comes to you for advice and you tell them what you think is best, they get +1 forward when following your advice and you mark experience if they do.

### □ EXPANDED SPELLBOOK

Add a new spell from the spell list of any class to your spellbook.

### □ ENCHANTER

When you have time and safety with a magic item you may ask the GM what it does, the GM will answer you truthfully.

### □ LOGICAL

When you use strict deduction to analyze your surroundings, you can **Discern Realities** with Intelligence instead of Wisdom.

### □ ARCANE WARD

As long as you have at least one prepared spell of first level or higher, you have +2 **armor**.

### □ COUNTERSPELL

When you attempt to counter an arcane spell that will otherwise affect you, stake one of your prepared spells of equal or higher level on the defense and ROLL+INT.

10+: The spell is countered and has no effect on you.

7-9: The spell is countered and you forget the spell you staked.  
If the spell has other targets they are effected as usual.

### □ QUICK STUDY

When you see the effects of an arcane spell, ask the GM the name of the spell and its effects. You take +1 when acting on the answers.

## LEVEL 6-10 MOVES

### □ MASTER *Requires: Prodigy*

Choose one spell in addition to the one you picked for **Prodigy**. You prepare that spell as if it were one level lower.

### □ GREATER EMPOWERED MAGIC

*Replaces: Empowered Magic*

When you **Cast a Spell**, on a 10-11 you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+ you get to choose one of these effects for free.

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

### □ ENCHANTER'S SOUL *Requires: Enchanter*

When you have time and safety with a magic item in a place of power you can empower that item so that the next time you use it its effects are amplified, the GM will tell you exactly how.

### □ HIGHLY LOGICAL *Replaces: Logical*

When you use strict deduction to analyze your surroundings, you can **Discern Realities** with Int instead of Wis. On a 12+ you get to ask the GM any three questions, not limited by the list.

### □ ARCANE ARMOR *Replaces: Arcane Ward*

As long as you have at least one prepared spell of first level or higher, you have +4 **armor**.

### □ PROTECTIVE COUNTER

*Requires: Counterspell*

When an ally within sight of you is affected by an arcane spell, you can counter it as if it affected you. If the spell affects multiple allies you must counter for each ally separately.

### □ ETHEREAL TETHER

When you have time with a willing or helpless subject you can craft an ethereal tether with them. You perceive what they perceive and can **Discern Realities** about someone tethered to you or their surroundings no matter the distance. Someone willingly tethered to you can communicate with you over the tether as if you were in the room with them.

### □ MYSTICAL PUPPET STRINGS

When you use magic to control a person's actions they have no memory of what you had them do and bear you no ill will.

### □ SPELL AUGMENTATION

When you deal damage to a creature you can shunt a spell's energy into them—end one of your ongoing spells and add the spell's level to the damage dealt.

### □ SELF-POWERED

When you have time, arcane materials, and a safe space, you can create your own place of power. Describe to the GM what kind of power it is and how you're binding it to this place, the GM will tell you one kind of creature that will have an interest in your workings.

## GEAR *(Your Load is 7+STR.)*

You start with your **spellbook** (1 weight) and **dungeon rations** (1 weight, 5 uses).

*Choose your defenses:*

- **Bag of books** (5 uses, 2 weight) and 3 **healing potions**
- **Leather armor** (1 armor, 1 weight)

*Choose your weapon:*

- **Staff** (Close, two-handed, 1 weight)
- **Dagger** (Hand, 1 weight)

*Choose one:*

- extra **healing potion**
- three **antitoxins**

OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO



# WIZARD SPELLS

*Check spells as they are added to your spellbook.*

## CANTRIPS

You prepare all of your cantrips every time you Prepare Spells without having to select them or count them toward your allotment of spells.

### □ LIGHT ONGOING CANTRIP

An item you touch glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel but is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence.

### □ UNSEEN SERVANT CANTRIP

You conjure a simple invisible construct that can do nothing but carry items. It has Load 2 and carries anything you hand to it. It cannot pick up items on its own and can only carry those you give to it. Items carried by an unseen servant appear to float in the air a few paces behind you. An unseen servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried.

### □ PRESTIDIGITATION CANTRIP

You perform minor tricks of true magic. If you touch an item as part of the casting you can make cosmetic changes to it: clean it, soil it, cool it, warm it, flavor it, or change its color. If you cast the spell without touching an item you can instead create minor illusions no bigger than yourself. Prestidigitation illusions are crude and clearly illusions—they won't fool anyone, but they might entertain them.

## Level 1 Spells

### □ CONTACT SPIRITS LEVEL 1 SUMMONING

Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes, just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

### □ DETECT MAGIC LEVEL 1 DIVINATION

One of your senses is briefly attuned to magic. The GM will tell you what here is magical.

### □ TELEPATHY LEVEL 1 DIVINATION

You form a telepathic bond with a single person you touch, enabling you to speak to that person through your thoughts. You can only have one telepathic bond at a time.

### □ CHARM PERSON LEVEL 1 ENCHANTMENT

The person (not beast or monster) you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.

### □ INVISIBILITY ONGOING LEVEL 1 ILLUSION

Touch an ally: nobody can see them. They're invisible! The spell persists until the target attacks or you dismiss the effect. While the spell is ongoing you can't [Cast a Spell](#).

### □ MAGIC MISSILE LEVEL 1 EVOCATION

Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target.

### □ ALARM LEVEL 1

Walk a wide circle as you cast this spell. Until you prepare spells again your magic will alert you if a creature crosses that circle. Even if you are asleep, the spell will shake you from your slumber.

## Level 3 Spells

### □ DISPEL MAGIC LEVEL 3

Choose a spell or magic effect in your presence: this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened so long as you are nearby.

### □ VISIONS THROUGH TIME L3 DIVINATION

Cast this spell and gaze into a reflective surface to see into the depths of time. The GM will reveal the details of a Grim Portent to you—a bleak event that will come to pass without your intervention. They'll tell you something useful about how you can interfere with the Grim Portent's dark outcomes. Rare is the Portent that claims "You'll live happily ever after." Sorry.

### □ FIREBALL LEVEL 3 EVOCATION

You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armor.

### □ MIMIC LEVEL 3 ONGOING

You take the form of someone you touch while casting this spell. Your physical characteristics match theirs exactly but your behavior may not. This change persists until you take damage or choose to return to your own form. While this spell is ongoing you lose access to all your wizard moves.

### □ MIRROR IMAGE LEVEL 3 ILLUSION

You create an illusory image of yourself. The next attack against you effects the illusory image, not you. The image then dissipates.

### □ SLEEP LEVEL 3 ENCHANTMENT

1d4 enemies you can see of the GM's choice fall asleep. Only creatures capable of sleeping are effected. They awake as normal: loud noises, jolts, pain.

## Level 5 Spells

### □ CAGE ONGOING LEVEL 5 EVOCATION

The target is held in a cage of magical force. Nothing can get in or out of the cage. The cage remains until you cast another spell or dismiss it. While the spell is ongoing, the caged creature can hear your thoughts and you cannot leave sight of the cage.

### □ CONTACT OTHER PLANE L5 DIVINATION

You send a request to another plane. Specify who or what you'd like to contact by location, type of creature, name, or title. You open a two-way communication with that creature. Your communication can be cut off at any time by you or the creature you contacted.

## LEVEL 5 SPELLS (CONTINUED)

**☐ POLYMORPH** LEVEL 5 ENCHANTMENT  
Your touch reshapes a creature entirely, they stay in the form you craft until you Cast a Spell. Describe the new shape you craft, including any stat changes, significant adaptations, or major weaknesses. The GM will then tell you one or more of these:

- The form will be unstable and temporary
- The creature's mind will be altered as well
- The form has an unintended benefit or weakness

**☐ SUMMON MONSTER** LEVEL 1 EVOCATION  
A monster appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats and 1 HP. The monster also gets your choice of 1d6 of these traits:

- It has +2 instead of +1 to one stat (you may choose this trait up to two times)
- It's is not reckless
- It does 1d8 damage
- It's bond to your plane is strong, +3 HP for each level you have (you may choose this trait up to two times)
- It has some useful adaptation (you may choose this trait as many times as you'd like)

**☐** The GM will tell you the type of monster you get based on the traits you select. The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to Cast a Spell.

## ☐ LEVEL 7 SPELLS

**☐ DOMINATE** ONGOING LEVEL 7 ENCHANTMENT  
Your touch pushes your mind into someone else's. You gain 1d4 hold. Spend 1 hold to make the target take one of these actions:

- Speak a few words of your choice
- Give you something they hold
- Make a concerted attack on a target of your choice
- Truthfully answer one question

If you run out of hold, the spell ends. If the target takes damage you lose 1 hold. While the spell is ongoing you cannot Cast a Spell.

**☐ TRUE SEEING** LEVEL 7 DIVINATION ONGOING  
You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While this spell is ongoing you take -1 to Cast a Spell.

**☐ SHADOW WALK** LEVEL 7 ILLUSION  
The shadows you target with this spell become a portal for you and your allies. Name a location, describing it with a number of words up to your level. Stepping through the portal deposits you and any allies present when you cast the spell at the location you described. The portal may only be used once by each ally.

**☐ CONTINGENCY** LEVEL 7 EVOCATION  
Choose a 5th level or lower spell you know. Describe a trigger condition using a number of words equal to your level. The chosen spell is held until you choose to unleash it or the trigger condition is met, whichever happens first. You don't have to roll for the held spell, it just takes effect. You may only have a single contingent spell held at a time; if you cast Contingency while

you have a held spell, the new held spell replaces the old one.

**☐ CLOUDKILL** LEVEL 7 SUMMONING  
A cloud of fog drifts into this realm from beyond the Black Gates of Death, filling the immediate area. Whenever a creature in the area takes damage it takes an additional, separate 1d6 damage which ignores armor. This spell persists so long as you can see the affected area, or until you dismiss it.

## LEVEL 9 SPELLS

**☐ ANTIPATHY** LEVEL 9 ENCHANTMENT ONGOING  
Choose a target and describe a type of creature or an alignment. Creatures of the specified type or alignment cannot come within sight of the target. If a creature of the specified type does find itself within site of the target, it immediately flees. This effect continues until you leave the target's presence or you dismiss the spell. While the spell is ongoing you take -1 to Cast a Spell.

**☐ ALERT** LEVEL 9 DIVINATION  
Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. If you choose, you can view the location of the event as though you were there in person. You can only have one Alert active at a time.

**☐ SOUL GEM** LEVEL 9  
You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, Parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

**☐ SHELTER** LEVEL 9 EVOCATION  
You create a structure out of pure magical power. It can be as large as a castle or as small as a hut, but is impervious to all non-magical damage. The structure endures until you leave it or you end the spell.

**☐ PERFECT SUMMONS** LEVEL 9 SUMMONING  
You teleport a creature to your presence. Name a creature or give a short description of a type of creature. If you named a creature, that creature appears before you. If you described a type of creature, a creature of that type appears before you.

# BASIC MOVES

## HACK AND SLASH (STR)

When you **attack an enemy in melee**, ROLL+STR.

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.

7-9: You deal your damage to the enemy and the enemy makes an attack against you.

## VOLLEY (DEX)

When you **take aim and shoot at an enemy at range**, roll+Dex.

10+: You have a clear shot. Deal your damage.

7-9: Do your damage and choose one of the following:

- You have to move to get the shot placing yourself in danger (*GM's choice*)
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your **ammo** by one.

## DEFY DANGER (ANY)

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

- ROLL+STR to power through.
- ROLL+DEX to move quickly and avoid danger.
- ROLL+CON to endure physically.
- ROLL+INT to think quickly.
- ROLL+WIS to use foresight or mental fortitude.
- ROLL+CHA to fascinate, beguile, or charm.

10+: You defy danger. The threat doesn't come to bear.

7-9: You stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

## DEFEND (CON)

When you **stand in defense of a person, item, or location** under attack, ROLL+CON.

10+: Hold 3

7-9: Hold 1

So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1-for-1, to choose an option:

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

## SPOUT LORE (INT)

When you **consult your accumulated knowledge about something**, 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, now.

## DISCERN REALITIES (WIS)

When you **closely study a situation or person**, ROLL+WIS.

10+: Ask the GM 3 questions from the list below.

7-9: Ask the GM 1 question from the list below.

Take +1 forward when acting on the answers.

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

## PARLEY (CHA)

When you **you have leverage on a GM character and manipulate them**, ROLL+CHA. Leverage is something they need or want.

10+: They ask you for something and do it if you make them a promise first.

7-9: They need some concrete assurance of your promise, right now.

## AID OR INTERFERE (BOND)

When you **help or hinder someone**, roll+Bond with them. On a 10+ they take +1 or -2, your choice. On a 7-9 you also expose yourself to danger, retribution, or cost.

(You do not need to have a bond to aid/interfere)



# OTHER MOVES

## ORDER HIRELINGS

When a hireling find themselves in a dangerous, degrading, or just flat-out crazy situation due to your orders, ROLL+LOYALTY.

10+: They stand firm and carry out the order.

7-9: They do it for now, but come back with serious demands later. You must meet their demands or they quit on the worst terms.

## THE ADVENTURE SO FAR...

When your first session begins "in the thick of it," have a look around and ROLL+CHA to determine which party member(s) owe you a favor. When you cash in a favor they must change their action to one of your choosing, once. You may not give them an action that would involve them directly taking damage, giving up a magic item they already own or coming to immediate harm.

10+: Choose two party members.

7-9: Choose one party member.

6-: You are surrounded by ingrates.



# SPECIAL MOVES

## MAKE CAMP

When you settle in to rest consume a ration. If you're somewhere dangerous decide the watch order as well. If you have enough XP you may **Level Up**. When you wake from at least a few uninterrupted hours of sleep heal damage equal to half max HP.

## TAKE WATCH (+WIS)

When **you're on watch and something approaches the camp** ROLL+WIS.

10+: You're able to wake the camp and prepare a response, the camp takes +1 forward.

7-9: The camp is awakened but has no time to prepare. You have weapons and armor but little else.

6-: Whatever lurks has the drop on you...

## UNDERTAKE A PERILOUS JOURNEY

When you travel through hostile territory, choose one party member to act as trailblazer, one to scout, and one to be the quartermaster. No one can have two jobs, unassigned jobs automatically roll a 6.) For each character with a job, ROLL +WIS.

10+: Trailblazer: Reduce the time it takes to reach your destination (GM decides by how much).

10+: Scout: Spot any trouble and get the drop on it.

10+: Quartermaster: reduce rations required by one.

On a 7-9 each role performs its job without boons.

## CAROUSE

When **you return triumphant** and throw a big party, spend 100 coin and roll +1 for each extra 100 coin spent.

10+: Choose three. 7-9: Choose one.

2-6: Choose one but things get really out of hand.

- You befriend a useful NPC
- You hear rumors of an opportunity
- You gain useful information
- You are not entangled, ensorcelled, or tricked

## SUPPLY (CHA)

When you **go to buy something with gold on hand**, if it's something readily available in the settlement you're in, you can buy it at market price. If it's something special, beyond what's usually available here, or non-mundane, roll+Cha.

10+: You find what you're looking for at a fair price.

7-9: You'll have to pay more or settle for less.

## LAST BREATH

When **you're dying** you catch a glimpse of what lies beyond (the GM will describe it). Then roll (no bonuses!)

10+: You've cheated death—you're in a bad spot but you're alive.

7-9: Death offers you a deal. Take it and stabilize or refuse and go on to whatever fate awaits you.

2-6: Your fate is sealed. You'll cross Death's threshold soon. The GM will tell you when.

## RECOVER

When you **do nothing but rest in comfort and safety**, after a day of rest you recover all your **HP**. After three days of rest you remove one **debility** of your choice. Under the care of a healer (magical or otherwise), you heal a **debility** for every two days of rest instead.

## ENCUMBRANCE

When you **make a move while carrying weight** up to or equal to Load, you're fine. When you make a move while carrying weight equal to **LOAD+2** or **LOAD+1**, you take -1. At greater than **LOAD+2**, you must drop weight or all moves fail..

## RECRUIT

When **you put out word that you're looking to hire help**, ROLL.

- If you make it known that your pay is generous, take +1
- If you make it known what you're setting out to do, take +1
- If they'll get a share of whatever you find, take +1
- If you have a useful reputation around these parts take +1.

10+: You've got your pick of a number of skilled applicants

7-9: You'll have to settle for someone close or turn them away.

<=6: Someone influential and ill-suited declares they'd like to come along (a foolhardy youth, a loose-cannon, or a veiled enemy, for example). If you turn away applicants you take -1 forward to Recruit.

## OUTSTANDING WARRANTS (CHA)

When **you return to a civilized place** in which you've caused trouble before, ROLL+CHA.

10: Word has spread of your deeds. Everyone recognizes you.

7-9: As above, but the GM also chooses a complication:

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

## BOLSTER

When **you spend your leisure time in study**, meditation, or hard practice, you gain *preparation*. If you prepare for a week or two, you gain 1 preparation. If you prepare for a month or longer, you gain 3 preparation. When your preparation pays off spend 1 preparation for +1 to any roll. You can only spend 1 preparation per roll.

## END OF SESSION

When **you reach the end of a session**, choose one your bonds that you feel is resolved (completely explored, no longer relevant, or otherwise). Ask the player of the character you have the bond with if they agree. If they do, **mark XP** and write a new bond with whomever you wish.

Once bonds have been updated look at your alignment. If you fulfilled that alignment at least once this session, mark XP. Then answer these three questions as a group:

- Did we learn something new and important about the world?
- Did we overcome a notable monster or enemy?
- Did we loot a memorable treasure?
- For each "yes" answer everyone marks XP.

## LEVEL UP

When you **have downtime (hours/days) and sufficient XP**, spend (current level +7) XP to gain one level.

If your new level is 3, 6, or 9, you may also increase a **stat** by 2. Increase the stat and adjust the modifier to reflect the new score. Changing your Constitution increases your maximum and current HP. Ability scores can't go higher than 18.