

DUNGEON WORLD ADVANCED

An update to the Dungeon World RPG ruleset
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Version 0.1

*With great thanks to the team behind Worlds of Adventure
for all the content I blatantly stole.*

INDEX

- 3 Overview
- 4 Changes to Basic and Special Moves
- 5 Followers
- 6 Equipment and Services
- 7 Barbarian
- 9 Bard
- 11 Cleric
- 13 Druid
- 15 Fighter
- 17 Immolator
- 19 Paladin
- 21 Ranger
- 23 Thief
- 25 Wizard
- 27 Wizard Spell List
- 29 Cleric Spell List

Dungeon World Advanced is my attempt at updating the basic Dungeon World rules to provide better balance, more interesting options, and (in some cases) simpler rules.

Aside from rewriting all of the class sheets, and a few of the basic moves, my biggest change is the addition of a Vigor system, explained on the far right.

My general goals with this update were to create more interesting choices, reduce number inflation, and make it easier to play the game, both as a GM and as a player.

SPELLCASTING

I wasn't a fan of the old spellcasting rules. The penalty for rolling low was essentially a choice between attracting danger and becoming worse at casting. This wasn't terrible for Clerics, who had non-spell options, but it felt excessively punishing for mages, who have both the lowest health AND no real options outside of spellcasting.

The limitation on spells memorized also felt excessively restrictive without providing a useful narrative tradeoff.

I reworked spellcasting so that casters can freely cast any spell they know, and the downsides to casting aren't as one-note or debilitating. However, if they cast their highest ranked spells then the GM is allowed to pick an additional downside. This gives the GM a chance to reign in some of the more narrative-breaking spells, while keeping the power curve in check.

I also expanded the spell-lists of both Clerics and Wizards, to try to provide more varied and interesting options.

BARBARIAN

I thought the basic mechanic of Herculean Appetites was too hard to keep track of, as a GM, was too confusing given that the "complication or danger" was often just as bad as rolling a 7-9, and was also frankly a bit superfluous with the addition of Vigor. So instead I gave Barbarians the only ability in the game that allows a player to regain Vigor without making camp. I also increased their damage die to a d12, which felt appropriate.

BARD

I expanded the versatility of Arcane Art, and added several moves that allows Bards to become gish-like damage dealers in combat, mixing their Arcane Art effects with melee and ranged attacks.

CLERIC

I expanded the Deity move to make it a more significant and flavorful aspect of a Cleric's identity. Moves like "turn undead" are reworked so that they instead protect against whatever the cleric's god hates most: undead, demons, thieves, murderers, etc.

I also made Cleric spellcasting more in line with Wizard spellcasting: both know a limited number of spells, but gain additional spells by leveling up. Clerics can also gain spells by performing services to their god.

DRUID

I wasn't a fan of the old Shapeshifter move. It forced the players to rely on npc moves, which I'm not a fan of; they feel rigid and unnatural, and it forces the GM to stop the game and come up with moves every time the Druid shapeshifts.

I changed it to be more freeform, and built potential costs directly into the shapeshifting roll.

FIGHTER

My focus for Fighter was reducing their number of static damage/armor increases, and increasing their situational bonuses and out of combat options.

I also added the possibility of an Agility based Fighter with a ranged Signature Weapon.

IMMOLATOR

I reworked Burning Brand to try to make it more variable and powerful. Instead of having a limited number of uses, it now has a limited number of charges, where each charge can be spent to temporarily empower it (giving it range, an area of effect, or greater damage). They also had an extremely limited selection of moves, which I aimed to expand.

PALADIN

The vows in the Paladin's Quest move were troublesome to remember, and punishing for the player to bring up. I reworked it into an Oath move, with the goal being that a Paladin's Oath being tested should be something the player wants to engage with, as opposed to being purely restrictive.

RANGER

I reworked the Ranger's pet mechanics to make it clearer when the Ranger is using their pet, while adding an inherent cost in doing so. The new mechanic bears strong resemblance to the old Barbarian's Herculean Appetites ability, where a pet can help the Ranger, but it can also get into trouble and need the Ranger's help in return.

Aside from that, I tried to push the idea of a Ranger as a sort of "batman of the woods".

THIEF

The thief was already a strong class, so my main focus was on providing more options for archetype. I expanded the number of poisons a Thief starts with, but reduced the number of charges they can make, with the goal of forcing them to take a varied approach.

WIZARD

Wizards were underpowered, in my opinion. My solution was the spellcasting rework, as well as increasing their base damage to a d6, in line with Druid, Cleric, and Bard. I also added more concrete options to allow them to become gish-like spellswords.

VIGOR

Vigor is a point-based resource that all player characters have. It can be used in two ways: Healing Surges and Action Surges.

I don't like the way healing is handled in the base game. Those who have access to magical healing (Bards, Clerics, Druids, and Paladins) have a nearly unlimited way to regain health. Everyone else is extremely limited, relying on non-combat items, expensive potions, or making camp. The Healing Surge is my solution to that.

Once per encounter (or at any time while resting), a player may spend any number of their Vigor to regain the same number of D4 in healing. Healing spells have been reworked such that they allow the use of a Healing Surge, and enhance its effectiveness.

The takeaway is that:

1. It is very hard to heal once you're out of Vigor. This puts a limit to heal-spamming without requiring DM fiat.
2. It is possible to heal mid-encounter, even if you don't have the ability to cast healing spells. This reduces the (in my opinion) over-reliance on healing magic.

Action Surges are the alternative use of Vigor. Instead of using them to heal, players may (once per encounter) spend 1 Vigor to reroll 1 d6 on any of their rolls. This gives players an additional tool in deciding which rolls are most important to them. It also accomplishes a secondary goal of mine, which is slowing down player leveling a bit.

Both of these combined will, I hope, lead to more cinematic and thrilling engagements. The bloodied Fighter spending all of their Vigor to gain a burst of health to make a last stand. The Wizard, struggling to contain their spell, spends one of their Vigor in a last ditch effort to complete the incantation.

Vigor also provides another resource that the GM can spend when the players roll poorly. Previously, the only real options were health, items, or money. Dealing damage is boring and one-note, taking away items tends to limit the options players have, and taking their money has both of those problems.

BASIC MOVES

Defend

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

- Suffer the attack yourself
- Halve the attack's effects or damage
- Grant the victim +1 to Defy the Danger
- Deal d6 damage to the attacker
- Open up the attacker to an ally giving that ally +1 forward against the attacker

Parley

When you **try to convince an NPC to do something they don't want to**, using bribery, flattery, deception, or threats, roll+CHA. On a hit, they agree as long as you make them a promise. On a 7-9, they'll need some concrete assurance of your promise, right now.

TAGS & TERMS

Clumsy: take -1 Ongoing to DEX rolls.

Concentrate: *concentration prevents you from doing anything complicated, like attacking, climbing, breakdancing, etc. If you can't do it with your eyes closed, you probably can't do it while concentrating. Certain things might break your concentration, unless you defy danger!*

Encounter: *an encounter is a period of intense action, during which the player characters generally don't have time to stop and smell the roses, adjust their makeup, etc. If the players are sitting around tending to their wounds, catching their breath, or talking about what just happened, the encounter has probably ended.*

Replaces Supply

Black Market

When you're looking to **buy something that's available, but hard to find** (magic goods, information, contraband, etc), pay the cost of the item and roll with a +1 bonus for each extra 50% of the base cost you spend greasing palms and opening doors. On a 10+ it's yours! On a 7-9 pick one:

- You couldn't find it, but you cut your losses. Recover half your coin.
- You found it, but there's an extra cost, or strings attached. The GM will tell you what.
- You found someone who can make it or track it down for you. The GM will tell you how long it will take.

- On a 6- you got bamboozled! Pick one:
- Choose an option from the 7-9 list and attract unwanted attention.
 - Go home empty handed.

Make Camp

When you **settle in for the night**, unpack your gear and prepare to sleep. If you're somewhere dangerous, decide the watch order as well. If you get a decent night's rest with food and shelter, regain all lost Vigor. If you got two out of the three, regain half your max Vigor (rounded up).

If you have enough XP you may level up.

Hack and Slash

When you **attack a threatening enemy in melee**, roll+Str. On a 7-9, pick one. On a 10+, pick another or evade the enemy's counter-attack.

- Deal your damage to the enemy
- Deal an extra d6 damage to them
- Cripple or hinder them, granting an ally +1 Forward against them.

Volley

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

- You have to move to get the shot placing you in danger as described by the GM
- You have to take what you can get. Roll damage twice and take the worse result.
- You have to take several shots, reducing your ammo by one

SPECIAL MOVES

Bolster

When you **spend your leisure time in study, meditation, or hard practice**, you gain preparation. If you prepare for a week or two, 1 preparation. If you prepare for a month or longer, 3 preparation. If have access to a safe, well supplied base of operations (such as a Thief's Hideout or Wizard's Sanctum), then reduce the time needed to one day / one week. When your preparation pays off, spend 1 preparation for a +1 to any roll. You can only spend one preparation per roll.

Recruit

When you **put out word that you're looking to hire help**, describe what you're looking for and roll. Take +1 each if you...

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

On a 10+, you found exactly who you were looking for, or someone just as good. On a 7-9, they seem competent but they're not quite what you hoped for. On a miss, you got an applicant who spells trouble and won't take no for an answer.

!NEW!

Under Pressure

When you **make a move while facing down an imminent threat**, roll as normal.

On a 10+ you may treat your success as a 7-9. If you do, you escape the current threat. Otherwise, you suffer its effects.

Defy Danger

When you attempt to **avoid an imminent threat or endure a calamity**, say how you deal with it and roll. If you do it

- by powering through, +Str
- by getting out of the way or acting fast, +Dex
- by enduring, +Con
- with quick thinking, +Int
- through mental fortitude, +Wis
- using charm and social grace, +Cha

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch: the GM will tell you the limits of your victory, or they will give you a hard choice to make.

!NEW!

Bonds

When a character helps or hinders you in fulfilling your alignment, you may create a bond with each other, starting at +1. If you already had a bond with them, you may instead strengthen the bond, up to +3.

If a character persuades you to change your alignment, you may each mark XP equal to the bond you had with one another. Then reduce all bonds by 1 and choose (or write) a new alignment that reflects your character's growth.

Carouse

When you **return triumphant and throw a big party**, spend 100 gold and roll +1 for each extra 50 gold you spend. On a 10+, choose 3. On a 7-9, choose 1. On a miss, you still choose one, but things get really out of hand (the GM will say how).

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

You can only carouse when you return triumphant. That's what draws the crowd of revelers to surround adventurers as they celebrate their latest haul. If you don't proclaim your success then who would want to party with you anyway?

Follower Basics

Followers have 5 main aspects:

Their **Expertise** is their trade - it's what they're good at doing. Followers generally only have a single Expertise, which could be "tracking", or "sailing", or "medicine", etc. Their **Skill** is how well they perform tasks related to their Expertise. It is a modifier that ranges from -1 (poor) to +3 (masterful).

Their **Loyalty** is how willing they are to risk their neck, or perform degrading tasks. It is a modifier that ranges from -2 (resentful) to +3 (devoted). When a Follower's Loyalty would be reduced to -3, they become mutinous and will abandon or betray the Players at the next opportunity.

Their **Cost** is what they demand in return for their service. It can be tangible, such as wealth, or intangible, such as glory and friendship. When a Follower's Cost is paid, their Loyalty goes up by one.

Their **Vice** is a Follower's primary character flaw, the thing they do that tends to cause trouble.

When a Follower is created, the GM writes down 3 moves: one describing how they use their Expertise to help the players, one describing how they pursue their Cost, and one describing how their Vice leads them to trouble. The GM may choose to use these moves when the players look to the GM to see what a Follower does, or when the players give the GM a golden opportunity.

Do Their Thing

When a Follower does something covered by their expertise, they roll+Skill. On 10+, they do it as well as you'd expect. On a 7-9 they falter and reveal an unforeseen problem. On a 6- they get in over their heads.

Give Orders

When you order a follower to do something dangerous, degrading, or contrary to their Vice, roll+Loyalty. On a hit, they agree. But on a 7-9, the GM picks one:

- Their Loyalty is reduced by 1
- They take their sweet time
- They complain loudly, and want something in return

Assist

When a follower assists you in a task that requires a roll, take +1 to the roll, but know that they will be exposing themselves to any danger you incur.

Additionally, when a follower helps you Hack and Slash or Volley, deal an extra d4 damage.

When a follower helps you Defend, you may spend a Hold to redirect the danger to them.

Damage & Danger

When a Follower deals damage by themselves, they deal d6 damage.

When a follower suffers damage or gets in over their head, and the players don't come to their aid, the GM will pick one:

- They get themselves out of trouble, but they'll remember this: -1 Loyalty.
- They get injured or lose something they needed: -1 Skill until they are made whole.

EXAMPLE COSTS

Roll 2d6, pick one, or write your own:

- 2-3 **Fellowship:** Take a risk to help them
- 4 **Defense:** Put down a threat to their home
- 5 **Debauchery:** Food, drink, gambling, sex, mischief
- 6 **Glory:** Help them overcome a mighty foe in battle
- 7 **Wealth:** Find fabulous treasure (and give them an equal share)
- 8 **Renown:** Give them credit for one of your triumphs
- 9 **Vengeance:** Extract retribution on someone who has wronged them or their kin
- 10 **Knowledge:** Discover a fascinating secret or wonder of the wider world
- 11-12 **Good:** Right a wrong, defend an innocent, or alleviate suffering

EXAMPLE VICES

Roll 1d6, pick one, or write your own:

- 1 Hold grudges and seek payback
- 2 Take things too far, when given a chance to indulge
- 3 Hew to a superstition or inconvenient tradition
- 4 Take more than they have a right to
- 5 Treat others as beneath them
- 6 Slack off and give into temptation

Name		
Expertise		
Cost		
Vice		
Skill	/	Loyalty
Moves		Damage: D6
Expertise		Max Load: 6
Cost		
Vice		
Notes		

Name		
Expertise		
Cost		
Vice		
Skill	/	Loyalty
Moves		Damage: D6
Expertise		Max Load: 6
Cost		
Vice		
Notes		

Name		
Expertise		
Cost		
Vice		
Skill	/	Loyalty
Moves		Damage: D6
Expertise		Max Load: 6
Cost		
Vice		
Notes		

COMMON GOODS

Easily found in nearly any civilized settlement

MISC

20 Adventuring Gear

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

10 Bag of Books

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

20 Keg of Dwarven Stout

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

5 Pretty Trinket

This simple gift will impress your average peasant... or your average adventurer.

10 Dungeon Rations

rations, 5 uses, 1 weight
Not tasty, but not bad either.

10 Personal Feast

rations, 1 use, 1 weight
Ostentatious to say the least. Gain +1 Max Vigor after you consume. Effect lasts about a day.

5 Halfling Pipeleaf

3 uses, 0 weight
When you share halfling pipeleaf with someone, expend a use and take +1 forward to parley with them.

5 Flask of Alcohol

2 uses, 0 weight
When you need a little liquid courage before doing something scary, risky, crazy, or just plain stupid, mark off a use and take +1 Forward. It also burns rather well...

HEALING

10 Bandages

3 uses, slow, 0 weight
Use during a healing surge (yours or another's). Heal an extra d4.

20 Poultices and Herbs

2 uses, slow, 1 weight
Use during a Healing Surge (yours or another's). Heal an extra d4 and remove 1 debility if you roll a 1.

SERVICES

5 A night's stay at a respectable inn

An adventurer's most common purchase. Includes food and drink.

5 A week's stay at a peasant inn

You're going to look and smell like a dirty peasant after spending a night here.

5 A guide to the city

They'll tell you which alleys to steer clear of, and help you find anyone you're looking for.

15 A night's entertainment

Song, dance, "companionship"...

5 Healing from a doctor

They'll fix what ails ye. Spend the day in their care to remove a debility.

WEAPONS

20 Ragged Bow

near, 2 weight

20 Crossbow

near, +1 damage, reload, 3 weight

5 Arrows

3 ammo, 1 weight

5 2x Throwing Daggers

thrown, 0 weight

5 Hatchet

hand, thrown, 1 weight

5 Spear

reach, thrown, 1 weight

2 Staff

reach, 2 handed, 1 weight

2 Dagger

hand, 1 weight

15 Axe

hand, 1 weight

15 Mace

close, 1 weight

15 Warhammer

close, 1 weight

10 Shortsword

close, 1 weight

ARMOR

20 Leather Armor

1 armor, worn, 1 weight

10 Shield

1 armor, 2 weight

FINE GOODS

These items are more expensive. You may need to be in the right place to find them (a large city or trade hub, perhaps)

WEAPONS

40 Fine Bow

near, far, 2 weight

20 Elven Arrows

4 ammo, 1 weight

100 Hunter's Bow

near, far, 1 weight

80 Matchlock Pistol

near, 2 piercing, forceful, reload, 1 weight

40 Ammo Box

5 ammo, 2 weight

30 Flail, Battle Axe, Longsword

close, +1 damage, 2 weight

20 Rapier

close, precise, 1 weight

50 Halberd, Greatsword

reach, forceful, +1 damage, 2 handed, 2 weight

60 Dueling Rapier

close, 1 piercing, precise, 1 weight

160 Matchlock Rifle

near, far, 2 piercing, +1 damage, forceful, reload, 3 weight

ARMOR

50 Scale Mail

2 armor, worn, clumsy, -1 Max Vigor, 3 weight

90 Brigandine

2 armor, worn, -1 Max Vigor, 2 weight

180 Plate Armor

3 armor, worn, clumsy, -1 Max Vigor, 5 weight

350 Fitted Plate

3 armor, worn, clumsy, -1 Max Vigor, 3 weight

TRANSPORT

50 Cart & Donkey

load 20

70 Horse

load 10

90 Ox-drawn Wagon

load 40

90 River Boat

load 20

400 War Horse

load 10

POTIONS

All 1 use, 0 weight

20 Antitoxin

Cures one poison.

50 Healing

Restores 10 hp, or removes 1 debility

70 Power

Take +1 Ongoing, for an encounter

40 Mana

Take +1 Ongoing to cast spells, for an encounter

80 Vigor

Restore all Vigor

BLACK MARKET

When you're looking to buy something that's available, but hard to find (magic goods, information, contraband, etc), pay the cost of the item and roll with a +1 bonus for each extra 50% of the base cost you spend greasing palms and opening doors. On a 10+ it's yours! On a 7-9 pick one:

- You couldn't find it, but you cut your losses. Recover half your coin.
- You found it, but there's an extra cost, or strings attached. The GM will tell you what.
- You found someone who can make it or track it down for you. The GM will tell you how long it will take.

On a 6- you got bamboozled! Pick one:

- Choose an option from the 7-9 list and attract unwanted attention.
- Go home empty handed.

SPELL BEAD

When crushed, provides a single error-free casting of a specific Cleric or Wizard spell.

Wizards use them to learn new Arcane spells.

Effects last a max of one hour, if Ongoing.

1 use, 0 weight

20 Level 1

40 Level 3

80 Level 5

SERVICES

20 A run-of-the-mill killing

They'll do it quick and quiet like

10 Dirt on someone

Need to know someone's shameful secrets? Someone is bound to know something.

POISONS

All 0 weight and Dangerous

20 2 Uses Bloodweed

Touch. Until cured, the target deals d4 less damage on all their attacks.

20 2 Uses Serpent's Tears

Touch. Target takes +2 damage from all sources.

30 2 Uses Oil of Tagit

Applied. The target falls into a light sleep.

40 2 Uses Goldenroot

Applied. The target treats the next creature they see as a trusted ally for about a day, or until proven otherwise.

BARBARIAN

Hither you came from parts unknown. Sword in hand—a reaver. A slayer.

Let the wizard casts his spells. What good is magick when steel cuts through flesh and bone just the same? The Paladin swears fealty to the divine. She can keep her fairy tale god—you are your own master.

You hail from the far reaches of Dungeon World in search of—what? Glory? Treasure? Spilt blood? In the end it matters not. They call you barbarian. Uncivilized. Let them. You know better. Their world of nobles and laws is fleeting. You will tread the jeweled thrones of Dungeon World under your boot, and you will show them what might and fear truly mean.

For you know what is best in life, and you will take it.

NAME

LEVEL

XP

ALIGNMENT

- FERAL**
Eschew a convention of the civilized world.
- PEACEFUL**
Teach someone the ways of your people
- VIOLENT**
Cause collateral damage just to show your strength
-

BACKGROUND

- WAYFARER**
You've seen things other people wouldn't believe. You may roll+WIS when Spouting Lore.
- SAVAGE**
You come from a nasty, brutish land. When you **pull a dirty tactic against someone who doesn't expect you to fight like an animal**, take +1 Forward.
- SURVIVOR**
You had to fight tooth and claw to get where you are now. When you **take something that is rightfully yours** (your call), you impress, stun, or frighten your enemies.
-

CHARACTER SKETCH

BONDS

STARTING GEAR

MAX LOAD (10+STR)



2 SPEARS (REACH, THROWN, NEAR, 2 WEIGHT)
RATIONS (5 USES, 1 WEIGHT)
SOME **TOKEN** OF YOUR TRAVELS OR HOMELAND

CHOOSE YOUR WEAPON

AXE (CLOSE, 1 WEIGHT)
TWO HANDED SWORD (CLOSE, +1 DAMAGE, 2 WEIGHT)

CHOOSE ONE

ADVENTURING GEAR (5 USES, 1 WEIGHT)
+PERSONAL FEAST (RATION, 1 USE, 1 WEIGHT)
CHAINMAIL (1 ARMOR, WORN, 1 WEIGHT)

NOTES

STRENGTH STR	DEXTERITY DEX	CONSTITUTION CON	INTELLECT INT	WISDOM WIS	CHARISMA CHA
<input type="checkbox"/> WEAK	<input type="checkbox"/> SHAKY	<input type="checkbox"/> SICK	<input type="checkbox"/> DAZED	<input type="checkbox"/> CONFUSED	<input type="checkbox"/> SCARRED

VIGOR Max = 4+CON HEALING SURGE Recover d4 health per vigor spent ACTION SURGE Spend 1 vigor to reroll 1 d6	HIT POINTS /	ARMOR	DAMAGE D12	MODIFIERS
	Max = 8+CONSTITUTION			

STARTING MOVES

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.

- Pure destruction:** deal +1 damage at all times.
- Power over others:** gain +1 Max Vigor if you have a Follower.
- Mortal pleasures:** Drinking an entire Keg of Dwarven Ale grants you the same benefit as drinking a Healing Potion.
- Conquest:** Gain +1 XP every session if you've crushed your enemies, seen them driven before you, or heard the lamentations of their kin.
- Riches and property:** Gain +4 carry weight.
- Fame and Glory:** When you Carouse, choose an extra option.
-

When you attempt to satisfy one of your appetites, you may roll+CON. On a hit, you regain 1 Vigor. But on a 9-, you are left wanting more and take -1 Forward.

STRONG ARM

You may roll+STR instead of +DEX when you Volley with a Thrown weapon.

MASTER OF DEATH

Take +1 on your Last Breath rolls. On a 7-9, you make an offer to Death, not the other way around. If Death accepts, you are returned to life. If not, you die.

BLOODLUST

You may enter a violent rage that clouds your thoughts. If you do so, take -1 Ongoing to all rolls except Hack and Slash and Volley.

All your damage becomes Brutal (roll twice, taking the better result). This lasts until you roll a 7+ satisfying one of your Appetites.

FORCE OF DESTRUCTION

You are known for two terrible proficiencies. What are they?

- Unencumbered, Unharmed:** You have 2 armor as long as you aren't restrained and are below your Max Load
- Musclebound:** When you wield a weapon, it becomes Forceful and Messy
- Immovable Object:** Enemies cannot move you, as long as you are conscious to resist them
- Unstoppable Force:** You take +1 to Defy Danger if you are running or leaping
- Eye for Weakness:** When you Discern Realities, you may always ask "What here is weak or vulnerable", in addition to your other questions.
- Like a Vice:** One of your hands is enough to effortlessly restrain an average sized opponent. Only the heroically strong can even attempt to break free from you.
- Mountain of Steel:** All your armor and weapons weigh one less, to a minimum of one.
- Juggernaut:** You ignore the Clumsy tag and Vigor penalty on armor you wear.
-

LEVEL 2+ ABILITIES

A GOOD DAY TO DIE

If you have no Vigor remaining, take +1 Ongoing (even to Last Breath rolls).

SAMSON

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

LIKE A WRECKING BALL

When you gather momentum and charge blindly through any obstacles in your way, roll+STR. On a hit, nothing can stop you, and you deal your damage to anyone who tries. But on a 7-9, pick one:

- You deal your damage to yourself as well
- You shouldn't have gone head first. Become Dazed or Confused (your choice).
- Accidentally destroy something you'll wish you hadn't.

IS THAT ALL YOU'VE GOT?

When you deliberately take the full brunt of an attack, roll+CON. On a hit, pick one.

On a 10+, reduce the damage by half.

- Your enemy leaves themselves open, giving your allies +1 Forward against them.
- You learn one of their weaknesses. Describe it.
- Your lack of reaction infuriates or terrifies your enemy.

BARGAIN WITH DEATH

When you return from Death's Door alive, mark XP and bring back one of Death's powerful secrets with you. The GM will tell you what it is.

THE ONE WHO KNOCKS

When you Defy Danger, on a 12+ you turn the danger back on itself. Describe how.

LEVEL 6+ ABILITIES

KHAN OF KHANS

When you personally recruit a follower, decide which of your appetites drew them to you. Any time you indulge in this appetite, they take +1 Forward. They will accept your gratuitous fulfillment of that appetite as payment.

WAR CRY

When you enter a battle with a ritualistic show of strength (a chant, a dance, a rallying cry, etc), roll+STR. On a hit your allies take +1 Forward. On a 10+ you also strike fear into the hearts of a few of your enemies.

SMASH!

When you Hack and Slash, on a 12+ pick something physical your opponent has (a weapon, their position, a limb); they lose it.

OBSESSION

At any time, you may ask the GM "can I indulge in my appetites here? If so, how can I best do so?" Take +1 Forward acting on this information.

STRENGTH OF ONE HUNDRED

You always win one-on-one contests of strength with mortal men. There's simply no comparison. Additionally, choose 2:

- All your attacks are Forceful
- Your melee weapons gain the Thrown and Near tags
- Your ranged weapons gain the Far tag

APPETITE FOR DESTRUCTION

Gain another Herculean Appetite, or another Force of Destruction.

USURPER

When you prove yourself superior to a person in power, take +1 Forward with their followers.

FACE ME, IF YOU DARE!

When you call out a challenge to your enemies, roll+STR. On a 10+ they treat you as the biggest threat, ignoring your companions, and you gain +1 Damage and Armor ongoing against them. On a 7-9, only a few (the weakest or most foolish) fall prey to your taunting.

THIEF, WARRIOR, VAGABOND

Gain a move from the Ranger, Rogue, Bard, or Warrior class. Treat your level as two lower for choosing the move.

NOMAD

You've been everywhere, man. When you arrive someplace new, ask the GM about any important local traditions, rituals, customs, and so on. They'll tell you what you need to know.

ANCESTRAL SPIRITS

When you call out to the spirits of your ancestors, make a sacrifice appropriate to your appetites and roll+WIS. On a hit, they grant you some useful information, but on a 7-9 it is vague or ambiguous.

MY LOVE FOR YOU IS LIKE A TRUCK

When you perform a feat of herculean strength, pick someone present who is awed. Take +1 Forward with them.

HEALTHY DISTRUST

Whenever you roll to Defy Danger caused by sorcerous magicks, treat any result of 6- as a 7-9.

ETERNAL CHAMPION

Mark yourself with a symbol of your past accomplishments. Any intelligent being who sees it instinctively knows that you're a force to be reckoned with, and treats you accordingly. Also gain a move from the Ranger, Rogue, Bard, or Warrior class. Treat your level as two lower for choosing the move.

MORE, ALWAYS MORE!

When you satisfy an Appetite in an extreme and legendary way, you may choose to resolve it. If you do, cross it off the list and mark 2 XP. You still get its benefit, but you can never again satisfy it. Gain a new appetite to satisfy. If you cross off three Appetites, you must then retire, change classes or take on an apprentice, as if you'd hit 11th level.

FOR THE BLOOD GOD

Requires Ancestral Spirits
You may make a blood sacrifice when consulting your Ancestral Spirits. If you do, then you gain a powerful boon to help you on your journey. But on a 9- your sacrifice was not enough and they take more, from your own flesh!

BARD

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

Enter the bard. You, with your smooth tongue and quick wit. You teller-of-tales and singer-of-songs. A mere minstrel can retell a thing, but it takes a true bard to live it. Strap on your boots, noble orator. Sharpen that hidden dagger and take up the call. Someone's got to be there, fighting shoulder-to-shoulder with the goons and the thugs and the soon-to-be-heroes. Who better than you to write the tale of your own heroism?
Nobody. Get going.

NAME

LEVEL

XP



ALIGNMENT

- MEDIATOR**
Defuse a tense situation with your quick thinking or silver tongue.
- INSTIGATOR**
Spur someone else to significant, unplanned, decisive action.
- GLORY HOUND**
Do something worth celebrating (your call) and make sure everyone knows about it.
-

BACKGROUND

- FOLK HERO**
In every civilized settlement, there will be someone who will offer you shelter and aid. Also take +1 to Recruit Followers.
- SKALD**
You sing a song of bloody thunder and clashing swords. It's not beautiful, but it is powerful. When you use Arcane Arts, you may roll+CON instead of +CHA. Your weapons and armor weigh 1 less, to a minimum of 1.
- TRICKSTER**
You can duplicate the effects of the Wizard Cantrips Light, Prestidigitation, and Telekinesis using your masterful performances. You don't even need to roll!
-

CHARACTER SKETCH

BONDS

STARTING GEAR

MAX LOAD (9+STR)



HALFLING PIPEWEED (3 USES, 0 WEIGHT)
RATIONS (5 USES, 1 WEIGHT)
AN INSTRUMENT OR SONGBOOK WITH WHICH YOU MAKE SWEET MUSIC

CHOOSE YOUR CLOTHING

LEATHER ARMOR (1 ARMOR, 1 WEIGHT)
OSTENTATIOUS FINERY (0 WEIGHT)
+BAG OF BOOKS (5 USES, 2 WEIGHT)

CHOOSE YOUR ARMAMENT

DUELING RAPIER (CLOSE, PRECISE, 2 WEIGHT)
WORN BOW (NEAR, 2 WEIGHT)
+BUNDLE OF ARROWS (3 AMMO, 1 WEIGHT)
+SHORT SWORD (CLOSE, 1 WEIGHT)

CHOOSE ONE

ADVENTURING GEAR (5 USES, 1 WEIGHT)
BANDAGES (3 USES, SLOW, 0 WEIGHT)
PERSONAL FEAST (RATION, 1 USE, 1 WEIGHT)

NOTES

STRENGTH STR	DEXTERITY DEX	CONSTITUTION CON	INTELLECT INT	WISDOM WIS	CHARISMA CHA
<input type="checkbox"/> WEAK	<input type="checkbox"/> SHAKY	<input type="checkbox"/> SICK	<input type="checkbox"/> DAZED	<input type="checkbox"/> CONFUSED	<input type="checkbox"/> SCARRED

VIGOR Max = 4+CON HEALING SURGE Recover d4 health per vigor spent ACTION SURGE Spend 1 vigor to reroll 1 d6	HIT POINTS /	ARMOR	DAMAGE D6	MODIFIERS
	Max = 6+CONSTITUTION			

STARTING MOVES

ARCANES ART

You've mastered a performing art - oratory, singing, dancing, music, etc. What is it?

Your performances pluck at the very strings of reality. What effects can you create?
Pick 2. Gain another every odd level.

- Call of Glory:** A target takes +d4 damage forward and their mind is cleared of fear and enchantment.
- Clash of Steel:** A target gains an incredible burst of speed and also takes +d4 armor Forward.
- Serenade of Healing:** A target may use a Healing Surge. If they do, they regain an extra d4 health.
- Dance of Wind:** A target is freed from physical restraints and takes +1 Forward to act gracefully.
- Dirge of Doom:** A target takes -3 damage and armor Forward.
- Metal Hurlant:** A target takes d6 damage (Forceful) and is briefly dazed
- Insane Solo:** A target becomes temporarily confused, causing them to lash out at anyone nearby.
- Halting Staccato:** A target is assaulted by waves of sound, preventing them from moving for a short time and interfering with their spellcasting.
- White Hot Spotlight:** A target is clearly illuminated by a blinding light. They are briefly blinded and your allies take +1 Forward against them.

When you **weave a performance into an arcane spell**, choose a Near target and roll+CHA. On a hit, your target gets a single effect. But on a 7-9 the magic reverberates, drawing unwanted attention or affecting other targets as well, GM's choice.

SERENADE

Whenever you **begin a performance, tale, or speech**, you may roll+CHA. On a hit, choose one. On a 10+, choose another:

- Everyone's attention remains firmly locked on you for a few minutes, and they are all pleasantly entertained
- Everyone must acknowledge your skill, experience, and eloquence, and you gain the respect of one person in particular
- One or more members of the audience come forward with gifts.
- Someone comes to you afterwards, requesting your services or bearing news of an opportunity.

BARDIC LORE

Choose an area of expertise:

- Magic and Cosmology
- Beasts and Nature
- Politics and History
- Religion and Legends
-

When you **Spout Lore about something** covered by your bardic lore, you can ask the GM any one additional question about it; the GM will answer truthfully. If you then relate the tale, song, or legend you heard that information from, you take +1 Forward acting on the information.

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.

LEVEL 2+ ABILITIES

ELDRITCH TONES

Learn another Arcane Art effect. Your Arcane Art is strong. On a 10+ you may choose a second effect to apply to the same target, or you may apply the same effect to another Near target.

DANDY

Take +1 Forward whenever you **make a point of demonstrating your impeccable taste, fashion, and etiquette.**

WORLDLY

Gain an additional Bardic Lore.

SWASHBUCKLER

When you **incorporate acrobatics into a successful attack**, deal an extra d4 damage.

LINGUIST

When you **attempt to read mysterious text or markings**, roll+Int. On a 7+ you know a literal translation. On a 10+ you also know who likely wrote it, and what their intentions were.

THE GOOD STUFF

When you **share Halfling Pipeleaf with someone while speaking candidly**, you can ask their player a question from the list below. They must answer it truthfully. They may then ask you a question from the list (which you must also answer truthfully).

- Who do you serve?
- What do you wish I would do?
- How can I get you to _____?
- What are you trying to hide?
- What do you most desire?

SHRED

When you **use Arcane Arts**, gain +1 Forward to Hack and Slash

PARRY AND RIPOSTE

When you **successfully Defy Danger in combat using your speed, cunning, or charm**, pick one:

- Deal d4 damage ignoring armor to the nearest enemy
- Disarm, trip, or otherwise hinder the nearest enemy
- Dance far out of range of all nearby enemies

PARTY STARTER

You may Carouse whenever you want to and it costs 50 fewer coins. If you **Carouse when returning victorious**, choose an additional benefit.

SHOUT OUT

When you **Volley**, on a 10+ you may also apply an Arcane Art effect to your target or a nearby ally.

BITING WIT

When you **cross wits with someone you have a grudge against**, roll+CHA. On a 7-9, choose one. On a 10+ choose two.

- Taunt them into revealing something they didn't want you to know
- Gain a key insight into their powers, abilities, or skills
- Take +1 Forward against your rival
- Goad them into losing their temper

MULTICLASS DABBLER

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

LEVEL 6+ ABILITIES

ELDRITCH CHORD

Requires Eldritch Tones

When you **use Arcane Art**, on a 7-9, choose one. On a 10+, choose two:

- Target all Near enemies or allies
- Double the effect on your first target
- Apply an additional effect to your first target

WIDE REPERTOIRE

Learn another Arcane Art effect.

Also get a move from another class. Treat your level as two lower for choosing the move.

SUPERSTAR

When you **encounter a new group of people**, you may roll+CHA. On a hit, you're famous here and the people will do favors for you out of fear, respect, or love (as appropriate). But on a 9- someone has a score to settle with you.

JACK OF ALL TRADES

When you **Make Camp**, you can choose to spend some time with another player character. If you do, you gain one use of one of their moves and they gain one use of one of your moves.

Uses are lost the next time you Make Camp.

MAGICAL MYSTERY TOUR

Gain the Arcana and Spellcasting Wizard moves. When casting spells, treat your level as 2 lower.

MAESTRO

Requires Parry and Riposte

Add the following options for Parry and Riposte:

- Grant an ally +1 Forward against the danger's source
 - Redirect the danger towards a nearby enemy
- When you **Parry and Riposte** on a 12+ choose 2 (not 1)

THROW DOWN THE GAUNTLET

When **someone has insulted your honor**, you may challenge them to a duel. If they do not accept, take +1 Ongoing against them until they do.

INSPIRATION

When you **successfully Aid an ally**, you may grant them an Arcane Arts effect.

INTOXICATING PERSONALITY

Requires The Good Stuff

You don't need Halfling Pipeleaf to use The Good Stuff. However, if you do share it you may ask another question (without answering another one!)

RESOURCEFUL

You only lose a charge of Adventuring Gear if you pull out something really unlikely.

CLERIC

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

You know that's rubbish. God lives at the edge of a blade.
Show the world who is lord.

NAME

LEVEL

XP

ALIGNMENT

- CHARITABLE**
Endanger yourself to rescue another
- LAWFUL**
Give something up to follow your god's precepts
- RIGHTEOUS**
Do harm to someone who has blasphemed
-

CHARACTER SKETCH

BONDS

BACKGROUND

- SPIRITUALIST**
You have studied all things mystical. Gain a level one wizard spell as a known Rote.
- HEALER**
Your goal in life is to cure the sick and aid the wounded. Ignore the Slow tag on healing items, and you may use a charge of Adventuring Gear to produce Bandages.
- SENTINEL**
You may roll +WIS when you Defend someone or something other than yourself.
-

STARTING GEAR

MAX LOAD (10+STR)



POULTICES AND HERBS (2 USES, SLOW, 1 WEIGHT)
RATIONS (5 USES, 1 WEIGHT)
DIVINE SYMBOL OF YOUR FAITH

CHOOSE YOUR DEFENSE

SHIELD (+1 ARMOR, 2 WEIGHT)
CHAINMAIL (1 ARMOR, 1 WEIGHT)

CHOOSE YOUR ARMAMENT

WARHAMMER (CLOSE, FORCEFUL, 2 WEIGHT)
STAFF (CLOSE, TWO-HANDED, 1 WEIGHT)

CHOOSE ONE

ADVENTURING GEAR (5 USES, 1 WEIGHT)
+FLASK OF ALCOHOL (2 USES, 0 WEIGHT)
HEALING POTION (0 WEIGHT)

NOTES

STRENGTH STR	DEXTERITY DEX	CONSTITUTION CON	INTELLECT INT	WISDOM WIS	CHARISMA CHA
<input type="checkbox"/> WEAK	<input type="checkbox"/> SHAKY	<input type="checkbox"/> SICK	<input type="checkbox"/> DAZED	<input type="checkbox"/> CONFUSED	<input type="checkbox"/> SCARRED

VIGOR Max = 4+CON HEALING SURGE Recover d4 health per vigor spent ACTION SURGE Spend 1 vigor to reroll 1 d6	HIT POINTS /	ARMOR	DAMAGE D6	MODIFIERS
	Max = 8+CONSTITUTION			

STARTING MOVES

DEITY

You serve and worship a powerful deity. Give them a name.

Answer these questions about their domain:

- What aspect of reality do they control? (lightning, the seas, gold, etc)

- What concept or emotion do they represent? (love, death, war, etc)

- Who do they favor? (traders, warriors, dwarves, etc)

- Who should fear them? (demons, the undead, criminals, etc)

- What acts please them? (secrecy, mercy, battle, etc)

- What gifts please them? (art, blood, food, etc)

When you **petition your deity for aid**, roll 2d6 with a +1 bonus for each of your god's domains that is a factor in your current situation. On a hit, gain some useful knowledge or boon related to your deity's domain. On a 10+ you also take +1 Forward acting upon it.

ENLIGHTENMENT

Your deity grants you knowledge of divine spells. Start with two level 1 spells. Learn another spell every level.

When you **go above and beyond serving your god or following their precepts**, you may roll+WIS. On a hit, they permanently grant you knowledge of another spell. But on a 7-9, this spell's level must be 2 less than your own (to a minimum of 1).

CHANNEL DIVINITY

You can cast all Rotes, and any divine spells you know whose level does not exceed your own.

When you **cast a spell or Rote**, roll+WIS. On a miss, your spell backfires as your god spurns you. On a 10+, your spell is successfully cast. On a 7-9 it is cast but you must choose a drawback. When you **cast a spell of the highest level you can**, the GM chooses another drawback, regardless of your roll:

- Your spell does less, or much more, than you intended
- Your casting puts you in danger or draws unwanted attention
- Your god demands a personal sacrifice
- Your god frowns on your hubris and revokes your power. You cannot cast this spell again today.

Rote spells never backfire. Instead, the GM chooses a drawback and the spell goes off

PROTECTION FROM EVIL

When you **brandish your holy symbol and pray for protection from those who should fear your deity**, roll+WIS. On a 7-9, pick one. On a 10+, pick two.

- They are held at bay as long as you concentrate on your prayers
- The weakest among them are stricken with fear and cover or flee
- You gain immunity to one of their supernatural powers
- You gain +1 forward against them

The effects end if you take aggressive action towards them.

LEVEL 2+ ABILITIES

CHOSEN ONE

Choose any two spells you know. They count as Rote, for you.

INVIGORATE

When you **heal someone with magic**, they take +1 Forward.

FIRST AID

All healing spells you learn are Rote, for you.

DIVINE INTERVENTION

When you **Make Camp**, you get 1 hold and lose any hold you already had. You may spend that hold when you or an ally would be injured. Your deity will intervene with an appropriate manifestation to prevent the harm.

EVIDENCE OF FAITH

When you **see the effects of divine magic**, you can ask the GM which deity granted the spell and its effects. You take +1 Forward to act on the answers.

CANON KNOWLEDGE

When you **Spout Lore about something in your god's domain**, you may roll+WIS instead of +INT.

PSYCHOPOMP

When you **spend time after a conflict to dedicate your victory and lay the dead to rest**, take +1 Forward.

SCALES OF FATE

You may aid allies when they roll Last Breath, and they may do the same for you. Be warned that Death will gladly rope you (or your allies) into its bargains.

SHIELD OF FAITH

You always have at least 1 armor. Against enemies who should fear your god, you have +1 armor. This armor protects against all damage, even that which says it ignores armor.

SUPREME BEING

Expand your god's domain by writing another answer to two of the questions.

REBUKE

When you **confront a creature related to your deity's domains**, you may issue a command. Speak a number of words (no more than your level), and roll+WIS. On a 10+ they follow both the letter and spirit of your command. On a 7-9, only one or the other.

PENITENCE

When you **take damage**, gain 1 Faith, up to a maximum equal to your level. When you cast a spell, you may spend all Faith as bonus healing or damage to a single target.

Faith _____

LEVEL 6+ ABILITIES

MULTICLASS DABBLER

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

DIVINE ARMOR

Requires Shield of Faith
Gain +1 Armor at all times.

EMPOWER

When you **channel divinity**, on a 10+ you have the option of choosing a drawback. If you do, pick one:

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

SERENITY

You may ignore the concentration requirements of one spell.

DEVOTED HEALER

When you **heal someone else**, the dice from their Vigor are maximized.

DIVINE QUEST

When you **recieve Divine Guidance**, on a 7-9 your god will also give you a task to fulfil. Take +1 Forward doing so, and mark 1 XP if you do.

ANATHEMA

When you **deal damage to an enemy who should fear your god**, you may roll+WIS. On a hit, deal an extra d8 and ignore armor, as your god smites your foe down. But on a 7-9, choose one:

- Your god's wrath is great. You cause massive collateral damage.
- Channelling such power takes its toll on you. The GM will tell you what that toll is.

APOTHEOSIS

When you **roll a 12+ when gaining Enlightenment**, you also gain a feature associated with your god (wings of emerald light, an all-seeing third eye, claws that rend stone, etc).

LEAD THE FLOCK

When you **preach to a mob**, roll+CHA. On a hit, pick one. But on a 7-9 they take your command further than you intended.

- They will bring people forward and deliver them to you.
- They will bring forward their precious things.
- They will unite and fight for your cause.
- They fall into a frenzy of joy, sorrow, or rage (your choice).
- They go quietly back to their lives

DRUID

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

NAME

LEVEL

XP



ALIGNMENT

- MILITANT**
Destroy a symbol of civilization.
- FERAL**
Fulfill an animal's instinct while shapeshifted when you didn't even have to.
- NURTURING**
Help someone or something grow.
-

BACKGROUND

- WIDE WANDERER**
You've travelled lands far and wide. Choose another Wild whose Spirits live inside you.
- NATURE'S VENGEANCE**
Mankind has cut down too many trees, cut through too many mountains, and cut up too many beasts. You're here to stop that. When you side with nature over civilization, take +1 Forward.
- UNCIVILIZED**
You weren't raised by people. Or if you were, you've long since forgotten. To be honest, you're more comfortable in the shape of an animal. When you shapeshift, you may use a Healing Surge. If you do, take +1 Forward.
-

CHARACTER SKETCH

BONDS

STARTING GEAR

MAX LOAD (9+STR)



2 POULTICES AND HERBS (4 USES, SLOW, 2 WEIGHT)
YOU CARRY A TOKEN OF THE LAND

CHOOSE YOUR DEFENSES

HIDE ARMOR (1 ARMOR, 1 WEIGHT)
SMALL WOODEN SHIELD (+1 ARMOR, 1 WEIGHT)

CHOOSE YOUR WEAPON

SHILLELAGH (CLOSE, 2 WEIGHT)
STAFF (CLOSE, TWO-HANDED, 1 WEIGHT)
SPEAR (REACH, THROWN (NEAR), 1 WEIGHT)

CHOOSE ONE

HALFLING PIPELEAF (3 USES, 0 WEIGHT)
ANTITOXIN (1 USE, 0 WEIGHT)
ADVENTURING GEAR (5 USES, 1 WEIGHT)

NOTES

STRENGTH STR	DEXTERITY DEX	CONSTITUTION CON	INTELLECT INT	WISDOM WIS	CHARISMA CHA
<input type="checkbox"/> WEAK	<input type="checkbox"/> SHAKY	<input type="checkbox"/> SICK	<input type="checkbox"/> DAZED	<input type="checkbox"/> CONFUSED	<input type="checkbox"/> SCARRED

VIGOR Max = 4+CON HEALING SURGE Recover d4 health per vigor spent ACTION SURGE Spend 1 vigor to reroll 1 d6	HIT POINTS /	ARMOR	DAMAGE D6	MODIFIERS
	Max = 6+CONSTITUTION			

STARTING MOVES

SPIRITS OF THE WILD

You share the spirits of countless animals, from whom you learned the ways of tooth and claw, and to whose home you are forever bound.

What location do your spirits call home?

- The Jungle
- The Desert
- The Forests
- The Dirt
- The Air
- The Water
-

These spirits marked you. You have some physical attribute that reflects their home. It could be an animal feature like antlers or spots, or it could be something more general- hair like leaves, or yellow slitted eyes. Whatever your tell, it remains no matter what shape you take.

When you **Undertake a Perilous Journey**, through a wilderness, gain +1 if your spirits might call it home.

COMMUNE

When you **touch a living animal**, you may commune with it to add its spirit to your own. Roll+WIS. On a hit, you gain its spirit. On a 9- the animal's spirit overwhelms you, forcing you to instantly shapeshift into its form until you satisfy its instinct.

You understand the language of any animal whose spirit you share, and can easily converse with them. Animals similar to them you may understand, though with difficulty.

SHAPESHIFT

When you **take the form of an animal whose spirit you share**, roll+CON. On a 10+ you do it quickly, and can easily change back. On a 7-9, choose one. On a 6-, choose two.

- Transforming will take you a little while, leaving you vulnerable and drawing attention
- Something goes wrong with the shapeshifting. Describe what!
- You can't change back without satisfying the animal's feral instinct. The GM will tell you what it is

In your new form, you have all the physical characteristics of the animal (claws, flight, sense of smell, etc). Your attributes don't change, but many actions will be easier or harder depending on your new form.

BY NATURE SUSTAINED

You can enjoy food and drink just like anyone else, but you no longer require it. If a move tells you to mark off a ration, ignore it. You also have no need of shelter. Natural weather does not bother you.

BALANCE

When you **deal damage**, take 1 balance, up to a maximum equal to your level. When you **touch someone and channel the spirits of life** they may use a Healing Surge. If they do, lose a Balance and they heal an extra d4.

When you **Make Camp**, lose all Balance.

LEVEL 2+ ABILITIES

THING COMMUNION

You have learned to commune with the spirits of inanimate natural objects - rocks, trees, etc. You may use your Communion and Shapeshift moves with them.

Your thing-shape can be an exact copy, or a mobile, vaguely humanoid entity. Describe the benefit of such a form and the GM will tell you the drawbacks and its instinct.

BARKSKIN

You have CON armor, as long as you are touching the ground.

SHED

When you **take damage while shifted**, you may choose to forcibly revert to your normal form in order to reduce the damage by half.

FORECASTER

When you **Make Camp**, you may tell the GM what the weather will be like tomorrow. If possible, it will be so.

TRACKLESS STEP

When you **move through nature**, you leave no trace (unless you wish to). Gain +1 Ongoing to Undertake a Perilous Journey through wilderness.

PERFECT BALANCE

When you **heal using Balance**, they regain 1 extra health and take +1 damage Forward.

BONDED SOULS

Requires Kindred Spirit

When you **shapeshift into the form of your Kindred Spirit**, don't even roll. You just do it. Additionally, you share a telepathic bond with your Kindred Spirit, and they will never disobey a direct command from you.

RED OF TOOTH, RED OF CLAW

When you **shapeshift into something dangerous and fearsome**, your attacks become Brutal (roll damage twice, take the better result), and gain one of the following tags: Messy, Forceful, Vicious

LEGENDARY COMMUNION

In your sleep you were visited by the spirit of a legendary creature or fantastical beast. Its soul joined with your own. You may use Shapeshift and Communion with it, and with other legendary creatures.

When you **shapeshift into a legendary form**, gain Hold equal to your CON. You may spend your Hold, 1 for 1, to use the supernatural abilities of your legendary shape (a dragon's breath, a cockatrice's petrifying gaze, a unicorn's healing horn, etc). When all Hold are spent, you lose the form.

EQUILIBRIUM

Requires Perfect Balance

When you **heal using Balance**, you may spend another Balance. If you do your subject heals another d4 and removes a debility if they roll a 1.

CONSULT THE SPIRITS

When you **spend a moment in meditation, consulting the spirits inside you**, roll+WIS. On a hit, you see a vision which grants insight into your situation. But on 9- one of the spirits wrestles control and forces you to shapeshift until you satisfy its

FORMCRAFTER

instinct. When you **shapeshift**, choose a stat; you take +1 Ongoing to rolls made with that stat while shifted. The GM chooses another stat; you take -1 Ongoing to rolls using that stat while shifted.

KINDRED SPIRIT

When you **Commune with an animal**, on a 12+ it becomes your willing and devoted companion. On a 10-11 you may choose the 9- drawback to gain it as a companion.

You may only have one such companion at a time.

WILD CHILD

When you **Parley with an animal**, you may roll +CON instead of +CHA.

When you **spout lore about something relating to the natural world**, you may roll +WIS instead of +INT.

EYE OF THE STORM

When you **quiet the raging elements around you**, roll +WIS. On a hit, the ground stops shaking, the wind calms, fires die down, etc. But on a 7-9 it lasts only as long as you concentrate.

LEVEL 6+ ABILITIES

SHAMAN

Gain the Channel Divinity Cleric move, and learn 1 spell of each level 1 to 7 from both the Wizard and Cleric spell lists. Treat them all as Cleric spells. Your god is the Spirits of Nature.

MASTER OF FORMS

When you **shapeshift**, you may take an additional drawback. If you do, either increase your damage to d10, or gain +2 armor, as appropriate.

DOPPELGANGER

You will never again be like the people of the civilized world, but now you can walk unnoticed among them. You may use Communion and Shapeshift on intelligent humanoids, remembering one form at a time. When you shapeshift, you may take an extra drawback to suppress your physical tell.

WORLD COMMUNION

Requires Thing Communion

You are one with the cosmos. You can now commune with the spirits of the natural elements - earth, wind, air, and flame, applying your Communion and Shapeshift moves to them.

MASTER OF THE ELEMENTS

When you **call on the spirits of fire, earth, water, or air to perform a task for you**, roll+WIS. On a hit, they do what you ask, but on a 9- you must perform a task for them as well. The GM will tell you what it is. If you neglect your task, their wrath will surely follow.

FIGHTER

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

Forget them.

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

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

NAME

LEVEL

XP



ALIGNMENT

- PROTECTIVE**
Endanger yourself to protect an NPC weaker than you.
- HONORABLE**
Challenge, and defeat, an opponent worthy of you.
- CYNICAL**
Make preparations to kill someone who hasn't proven themselves a threat... yet.

BACKGROUND

- CHAMPION**
Gladiator, hero, warlord - you've been at least one of these things, if not more. Any time you **land a killing blow**, you become the center of attention and take +1 Forward acting on that.
- MERCENARY**
In your line of work, rubes don't last long. When you **Discern Realities**, ask an additional question regardless of what you roll. When you share a drink with someone, you can parley using CON instead of CHA.
- SOLDIER**
Long marches are your bread and butter. Whenever you **Undertake a Perilous Journey**, you may roll+CON instead of +WIS. When you **Make Camp**, you may automatically heal for d6.



CHARACTER SKETCH

BONDS

STARTING GEAR

MAX LOAD (12+STR)



HEALING POTION (0 WEIGHT)
RATIONS (5 USES, 1 WEIGHT)
YOUR SIGNATURE WEAPON

CHOOSE YOUR DEFENSE

LEATHER ARMOR (1 ARMOR, 1 WEIGHT)
+20 COINS
SCALE ARMOR (2 ARMOR, WORN, CLUMSY, 3 WEIGHT)

CHOOSE ONE

FLASK OF ALCOHOL (2 USES, 0 WEIGHT)
ANTITOXIN (0 WEIGHT)
BANDAGES (3 USES, SLOW, 0 WEIGHT)

NOTES

STRENGTH STR	DEXTERITY DEX	CONSTITUTION CON	INTELLECT INT	WISDOM WIS	CHARISMA CHA
<input type="checkbox"/> WEAK	<input type="checkbox"/> SHAKY	<input type="checkbox"/> SICK	<input type="checkbox"/> DAZED	<input type="checkbox"/> CONFUSED	<input type="checkbox"/> SCARRED

VIGOR Max = 4+CON HEALING SURGE Recover d4 health per vigor spent ACTION SURGE Spend 1 vigor to reroll 1 d6	HIT POINTS Max = 10+CONSTITUTION	ARMOR	DAMAGE D10	MODIFIERS
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STARTING MOVES

SIGNATURE WEAPON
You carry a unique weapon which holds great importance to you. It is the only thing you can rely on in this world. It is 2 weight. Give it a name, describe it, and tell us how it came into your possession.

Choose the most appropriate range:
 Hand Close Reach

Then pick two enhancements it has:

- It glows in the presence of (goblins, mages etc) _____
- Grisly: +1 damage and Messy
- Heavy or Spiked: 2 piercing
- Versatile: has an additional range
- Huge: +1 damage and Forceful, +1 weight
- Well-Crafted: -1 weight
- Two-handed: +1 damage and +1 Piercing
- Balanced: has the Precise and Thrown tags
- Uses Ammo or Arrows: gains Near and Far range, may be used to Volley
- Reload: +1 damage and +1 Piercing
-

BEND BARS, LIFT GATES
Whenever you use pure strength to destroy an inanimate object, roll+STR. On a 10+ choose 3. On a 7-9, choose one.

- It's done almost instantly
- It's done quietly
- Nothing of value is damaged
- You can fix the thing again without a lot of effort

SURVIVOR
You've been through hell and back. You've killed countless men, and each of them would have preferred to kill you instead. What quality keeps you alive?
Choose one:

- Your Impressive Poise:** Any time you use your quick thinking or reflexes to catch someone off-guard, take +1 Forward with them.
- Your Keen Eyes:** Any time you Discern Realities, you may also ask "what is the biggest source of danger, and can I turn it to my advantage?"
- Your Intimidating Presence:** You may Parley using CON
- Your Rakish Wit:** Take +1 Ongoing in combat with anyone you've successfully Parleyed with.
- Your Endless Stamina:** Gain +1 Maximum Vigor
-

SECOND SKIN
You ignore the Clumsy tag and Vigor Penalty on armor you wear. All your armor weighs one less, to a minimum of 1.

EYE FOR COMBAT
When you Discern Realities about a creature or person, add the following to the list of questions you may ask:
 "How much health do they have?"
 "How much damage do they deal?"
 "What is their greatest strength?"

LEVEL 2+ ABILITIES

- THROUGH DEATH'S EYES**
When you go into battle, you may roll+WIS. On a 10+, name an NPC who lives and one who dies. On a 7-9, name one or the other, not both. If it is possible, the GM will make your vision come true.
On a 6- you see a vision of your own death and take +2 damage from all sources throughout the battle.
- VISIONS OF DEATH**
Requires Through Death's Eyes
When you look Through Death's Eyes, on a 12+ you may instead name two NPCs who die. If you do, you gain +1 Ongoing to seal their fate.
- CENTER OF THE FREY**
When you engage an enemy in melee, they cannot ignore you. If they take an action against someone else, you may then disarm them, cripple them, or simply deal your damage to them.
- VINDICTIVE**
Deal +d4 damage when attacking the last person who injured you.
- BOUNCE BACK**
When you Defy Danger with a shield, on a 10+ you may deal d6 damage to the source of the danger.
- MULTICLASS DABBLER**
Get a move from another class. Treat your level as two lower for choosing the move.

- PEERLESS WEAPON**
Choose another enhancement for your weapon.
- BLACKSMITH**
When you have time and access to a forge, you can graft any magical item to your Signature Weapon. The magic item is destroyed, but your weapon gains all of its properties.
- ADRENALINE JUNKY**
When at or below half health, deal +d6 damage.
- PRECISION STANCE**
Deal +DEX damage if you aren't holding a shield.
- WALK IT OFF**
Any time you roll a 1 on a Healing Surge, you may remove a debility.
- 6TH SENSE**
At any time, you may declare you have a bad feeling about this. If you do, lose 1 Vigor. Add 1d4 to your next Defy Danger roll.
- WARLORD**
When you attempt to rally warriors to your cause, roll+CHA. On a hit, they will fight for you in a single battle. But on a 7-9, choose one:
 - The warband will take all the credit and glory.
 - The warband will expect a great material reward.
 - The warband isn't quite what you hoped for.

LEVEL 6+ ABILITIES

- CONQUEROR KING**
Requires Warlord
When you rally a warband, on a 10+ choose one of the following:
 - The Warband will bring about ancient powers, or fulfill an ancient prophecy to ensure victory
 - The Warband will continue to follow you as long as you bring them victory
- ASCENDED WEAPON**
When you take this move and spend some uninterrupted time meditating with your Signature Weapon, choose a special power from the list below. Your weapon gains this power as long as you hold it.
 - Bane:** it deals +d10 damage to: (a specific type of enemy) _____
 - Divine:** It is blessed by the gods. Evil creatures instinctively fear it. Also gains +1 damage.
 - Returning:** You can call it instantly to your hand, from any distance.
 - Clearcutting:** it cleaves through any inanimate material like butter. Ignores all armor.
 - Profane:** it is an enemy to all life. Animals instinctively fear it. Wounds it deals will fester and lead to certain death, without divine aid.
 -

- LEGENDARY WEAPON**
Choose another enhancement for your weapon.
- MASTER OF ARMS**
All your weapons and shields weigh 1 less, to a minimum of 1. When you spend some time to repair, maintain, and reinforce your equipment, take +2 damage and +2 armor Forward.
- MERCILESS**
When you declare your intent to fight to kill and hold nothing back, your attacks become Brutal (roll damage twice, take the better result). Also take +d6 damage Forward.
- SHIELD MASTERY**
When you use a shield to defend against danger, you can choose to have your shield absorb all of the damage. This destroys your shield, at least until you have time to repair it.
- EVIL EYE**
When you enter combat, roll+CHA. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold to make eye contact with an NPC, who stops in place and can't act until you break it off. On a 6- your enemies immediately identify you as the biggest threat.
- IMMORTAL**
You're not going down without a fight. Gain another Survivor trait.

IMMOLATOR

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

And it feels so, so good.

You're the wildcard now. The uncaged flame, burning with passion and leaving ruin in your wake. Everyone else can feel it, too; your fire stokes theirs, filling your new adventuring comrades with furore and brightening the lives of every yokel and maiden lucky enough to cross your path. You've never felt so alive! And so what if there's trouble following you every which way; all the more reason to live life to the fullest, right?

Live fast, die young, and make sure you're not the one who's gotta pick up all the pieces.

NAME

LEVEL

XP



ALIGNMENT

- OBSESSIVE**
Discover something new and throw caution to the wind pursuing it
- CHAOTIC**
Carelessly destroy something priceless to further your goals
- LAWFUL**
Exchange a sacrifice, freely given, for a service rendered.

BACKGROUND

- ONCE BURNED**
Through some magic, you have been touched by flame. Nonmagical heat and fire cannot harm you, and winter's chill does not bite quite as deep.
- RETURNED FROM ASHES**
You died once before, only to be brought back. When you go out in a blaze of glory, and would draw your Last Breath, you may choose not to roll. Instead, return with d10 HP, having lost something inherent and valuable to the flames.
- HEDONIST**
In a past life you sampled every earthly pleasure. Now you get off by watchng it all burn. You may Carouse for free after causing widspread destruction, and take +1 doing so.



CHARACTER SKETCH

BONDS

STARTING GEAR



20 COINS MAX LOAD (9+STR)

RATIONS (5 USES, 1 WEIGHT)

A SYMBOL WHICH REMINDS YOU OF THE SACRIFICES YOU'VE MADE

CHOOSE ONE

HEALING POTION (0 WEIGHT)

+FLASK OF ALCOHOL (2 USES, 0 WEIGHT)

PERSONAL FEAST (RATIONS, 1 USE, 1 WEIGHT)

+KEG OF DWARVEN STOUT (4 WEIGHT)

NOTES

STRENGTH	DEXTERITY	CONSTITUTION	INTELLECT	WISDOM	CHARISMA
STR	DEX	CON	INT	WIS	CHA
<input type="checkbox"/> WEAK	<input type="checkbox"/> SHAKY	<input type="checkbox"/> SICK	<input type="checkbox"/> DAZED	<input type="checkbox"/> CONFUSED	<input type="checkbox"/> SCARRED

VIGOR	HIT POINTS	ARMOR	DAMAGE	MODIFIERS
<p>Max = 5+CON</p> <p>HEALING SURGE Recover d4 health per vigor spent</p> <p>ACTION SURGE Spend 1 vigor to reroll 1 d6</p>	<p>Max = 4+CONSTITUTION</p>			

STARTING MOVES

BURNING BRAND

When you **conjure a weapon of pure flame**, roll+CON. On a 6-, Hold 1. On a 7-9, Hold 2. On a 10+, Hold 3.

The weapon forms in your hand, starting with the *Firey*, *Dangerous*, and *Hand* tags.

When you **use Pyromancy with your Brand**, you may spend a Hold to grant the weapon one of the following:

- Area
- Messy, Forceful
- Near, Far
- Brutal (roll damage twice, taking the better result)

Your Brand disappears once all Holds are spent.

ZUKO STYLE

When you **command flame to obey your will**, roll+WIS. On a hit, it does so (as long as there is fuel for it to burn). But on a 7-9, the effect is short lived, lasting only a moment.

MESMERIZING

When you **have time and privacy to impose your will on someone**, roll+CHA. On a 10+, Hold 2. On a 7-9, Hold 1.

Their player may spend your hold, 1 for 1, by doing the following:

- Giving you something they think you want
- Doing something you tell them to
- Fighting to protect you

While you have hold remaining, you may spend it to gain +1 on any roll made against (or in Aid of) that character.

PYROMANCY

When you **turn fire against your enemies**, roll +INT. On a hit, the fire deals your damage. But on a 7-9, pick one:

- You become mesmerized by the flames, exposing yourself to danger
- The flames destroy more than you wanted
- You wantonly fuel the fire with your own spirit - losing one Vigor but dealing an extra d6 damage.

INNER FLAME

You have an unnatural power granted by the flames inside your soul. What is it?

- Phoenix Heart:** You may regain all Vigor by creating and bathing in a large bonfire
- Salamander's Skin:** Any time you roll a 1 on a Healing Surge, you may remove a debility.
- Dragon's Blood:** You are totally immune to poison and illness
- Tiger's Eye:** You may ask an additional Question every time you Discern Reality by firelight, and you take +1 Forward acting on the answer.
- Djinni's Scorn:** Anyone that touches you without your permission takes 2 damage Ongoing until they release you.
- Vulcan's Hands:** You can make weapons, armor, jewelry, and the like out of raw metal with nothing but your bare hands. You can unmake them as well.

LEVEL 2+ ABILITIES

TROUBLEMAKER

Your reputation for destruction precedes you. If your actions would **cause problems with the authorities**, they will almost always be content if you just agree to leave quietly.

TWICE AS BRIGHT, HALF AS LONG

Kindling

When you **roll a 6-**, you may treat it as a 10. If you do, gain Kindling. You may not use this move if you already have Kindling.

You may spend Kindling to do one of the following:

- Take -1 Ongoing for an encounter.
- Permanently lose something precious to you
- Take a debility of the GM's choice.
- Suffer your own damage when using Pyromancy
- Stare into the flames and ask for cleansing. The GM will respond by telling you what task you must fulfill. If you do not pursue this task, dire consequences will surely follow you.

GIVE ME FUEL, GIVE ME FIRE Fuel _____

When you **take damage while unarmored**, gain 1 Fuel. When you call upon your inner fire to come to your aid, spend a Fuel and take +1 Forward using Burning Brand, Pyromancy, Zuko Style, or Mesmerizing. Lose all Fuel upon Making Camp.

BRIGHT FLAME

Your Burning Brand permanently gains one:

- +1 damage
- Thrown & Precise
- Reach

BURNING BEACON

When you **display a shocking lack of restraint or hesitation**, you may grant an ally +1 Forward to follow your example.

LEVEL 6+ ABILITIES

HEART OF THE INFERNO

Gain an additional Inner Flame power.

LIVING FLAME

When you **use Zuko Style to bend flame to your will**, on a hit choose one. On a 10+, choose another:

- The flame grows massively in both size and intensity.
- The flame requires no fuel to burn, while you are present.
- The flame will burn away more than just flesh and bone. Those who survive will have lost what they hold most dear, through some twist of fate.

HELLFIRE

Requires Bright Flame

When you **summon your Burning Brand**, gain 1 additional Hold, regardless of your roll. On a 12+ gain one Hold benefit as a constant improvement.

EXTINGUISH THE CANDLE

When you **theatrically snuff out the life of an unworthy foe** (your call) you cause intense fear in all of their allies who witnessed it, and take +1 Ongoing to intimidate and attack them, forever.

TEMPERED FLAME

When you **summon your Burning Brand**, you may either gain an additional Hold, or remove the Dangerous tag from your Brand.

SICK BURN

When you **cruelly mock an NPC**, roll+CHA. On a hit, choose one. On a 7-9 they harbor resentment, and will get even one day. On a miss, you've gone too far and everyone knows it.

- They are shamed and lose standing with their peers
- You spur them to an action they were hesitant to take

SEE THE HEART

When you **stare into a source of fire, pondering someone you know**, roll+WIS. On a 10+, ask two. On a 7-9, ask one. The GM will answer truthfully.

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

On a miss, you learn nothing and the fire claims part of you. Describe a memory you've lost, and take -1 Forward.

FIREBRAND

When you **introduce an idea to an NPC**, you may roll+CHA. On a hit, they take it to heart, believing it to be their own idea, but on a 7-9 they take it too far.

MOTH TO FLAME

When you **tempt a weak mind with the secrets of fire**, roll+WIS. On a 10+ they become your willing thrall for a time. But on a 9- it awakens a dark desire in them.

OGDRO JAHAD

Gain the Ritual Wizard move.

WARLOCK

Gain the Arcana and Spellcasting Wizard moves. When casting spells, treat your level as 2 lower.

HYPNOTIC BOND

Gain an additional Hold when Mesmerizing someone. You may spend a Hold to see through their eyes.

BURN IT ALL DOWN

When you **channel the flames to call down a firestorm**, tell the GM what you're prepared to sacrifice, and roll+CON. The skies open up and fire rains down on an area proportionate to your sacrifice. Everything inside takes damage as appropriate. On a 10+ you can end the storm with little effort. On a 7-9 it burns far beyond your control. On a 6-, something cruel, intelligent, and hungry arrives with the firestorm.

WELDED IN FLAME

You may fuse a single willing person's soul to your own. You gain a permanent telepathic connection with them and may spend Vigor for one another. But if either of you gains a debility, the other does as well.

PALADIN

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

NAME

LEVEL

XP

ALIGNMENT

- VINDICTIVE**
Deny mercy to someone who has done too much to deserve it.
- HONORABLE**
Swear an oath and keep it.
- RIGHTEOUS**
Take the law into your own hands.
-

BACKGROUND

- INQUISITOR**
You are sworn to seek out evil and corruption, wherever it hides. When a **Paladin move calls for you to roll+CHA**, you may instead roll+INT.
- KNIGHT ERRANT**
You travel across the land, helping those in need and righting wrongs. Any time you enter a settlement, you may ask the GM "what isn't right here?" They will tell you. Take +1 Forward acting on this knowledge.
- VIGILANTE**
You lived under the boot of some tyrant, or were raised in an unjust society. But no more! Take +1 Forward whenever you defy social customs to do what is right.
-

CHARACTER SKETCH

BONDS

STARTING GEAR

MAX LOAD (12+STR)



ADVENTURING GEAR (5 USES, 1 WEIGHT)
SCALE ARMOR (2 ARMOR, CLUMSY, -1 MAX VIGOR, 3 WEIGHT)
A MARK OF YOUR FAITH

CHOOSE YOUR WEAPON

HALBERD (REACH, +1 DAMAGE, TWO-HANDED, 2 WEIGHT)
LONGSWORD (CLOSE, +1 DAMAGE, 1 WEIGHT)
+SHIELD (+1 ARMOR, 2 WEIGHT)

CHOOSE ONE

ADVENTURING GEAR (5 USES, 1 WEIGHT)
BANDAGES (3 USES, SLOW, 0 WEIGHT)
POULTICES AND HERBS (2 USES, SLOW, 1 WEIGHT)
PERSONAL FEAST (RATION, 1 USE, 1 WEIGHT)
BAG OF BOOKS (5 USES, SLOW, 2 WEIGHT)

NOTES

STRENGTH STR	DEXTERITY DEX	CONSTITUTION CON	INTELLECT INT	WISDOM WIS	CHARISMA CHA
<input type="checkbox"/> WEAK	<input type="checkbox"/> SHAKY	<input type="checkbox"/> SICK	<input type="checkbox"/> DAZED	<input type="checkbox"/> CONFUSED	<input type="checkbox"/> SCARRED

VIGOR Max = 5+CON HEALING SURGE Recover d4 health per vigor spent ACTION SURGE Spend 1 vigor to reroll 1 d6	HIT POINTS /	ARMOR	DAMAGE D10	MODIFIERS
	Max = 10+CONSTITUTION			

STARTING MOVES

SWORN OATH

You follow a strict code of ethics that defines your very being, and which grants you strength beyond your mortal means.

What is it? (Pick one)

- Justice:** Do not let a crime go unpunished.
At any time you may ask the GM "is this person lying?" The GM will tell you the truth.
- Compassion:** Let no innocent suffer in your presence.
You may roll+CHA when you Aid another. Your followers never fail in Aiding you.
- Courage:** Refuse to let those who have power abuse it.
When you Defend someone or something else, you gain an extra Hold regardless of your roll.
- Purity:** Abstain from mortal pleasures and finery.
You are totally immune to poison, illness, and the effects of hunger and exhaustion.
- Loyalty:** Remain true to your allies, never go back on your word.
As long as you speak what you believe to be the truth, none will doubt you. Gain +1 Ongoing to Recruit followers.
- Mercy:** Do not allow the needless death of any creature. Even those who deserve it.
When you heal someone, you gain half the healing yourself.
- Honor:** Abstain from cowardly tactics and lies. You don't need them.
You bear a clear and visible mark of your divine authority. Deal +1 damage.

WILL TO ACTION

When your dedication to your Sworn Oath is tested, roll+WIS. On a hit, you are filled with resolve and take +1 Forward acting however you see fit. But on a 9-, there is lingering doubt, and you lose the benefit of your Oath, until you demonstrate your clear dedication to it, either now or later.

LAY ON HANDS (CHA)

When you touch someone, skin to skin, and pray for their well-being, roll+CHA. On a hit they may use a Healing Surge. If they do, they may heal an extra d4, or they may forgo healing to remove one debility per Vigor spent. But on a 7-9 the damage or debility is transferred to you.

THE BEST OFFENSE

You ignore the Clumsy tag and Vigor penalty on armor you wear.

I AM THE LAW!

When you give an NPC an order based on your righteous authority, roll+CHA. On a hit the GM chooses one:

- They do what you say.
- They back away cautiously, then flee.
- They attack you right here and now.

On a 10+ you also take +1 Forward with them.

On a miss they are unimpressed, and you take -1 Forward with them.

LEVEL 2+ ABILITIES

HOSPITALLER

When you heal an ally, you may spend Vigor for them. If you do, the Vigor dice are maximized.

SHOW OF MIGHT

When you are faced with an intelligent hostile enemy you may roll+STR. On a 7-9 they will be willing to talk things out. On a 10+ they will consider violence a last resort.

EXTERMINATUS

When you call out a single enemy and vow to defeat them, your attacks against them become Brutal (roll damage twice, take the better result). But against all other foes, your damage die is reduced to a D6. This effect persists until you defeat them or find a way to redeem yourself.

QUEST

When you dedicate yourself to a singular goal through prayer and rituals, state your mission:

The GM will grant you a boon in aid of this quest (unerring sense of direction, a voice that transcends language, etc). As long as you remain true to your quest, this blessing remains yours.

INSPIRATION

When an ally fails at something important, you may spend a Vigor and roll+CHA. On a hit, they may reroll a d6. On a 10+ they also take +1 Forward. On a miss, there is no further penalty.

BELOVED OF THE WORLD

You have armor equal to your CHA if you wear no armor and carry no shield.

LEVEL 6+ ABILITIES

SCOURGE OF GOD

Requires Exterminatus

When you declare Exterminatus, you weapons burst into holy flames. They ignore armor and shine with light that blinds allies of your target. Take +d6 damage forward.

CALL OF GLORY

Requires Quest

When you embark on a Quest, gain another boon. If you complete your quest, mark XP and choose one of your boons to keep permanently.

JUDGE AND JURY

When you succeed on I Am The Law, you may veto one of the options. The GM must choose from the other 2.

PERFECT HOSPITALLER

Requires Hospitaller

When you spend Vigor for an ally while healing them, choose one:

- They heal an extra d4
- They may remove a debility.

DIVINE FAVOR

Gain the Elightenment and Channel Divinity Cleric moves. Your deity is your Oath. When choosing spells, treat your level as 2 lower.

BLOODY AEGIS

When you take damage, you can grit your teeth and accept the blow. If you do, you take no damage, but take a debility of your choice instead. Any other effects of the attack still apply. If you already have all six debilities, you cannot use this move.

CHARGE!

When you rush boldly into danger, your allies take +1 Following your example.

RESOLUTION

Resolve

When you lose your Oath benefit, you gain Resolve. You may spend Resolve to turn a 6- into a 7-9, if it is in service to your Oath. Resolve is lost when you regain your Oath benefit.

TRUE HERO

Grant one of your Oaths an additional benefit. Pick the benefit of a different Oath, or ask the GM for a new one. If you roll a 9- on Will to Action you lose both benefits until you make amends.

GRIM DETERMINATION

When you are afflicted by some debility or other hardship, you may roll+WIS to ignore it. On a hit, you do, becoming immune to its effects for a while. But on a 7-9 you've pushed yourself too hard and there will be consequences.

FALL FROM GRACE

When you have lost your Oath benefit, you may choose to abandon your Oath. If you do, mark 3 XP. When you prove your dedication to a new code of ethics, you may take it as a replacement Oath. You may only do this once.

PARAGON

Choose another Sworn Oath.

INDOMITABLE

When you suffer a debility (even from Bloody Aegis), take +1 Forward against whatever caused it.

WE HAPPY FEW

When you make an inspiring speech to your allies before a battle, Roll+CHA. On a 10+ each ally takes Valor 2. On a 9- each ally takes Valor 1. On a 6- you take -1 Ongoing until can confide in someone about your plaguing doubts.

When the battle is joined, Valor can be spent to

- Remain at 1 HP when an attack would reduce to 0
- Ignore any fear, pain, or mental control
- Make an attack ignore armor, or leave thei target vulnerable

RANGER

These city-born folk you travel with. Have they heard the call of the wolf? Felt the winds howl in the bleak deserts of the East?

Have they hunted their prey with the bow and the knife like you? Hell no. That's why they need you. Guide. Hunter. Creature of the wilds. You are these things and more. Your time in the wilderness may have been solitary until now, but the call of some greater thing—call it fate if you like—has cast your lot with these folk. Brave, they may be. Powerful and strong, too. But only you know the secrets of the spaces between. Without you, they'd be lost. Blaze a trail through the blood and dark, strider.

NAME

LEVEL

XP



ALIGNMENT

- FREE SPIRITED**
Free someone from literal or figurative bonds
- THRILL-SEEKER**
Track a mighty beast
- NATURALIST**
Learn something new about an animal or the wilds.
-

BACKGROUND

- BEASTMASTER**
Your animal companion is a nature spirit that takes many forms. After hunting and killing an animal, your companion may take its shape. When it does, you may reallocate its stats.
- HUNTER**
Your attacks are Brutal (roll twice for damage, take the better number), against wounded enemies.
- GUIDE**
When you successfully **Undertake a Perilous Journey**, gain a benefit based on your role:
 - **Scout**: find a friendly traveller who will help and accompany you
 - **Trailblazer**: find traces of a lost caravan, containing useful clues or supplies
 - **Quartermaster**: hunt for game, collecting d6 valuable pelts.
-

CHARACTER SKETCH

BONDS

STARTING GEAR

MAX LOAD (11+STR)



LEATHER ARMOR (1 ARMOR, 1 WEIGHT)
RATIONS (5 USES, 1 WEIGHT)
BUNDLE OF ARROWS (3 AMMO, 1 WEIGHT)

CHOOSE YOUR WEAPON
LONG SWORD (+1 DAMAGE, CLOSE, 2 WEIGHT)
+RAGGED BOW (NEAR, 2 WEIGHT)
HUNTER'S BOW (NEAR, FAR, 1 WEIGHT)
+DAGGER (HAND, 1 WEIGHT)

CHOOSE TWO
3 THROWING DAGGERS (THROWN, NEAR, 0 WEIGHT)
ADVENTURING GEAR (5 USES, 1 WEIGHT)
POULTICES AND HERBS (2 USES, SLOW, 1 WEIGHT)
PERSONAL FEAST (RATION, 1 USE, 1 WEIGHT)

NOTES

STRENGTH STR	DEXTERITY DEX	CONSTITUTION CON	INTELLECT INT	WISDOM WIS	CHARISMA CHA
<input type="checkbox"/> WEAK	<input type="checkbox"/> SHAKY	<input type="checkbox"/> SICK	<input type="checkbox"/> DAZED	<input type="checkbox"/> CONFUSED	<input type="checkbox"/> SCARRED

VIGOR Max = 4+CON HEALING SURGE Recover d4 health per vigor spent ACTION SURGE Spend 1 vigor to reroll 1 d6	HIT POINTS /	ARMOR	DAMAGE D8	MODIFIERS
	Max = 8+CONSTITUTION			

STARTING MOVES

ANIMAL COMPANION

You've got a trusted animal companion, who sticks with you through thick and thin, and who you can always rely on. Name and describe them!

Distribute 4 points among their stats in the way that best describes your companion (min 0, max 3)

Ferocity	Toughness	Cunning
current max	current max	current max

What are your companion's instincts? (Pick two)

- To hide and ambush
- To search and track
- To rip and tear
- To guard and keep watch
- To do tricks and make friends
- To steal things and fool people
-

Your companion can aid your rolls if doing so would follow one of its instincts. When your companion aids you, roll an extra d6 and take the highest 2 dice. But if any of the dice comes up 1 then in addition to the outcome of your roll, choose one:

- Your companion got themselves into trouble and needs your help
- Your companion is tested and must spend a point from one of its stats to help you.

When all of your companion's stats are reduced to 0, they have worked themselves to exhaustion and they can no longer help you.

When you **Make Camp**, stats are restored to their maximum values.

TRAINED COMPANION

Your companion is no ordinary pet. Years of camaraderie and experience allow you to work together like a well oiled machine.

- Your companion may help you even when it doesn't follow their instincts, if they spend a point of Cunning first.
- When your companion helps you deal damage, you may spend a Ferocity to deal an extra d4 damage.
- When you take damage while your companion was helping you, you may spend a Toughness to negate d4 damage.

BONDED SPIRIT

You and your animal companion are linked forever. As long as you live, they won't die. If they would be injured, they instead lose two stat points to reflect how they fought off, endured, and/or escaped the danger.

When you roll a 1 on a Healing Surge, your companion regains a point in one of their stats.

TAKE THE SHOT

When you loose a Volley at an unsuspecting foe, choose one bonus:

- Your attack automatically hits
- If you hit, you will deal an extra d6 damage
- If you hit, your position won't be given away
- If you hit, one of the target's limbs will also be crippled
- Hit or miss, your target will be shocked into inaction

SKIRMISHER

Your weapons and ammo weigh 1 less, to a minimum of 1. All your melee weapons are Precise.

LEVEL 2+ ABILITIES

WELL TRAINED

Your companion is a paragon of its kind. Choose one:

- +1 Cunning, +1 Ferocity
- +1 Cunning, +1 Toughness
- +2 Cunning

SETUP STRIKE

When you deal damage to an enemy, pick an ally to take +1 Forward or +d4 damage Forward against them.

ONE WITH NATURE

As long as you're in nature, you don't need rations and you're always dressed appropriately. You may speak with and understand animals you are touching.

CAMP DEFENDER

You may spend a few hours making a safe camp. Anything approaching will set off snares, automatically alerting you and all allies. If anything happens in the night, you all take +1 Forward against it.

FERAL FIGHTER

Your companion's damage and armor bonuses increase to a d6.

ON THE HUNT

When you hear of an impressive beast or monster, and have time to learn about them, you may initiate a hunt. Roll+INT. On a hit, choose two. On a 10+, choose 4:

- You gain +1 ongoing when tracking and chasing them
- Your attacks are Brutal against them (roll damage twice, take the better result)
- You find a local guide who will help you
- You learn what areas they frequent
- You learn what their natural weaknesses and strengths are
- You learn if they have a Bane and, if so, what it is

TRACKER

When you are following a trail of clues left behind by a creature you are following, you may roll+WIS. On a 7+, you can easily follow the trail until it dead ends. On a 10+, you also gain a useful piece of information about your quarry.

NATIVE CUSTOMS

When you Parley with a member of an alien culture, you may roll+INT instead of +CHA.

EYE OF THE TIGER

When you stare down a hostile beast, roll+WIS. On a hit, the animal won't attack as long as you maintain eye contact. On a 10+, it becomes passive and will leave you alone.

TRAPPER

When you set a trap to catch your enemy, describe what triggers the trap and where the trap is. Then mark off a use of Adventuring Gear and roll+INT. On a hit, pick one. On a 10+, pick 2.

- The trap's target will take d8 damage
- The trap's target will be ensared and unable to escape for a while
- The trap covers a wide area, and will potentially have many targets, gathering them all into a tight space

ANIMAL FAMILIARITY

When you Spout Lore about an animal, on a hit you may ask the GM any one question about the subject. Take +1 Forward acting on the answer.

AMBUSH PREDATOR

Gain +1 Forward when you spot enemies who haven't noticed you. When you keep still and quiet in natural surroundings, enemies will never spot you.

LEVEL 6+ ABILITIES

KING OF BEASTS

Your companion is peerless among its kind. Increase one of its stats by 2, OR increase all of its stats by 1.

LEGENDARY COMPANION

Maybe it's the food. Maybe it's the exposure to magic. Maybe it's that weird plant you saw it rubbing on. Whatever the reason, your animal companion has gained supernatural abilities.

Grant it a magical power. It may use this power by spending a point from any Stat. Describe the power to your GM, and they will tell you the limitations, drawbacks, or hazards of the power.

VIPER'S FANGS

When you strike with two weapons at once, deal an extra D6 damage for your offhand.

ONE SOUL, TWO BODIES

You share a telepathic link with your Companion. Grant them +1 Cunning, and you may see through their eyes while you concentrate.

WILD SPEECH

You can speak with and understand any creature or person native to your home plane.

SNIPER

When you Take the Shot, choose two bonuses.

FAVORED ENEMY

When you take a trophy from a slain enemy, you may choose its kind as your favored enemy. You have +1 ongoing to hunt your favored enemy. You may only have one favored enemy at a time.

BLOT OUT THE SUN

When you Volley on a 10+, you may spend ammo. For each point of ammo spent, you may choose an extra target or roll an extra damage die. Roll all damage dice, dealing the highest value to all targets.

LEADER OF THE PACK

Requires On the Hunt
When you are On the Hunt, all of your allies' attacks deal +1 damage to your quarry.

GOD AMONG THE WASTES

Your connection to the wild transcends flesh. Pick one:

- Gain the Commune and Shapeshift Druid moves
- Gain the Enlightenment and Channel Divinity Cleric moves. Your deity is The Hunt. When casting spells, treat your level as 2 lower.

THIEF

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

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

NAME

LEVEL

XP



ALIGNMENT

- ORGANIZED**
Improve your standing or make a new contact in the criminal underworld
- MERCENARY**
Change your mind when offered more wealth
- SCOUNDREL**
Win someone's affection, or take advantage of their attraction to you



BACKGROUND

- CON MAN**
You're a fast-talking, sharp-tongued devil. Take +1 Forward any time you successfully **charm**, **blackmail**, or **intimidate someone**.
- BURGLAR**
Years of heists and robberies have given you a 6th sense for hidden treasures. When you **Discern Reality about a location**, you may also ask "what here holds hidden value"?
- FOOTPAD**
You've gotten your hands dirty once or twice, but who cares? Blood washes off of gold. When you spend time rifling through the pockets of a recently killed person, you may roll a d6. On a 6, you found an extra 15 coins!



CHARACTER SKETCH

BONDS

STARTING GEAR

MAX LOAD (9+STR)



ADVENTURING GEAR (5 USES, 1 WEIGHT)
RATIONS (5 USES, 1 WEIGHT)
1 USE OF EACH OF YOUR CHOSEN POISONS

CHOOSE YOUR MELEE WEAPON

SHORT SWORD (CLOSE, 1 WEIGHT)
+DAGGER (HAND, 1 WEIGHT)
RAPIER (CLOSE, PRECISE, 1 WEIGHT)

CHOOSE YOUR RANGED WEAPON

3 THROWING DAGGERS (THROWN, NEAR, 0 WEIGHT)
RAGGED BOW (NEAR, 2 WEIGHT)
+BUNDLE OF ARROWS (3 AMMO, 1 WEIGHT)

CHOOSE TWO

HALFLING PIPELEAF (3 USES, 0 WEIGHT)
FLASK OF ALCOHOL (2 USES, 0 WEIGHT)
ANTITOXIN (1 USE, 0 WEIGHT)
LEATHER ARMOR (1 ARMOR, 1 WEIGHT)

NOTES

STRENGTH STR	DEXTERITY DEX	CONSTITUTION CON	INTELLECT INT	WISDOM WIS	CHARISMA CHA
<input type="checkbox"/> WEAK	<input type="checkbox"/> SHAKY	<input type="checkbox"/> SICK	<input type="checkbox"/> DAZED	<input type="checkbox"/> CONFUSED	<input type="checkbox"/> SCARRED

VIGOR Max = 4+CON HEALING SURGE Recover d4 health per vigor spent ACTION SURGE Spend 1 vigor to reroll 1 d6	HIT POINTS /	ARMOR	DAMAGE D8	MODIFIERS
	Max = 6+CONSTITUTION			

STARTING MOVES

TRICKS OF THE TRADE

When you pick locks or pockets, or disable traps, roll+DEX. On a 10+ you do it, no problem. On a 7-9 you still do it, but the GM will offer you two options between **suspicion, danger, or cost.**

DANGER-SENSE

When you Discern Reality, regardless of your roll, you may always ask "is there a trap or ambush here?" Additionally, add the following to the list of questions you may ask:

"What will trigger the trap or ambush?"

"What will happen once its triggered?"

"What else should I be on the lookout for?"

"What does the trap do, or who is waiting to ambush?"

POISONER

You've mastered the use of two poisons. They are no longer dangerous for you to use. Choose two poisons from the list below. You know the recipes for them.

When you have time to find ingredients, and a safe place to brew, you can make 1 use of every known poison.

Applied poisons must be ingested to take effect. Touch poisons only need skin contact.

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 d4 less damage on all their attacks
- Goldenroot:** (applied) The target treats the next creature they see as a trusted ally for about a day, or until proven otherwise.
- Serpent's Tears:** (touch) Target takes +2 damage from all sources.

BACKSTAB

When you attack someone up close and personal, and they didn't see it coming, you automatically deal your damage and may choose to push your luck. If you do, roll+DEX as they attack you back.

On a 10+, choose 3. On a 7-9, choose 1:

- You evade their attack and slip away
- They are silenced for a short time, and your attack did not draw any attention
- You create an opening, granting one of your allies +1 Forward
- You deal d6 extra damage

ACE IN THE HOLE

You've got a particular skill that has saved your skin more than once. What is it?

- Forgettable:** You're inscrutable, forgettable, or just generic looking. You have a hard time making an impression, but you're also impossible to recognize, except by those who know you well.
- Lurker:** When you stand in shadows or darkness without talking or moving, unsuspecting NPCs will never notice you.
- Spidermonkey:** you can effortlessly climb any stable surface that can support your weight. Don't even roll for it!
- Poker Face:** You can sell a lie. If nobody present knows better or has evidence to the contrary, you'll always be taken at face value.
- Anatomy Knowledge:** Your extra damage on Backstabs is a d8, not a d6
- Appraising Eye:** You always know what things are worth, and who will pay the most for them.

LEVEL 2+ ABILITIES

BREWER

You've mastered the use of all poisons, they are never dangerous for you to use. When you **take time to dissect and analyse a poison**, you may roll+WIS. On a hit, you learn its recipe. But on a 7-9 pick a drawback:

- **Expensive:** making one use will cost you d10 coins
- **Volatile:** you can't create it at the same time as your other known poisons.
- **Flawed:** your version has a noticeable and unfortunate side effect. The GM will tell you what it is.

ENVENOM

When you **apply a poison (that isn't dangerous to you) to a weapon**, it is Touch instead of Applied.

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

CAUTIOUS

When you **Discern Realities**, you may ask an additional question.

NOTHING UP MY SLEEVE

You may conceal up to DEX weight 0 items on your person. They cannot be found unless you are bound, stripped, and invasively searched.

WEALTH AND TASTE

When you **make a show of flashing your most valuable possession**, name an NPC present. They will do anything to obtain your item, or one like it.

WINNING HAND

Gain another Ace in the Hole.

LEVEL 6+ ABILITIES

ALCHEMIST

When you **take time to gather materials and find a safe place to brew**, you can describe a new poison you'd like to create. Add it to your list of known poisons, but the GM will give you one or more caveats:

- It only works 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
- It requires an expensive or rare ingredient

GHOST

You don't make noise unless you want to. You never need to roll to be silent. At any time you may ask the GM "where is the best hiding place?" They will answer truthfully.

HIDEOUT

You have a secret hideout or safe haven away from prying eyes. A decrepit library, abandoned tower, or hidden cave, perhaps. You can expect safety there. Detail it and give it a name.

You can find a new Hideout after a few days spent in a location.

CONNECTIONS

When you're seeking an item on the Black Market, you may roll+CHA.

UNDERDOG

When you are **outnumbered or outgunned**, take +1 Ongoing to Defy Danger.

DIRTY FIGHTING

When you **successfully Aid an ally in attacking an enemy**, choose one:

- Your ally's attack ignores armor and is Brutal (roll damage twice, take better result)
- The enemy will be incapacitated (knocked down, blinded, etc) for a short time
- You steal something the enemy was carrying. It's yours now.

DEFT HANDS

All your one-handed melee weapons are Precise.

GYMNAST

When you **use acrobatics to Defy Danger**, take +1 Forward.

HEIST

When you **plan to steal something important or valuable**, you may roll+WIS for each of the following questions. On a hit, you have at least a clue. On a 10+, you take +1 Forward acting on that information.

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

MULTICLASS DABBLER

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

MULTICLASS INITIATE

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

CATLIKE REFLEXES

You are never caught by surprise. When an **enemy would get the drop on you**, you get to act first

SHANK

Your Backstabs are Brutal (roll damage twice, take the better result).

HERE'S THE PLAN

Requires Heist.

When you **plan a Heist**, explain each step of your plan outloud. Each time a step goes according to plan, gain Hold 1. Use the Hold when face with a problem to describe how you came prepared for this exact situation.

ACROBATIC FIGHTER

You have +DEX armor when fighting on uneven or unstable terrain.

STAGE HAZARD

Deal +DEX damage when fighting on uneven or unstable terrain.

POINT BLANK

Your Crossbows and Flintlock Pistols gain Hand range, and deal+DEX damage when used so.

WIZARD

Dungeon World has rules. Not the laws of men or the rule of some petty tyrant. Bigger, better rules. You drop something—it falls. You can't make something out of nothing. The dead stay dead, right?
Oh, the things we tell ourselves to feel better about the long, dark nights. You've spent so very long poring over those tomes of yours. Conducting experiments that nearly drove you mad and casting summonings that endangered your very soul. For what? For power. What else is there? Not just the power of King or Country but the power to boil a man's blood in his veins. To call on the thunder of the sky and the churn of the roiling earth. To shrug off the rules the world holds so dear. Let them cast their sidelong glances.
Let them call you "warlock" or "diabolist." Who among them can hurl fireballs from their eyes? Yeah. Didn't think so.

NAME

LEVEL

XP

ALIGNMENT

- INQUISITIVE**
Endanger yourself in the pursuit of knowledge
- POWER HUNGRY**
Sacrifice something to gain even a little bit of power over someone or something
- THEATRICAL**
Impress, awe, or strike fear into the common folk with your wizardry.

BACKGROUND

- BATLEMAGE**
You were trained in the martial arts of magical combat. All your armor weighs 1 less, to a minimum of 1, and you ignore the Clusmy tag.
- SORCERER**
You don't study magic, you *are* magic. Gain a level 1 spell as an innate power. You don't need to roll to cast, you just automatically succeed.
- WARLOCK**
You made an unholy pact for your magical powers. Describe what kind of entity you dealt with. The GM will tell you their motives. When you **use your magic to further their motives**, you become a living Place of Power.

CHARACTER SKETCH

BONDS

STARTING GEAR

MAX LOAD (7+STR)



- BAG OF BOOKS (5 USES, 2 WEIGHT)
- RATIONS (5 USES, 1 WEIGHT)
- CHOOSE YOUR WEAPON**
- STAFF (CLOSE, TWO-HANDED, 1 WEIGHT)
- DAGGER (CLOSE, PRECISE, 1 WEIGHT)

- CHOOSE TWO**
- LEATHER ARMOR (1 ARMOR, 1 WEIGHT)
- HALFLING PIPELEAF (3 USES, 0 WEIGHT)
- ADVENTURING GEAR (5 USES, 1 WEIGHT)
- HEALING POTION (1 USE, 0 WEIGHT)

NOTES

STRENGTH STR	DEXTERITY DEX	CONSTITUTION CON	INTELLECT INT	WISDOM WIS	CHARISMA CHA
<input type="checkbox"/> WEAK	<input type="checkbox"/> SHAKY	<input type="checkbox"/> SICK	<input type="checkbox"/> DAZED	<input type="checkbox"/> CONFUSED	<input type="checkbox"/> SCARRED

VIGOR Max = 4+CON HEALING SURGE Recover d4 health per vigor spent ACTION SURGE Spend 1 vigor to reroll 1 d6	HIT POINTS /	ARMOR	DAMAGE D6	MODIFIERS
	Max = 4+CONSTITUTION			

STARTING MOVES

SPELLCASTING

You can cast all Cantrips, and any wizard spells you know whose level does not exceed your own.

When you **cast a spell or cantrip**, roll+INT. On a miss, you rushed the casting and your spell backfires. On a 10+, your spell is successfully cast. On a 7-9 it is cast but you must choose a drawback. When you **cast a spell of the highest level you can**, the GM chooses another drawback, regardless of your roll:

- Your spell does less, or much more, than you intended
 - Your casting puts you in danger or draws unwanted attention
 - The magic demands a personal sacrifice
 - Magic feedback interferes with your mana.
- You cannot cast this spell again today.

Cantrips never backfire. Instead, the GM chooses a drawback and the spell goes off successfully.

RITUAL

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

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

When you perform a Ritual while accessing a Place of Power, you may ignore one requirement of your choice.

ARCANA

You have learned to unravel the greater magical mysteries of the universe. Gain knowledge of two level 1 wizard spells. Learn another spell every level.

When you **take time to study an arcane spell and its effects**, roll +Int. On a 7+, you may add it to your list of known spells. But on a 9 or less, increase its level by 2.

SPELL FOCUS

You follow a particular tradition of spellcasting that allows you to channel magic through an object or creature. What do you use when casting? (Pick One)

- Tome of Magical Lore:** Choose an extra spell you know. Every time you Make Camp, you may consult your Tome and change this extra spell to a new one.
- Enchanted Instrument:** You carry a wand, ring, or some other object that channels your power. When you use an Action Surge to cast a spell with your instrument, don't even roll. Just treat your result as a 12.
- Reagent Pouch:** Eye of newt, spleen of spider. When you take time to forage in the wilderness, you gain d3 Reagents. You may spend a Reagent to ignore a drawback while casting.
- Familiar:** You are bonded with a spirit of magic who takes the form of a small, generally harmless creature. Describe it

When you concentrate, you can see through your familiar's eyes and communicate telepathically with them. When you cast a spell, you may take an extra drawback to have your Familiar cast it for you.

LEVEL 2+ ABILITIES

ADEPT

Don't roll to cast Light, Telekinesis, Prestidigitation, or Detect Magic. You easily succeed.

MAGICAL DABBLER

Gain a move from the Druid, Bard, or Cleric class. Treat your level as 2 lower for choosing to move.

ENCHANTER

When you **take time to study a magical item in safety**, you may ask the GM what it does and how you could create a duplicate with Ritual. They will tell you.

ARCANE WARD

When you **take damage**, you may forget a spell of first level or greater to reduce the damage by half. You recall the spell when you Make Camp.

COUNTERSPELL

When you **attempt to counter a spell being cast**, you may roll+INT. On a hit, choose one. On a 10+, choose two:

- the spell's magnitude is greatly reduced
- the spell's effects are fleeting
- you take +1 Forward against the caster

METAMAGIC

When you **cast a spell**, you may spend a Vigor to (pick one)

- Maximize the spell's effects
- Double the spell's number of targets
- Simultaneously weave in the effects of any other level 1 spell you know. Don't roll, it just happens.

BLOOD MAGIC

When you deal damage nonmagically, or use a Healing Surge, take +1 Forward to cast a spell.

LEVEL 6+ ABILITIES

SAGACIOUS

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 XP if they do.

INVOKER

When you **have time and safety with a magical item in a place of power**, you may empower it so that the next time it is used, it will have greatly increased effects. The GM will tell you the specifics.

ANTIMAGE

Requires Counterspell

Gain +1 Ongoing to Defy Danger caused by magic. When you **successfully counterspell**, take +1 Forward to cast a spell, in addition to whatever bonus you chose.

ARCHMAGE

Requires Metamagic

Two spells you know become Cantrips for you. When you **cast a spell**, on a 12+ choose a Metamagic benefit for free.

BLOODPACT

Requires Blood Magic

When you **sacrifice your own flesh and blood to access hidden powers**, you may take d4 damage (ignoring armor) to cast a spell you don't know.

EXPANDED SPELLBOOK

Learn any two Cleric spells of your level or lower. Treat them as being Wizard spells.

PRODIGY

Two spells you know become Cantrips for you.

KNOW IT ALL

When you **Spout Lore**, the first person to act on the answer takes +1 Forward.

CHANNELER

You may ignore the concentration requirements of a single spell.

SPECIALIST

Choose a school of magic you have an affinity for:

- Necromancy:** when you cast a damaging spell, heal 1 HP.
- Transmutation:** You can sculpt inanimate matter with your hands, changing the appearance, if not function, of things.
- Enchantment:** With a touch, you can grant or revoke a strong emotion for a minute or two.
- Evocation:** Any time your spells deal damage, it is Forceful and Messy.
- Abjuration:** You can summon a single floating shield of force. It grants +1 armor to whomever you grant it to.
- Illusion:** You don't need to roll to cast Disguise. You easily succeed.
- Divination:** You may communicate telepathically with anyone you share a bond with.
- Conjuration:** You can produce a small amount of any raw material, which lasts for about a day. To conjure shaped / worked material, roll+INT.

STOLEN KNOWLEDGE

Pick a single Cleric spell of each level and add it to your list of known Wizard spells.

WARCASTER

When you **cast a spell**, take +d4 damage forward and +1 Forward to Hack and Slash or Volley.

SANCTUM SANCTORUM

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 you are harnessing, and the GM will tell you what kind of creature will have an interest in your new Sanctum.

POLYMANCE

Requires Specialist

Gain specialization in another school of magic.

ENCHANTED FOCUS

Gain another Spell Focus, or enhance your current:

- Tome of Magical Lore:** Gain another bonus spell.
- Enchanted Instrument:** Take +1 Forward after using an Action Surge to cast a spell
- Reagent Pouch:** Find +1 Reagents when you forage.
- Familiar:** You don't need to take an extra drawback to have your familiar cast for you.

CANTRIP WIZARD SPELLS

Telekinesis

While you concentrate, you create an invisible hand which manipulates objects in your field of sight. It has a +1 modifier to STR and AGI, and can only carry Load 3. It can pass through solid matter, but if it leaves your sight or if you take any damage, the hand winks out of existence, dropping anything it was carrying.

Light

(Ongoing)
An item you touch glows with arcane light, about as bright as a torch. It gives off no heat or sound and 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.

Detect Magic

One of your senses becomes attuned to magic. While you concentrate, you may add the following to the list of questions you may ask when you Discern Realities:

- "What or who here is currently affected by magic?"
- "Who here can cast magic?"
- "What is the strongest source of magic in the vicinity?"

Prestidigitation

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 WIZARD SPELLS

Mark

(Ongoing)
Walk a wide circle as you cast this spell. Until you leave the area, your magic will alert you if a creature crosses that circle. Even if you are asleep, the spell will shake you from your slumber. While you are inside, you have +1 Ongoing to cast a spell.

Invisibility

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.

Clairvoyance

(Ongoing)
Create a phantom bird which serves as your eyes and ears. The spell persists as long as you concentrate, during which time you can see through the bird's senses. If scrutinized, it reveals itself to be magical. It is destroyed by any amount of hostile force.

Jaunt

Teleport anywhere nearby within your sight for a moment, then snap back. This can be done to avoid danger, aid an ally, or for any other purpose.

Magic Missile

Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target you can see, ignoring armor.

Reversal

(Ongoing)
The next spell cast at you bounces off, towards another random target. The effect ends when you cast another spell.

Disguise

Permanently change one minor aspect of your appearance: height, hair color, skin tone, etc.

Contact Spirits

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.

Charm Person

The person (not beast or monster) you touch while casting this spell considers you their friend for about an hour, or until they take Damage or you prove otherwise.

Blitz

Zig-zag through the air, striking up to D3 different Near targets with whatever weapon (or item) you hold. The spell deposits you next to the last target you struck.

Ignite

(Ongoing)
Your body bursts into multicolored flames. While this spell is Ongoing, you have immunity to this (and all other) fire, and anyone attempting to touch or strike you takes d6 fire damage, ignoring armor. When you cast another spell, the effect ends (though you should probably put yourself out first)

Telepathy

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

Dust Devil

(Ongoing)
Conjure a pillar of wind which immobilizes a single enemy, no bigger than a human, and, while you concentrate, can carry and deposit them anywhere you desire.

Haste

(Ongoing)
Your body begins vibrating and twitching with energy. Gain D4 charges of Haste. You may use a charge when the DM indicates you don't have time to use a move. You do have time. You cannot use a charge immediately after using a charge, however. Unused charges are lost after a few minutes.

Mirror Image

(Ongoing)
Create D6 illusory copies of yourself, which you can command at will. They cannot make noise or physically interact with anything, but they can appear to do anything you can. There is a 50% chance enemies will choose to target one of your images instead of you, if forced to choose.

Sleep

D4 Enemies you can see of the GM's choice fall asleep. Only creatures capable of sleeping are affected. They awake as normal: loud noises, jolts, and pain.

Transform

(Ongoing)
Twist your body into that of a monstrous creature. You lose the use of your hands, and cannot speak, but gain D4 of the following:

- Natural Flight
- Great speed
- Set any stat's modifier to +2
- 2 natural armor
- Increase your damage to d8

Fireball

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

Astral Project

(Ongoing)
While you concentrate, you step out of your body, creating a ghostly copy of yourself. The copy has 1HP, a STR modifier equal to your INT, and an AGI modifier equal to your WIS. While you channel the spell, your body lies unresponsive. The spell ends if you take any damage.

Mimic

(Ongoing)
You take the form of a person you touch while casting this spell. Your physical characteristics match theirs exactly but your personality and mental faculties remain unchanged. 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.

Recall

Instantly warp to the last place you slept or the last place you cast Mark on (your choice). Any Nearby creatures can choose to warp with you, but they will be overcome with teleportation sickness for a moment upon arrival.

Dispel Magic

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.

Swap

Faster than the eye can blink, you swap places with a willing Nearby ally. This spell can be cast instantly.

Magic Circle

(Ongoing)
Create a line of runes, straight or curved, which your enemies struggle to cross. Only those who possess extraordinary willpower may cross, and they take d6 mental damage (ignoring armor) when doing so. The line persists as long as you concentrate.

Visions Though Time

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.

LEVEL 5 WIZARD SPELLS

Summon Monster

(Ongoing)
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, 1 HP, and uses your Damage dice. The monster also gets your choice of 1d6 of these traits:

- It has +2 instead of +1 to one stat
- It's not reckless
- It does 1d8 Damage
- It has 3 armor
- Its bond to your plane is strong: +2 HP for each level you have
- It has some useful adaptation

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.

Thunderstrike

A bolt of lightning strikes you, causing you to disappear. A split second later you descend in another bolt. Teleport anywhere in sight, as long as there is open sky above the start and end points. Everything within Reach of the end point takes d4 shock damage. If they are wearing or made of metal armor, they instead take d8 shock damage, ignoring armor.

Nightmare

You project waves of horrific visions. D4 enemies of your choice take d6 mental damage and are momentarily paralyzed with horror if they are weak to it.

Contact Other Plane

(Ongoing)
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.

Cage

(Ongoing)
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.

Puppeteer

(Ongoing)
You assume direct control of a Nearby enemy's body. While you concentrate, you have control over D4 of their limbs.

Looped Object

(Ongoing)
Touch an object and preserve a ghostly copy of it, frozen in place. When you release the spell, the object will return to its copy, in the position and state it was in when you cast the spell. Effect is lost unless used in the same day.

Fly

(Ongoing)
You gain magical flight. You may move at your normal speed, and with your normal agility, but in any direction.

Astral Cloud

A cloud of fog drifts into this realm from the Astral Plane, filling the immediate area. This spell persists so long as you can see the affected area, or until you dismiss it. Choose a type of cloud:

Toxic: Whenever a creature in the area takes damage it takes an additional, separate 1d6 Damage which ignores armor.

Mist: All nonmagical flames are snuffed out, and all creatures inside are blinded.

Glitter: Everyone inside the cloud is outlined in gold dust. Invisible creatures are visible and attacks automatically hit. Avoiding enemy attacks is impossible.

Immunity

(Ongoing)
Pick a source of damage (fire, edged weapons, acid, etc). You are immune to it. You may only have one immunity at a time.

Contingency

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.

Deep Freeze

With a touch, you freeze your target into a thick, solid block of ice. This protects them from most danger, but also totally immobilizes them. The ice melts enough for them to break free after a few hours, at room temperature.

Polymorph

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

Shadow Walk

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.

LEVEL 7 WIZARD SPELLS

LEVEL 9 WIZARD SPELLS

Dominate

(Ongoing)
Your touch pushes your mind into someone else's. You gain 1d4 hold. Spend one 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
When the target takes damage, lose 1 hold. The effect ends if you cast a spell or run out of hold.

Premonition

Meditate for an hour to gain D4 visions of the future. For the next 24 hours, you may use a vision to grant yourself +1 to a single roll. Unused visions are lost if you cast the spell again.

True Sight

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.

Stop Time

(Ongoing)
The flow of time halts for everything and everyone except you. Every time you make a move, the DM will roll a D6. On a 1 or 2, the flow of time resumes.

Mindgames

(Ongoing)
Gain D4 charges of Deception. Use a charge after any action or roll (yours or another's) to say that it was all an illusion. The event is undone but anyone directly affected by it (other than yourself) takes d4 mental damage, ignoring armor, trying to comprehend what happened. Unused charges are lost after a few minutes.

Perfect Summons

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.

Alert

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.

Shelter

(Ongoing)
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.

Soul Gem

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.

ROTE CLERIC SPELLS

Sanctify
(Ongoing)

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

Light
(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 it 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.

Guidance

A 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 the spell is very limited.

Thaumaturgy

You briefly create an impressive display of divine might. Doors and windows slam open and shut, the sky darkens for a moment, you speak with a hundred voices, your eyes shine with burning light, etc.

LEVEL 1 CLERIC SPELLS

Compel Truth
(Ongoing)

While you maintain a hold of your target, they are unable to intentionally lie or refuse to answer your questions, though if they are clever they might find a way to deceive you without lying.

Know Intent

One of your senses is briefly able to detect Holy and Profane energy in your vicinity. Additionally, you know if any NPCs have benevolent or malevolent intent.

Cure Light Wounds

At your touch wounds scab over and bones cease to ache. An ally you touch may use a Healing Surge. If they do, they heal an extra d4 HP.

Donation of Spirit

Energy courses from you, and into a Nearby target of your choice. Lose 2 Vigor. An ally of your choice regains 2 Vigor.

Magic Weapon
(Ongoing)

The weapon you hold while casting does +d4 damage until you dismiss this spell. While the spell is ongoing, you take -1 to cast spells.

Speak with Dead

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

Bless
(Ongoing)

Your deity smiles upon a combatant of your choice. They take +1 ongoing so long as battle continues and they stand and fight. While this spell is ongoing you take -1 to cast spells.

Holy Terror
(Ongoing)

Choose a target you can see and a nearby object. The target cannot tolerate the subject so long as you maintain the spell, though their reaction is up to them: flee, panic, beg, fight. While this spell is ongoing you take -1 to cast spells. Has no effect on entities incapable of fear.

Holy Fire
(Ongoing)

Your body is filled with divine light, and bursts into flames. While this spell is Ongoing, you have immunity to this (and all other) fire, and anyone attempting to touch or strike you takes d6 fire damage, ignoring armor. When you cast another spell, the effect ends (though you should probably put yourself out first)

Sanctuary

As you cast this spell, you walk the perimeter of an area, dedicating it to your god. As long as you remain inside, you are aware when anyone inside acts with hostile intent (including entering with harmful intent). Anyone who receives healing within a sanctuary heals 2 extra HP.

LEVEL 3 CLERIC SPELLS

Animate Dead
(Ongoing)

You invoke a hungry spirit to possess a recently-dead body and serve 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. While this spell is ongoing you take -1 to Cast a Spell.

Cure Moderate Wounds

You staunch bleeding and set bones through magic. An ally you touch may spend a Healing Surge. If they do, they heal an extra d4 per Vigor spent.

Swarm
(Ongoing)

Summon several small creatures which will do your bidding to the best of their ability. You may choose any would reasonably inhabit the environment you cast this spell in. You may assume direct control of your swarm by concentrating.

Circle of Light

A warm light shines from your body, infusing all nearby with divine energy. All Nearby allies may instantly use their Healing Surge. If they do, they heal an extra d4 HP.

Divine Transposition

Faster than the eye can blink, you swap places with a willing Nearby ally. This spell can be cast instantly.

Darkness
(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

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 (possibly all) of these conditions to fulfill:

- It's going to take days/weeks/months
- 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

Choose a person you can see. Until you Cast a Spell or leave their presence they cannot act except to speak. This effect ends immediately if the target takes Damage from any source.

Seal
(Ongoing)

Trace a glowing line, straight or curved, which enemies of your god struggle to cross. Only enemies who possess extraordinary willpower may cross, and they take d6 mental damage (ignoring armor) when doing so. The line persists as long as you concentrate.

Savior
(Ongoing)

In a solemn ceremony, you promise to aid your target should harm ever befall them. If their health drops to 0, you will instantly lose all remaining Vigor and restore d4 hp per Vigor lost. You may also trigger the effect yourself, at will. The effect persists until it is triggered. You may only be one person's savior at a time.

LEVEL 5 CLERIC SPELLS

Armor of the Faithful
While you have this spell memorized, you may cast it for free upon taking damage. On a hit you only take half the damage. But on a 7-9 you must choose to forget the spell.

Revelation
Your deity answers your prayers with a moment of perfect understanding. The GM will shed light on the current situation. When acting on the information, you take +1 forward.

Divination
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)

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.

Ward
(Ongoing)
You thrust your hands outward, commanding that no harm shall come to those Near to you. While you concentrate, you may spend 1 Vigor to negate the damage any living creature would take.

Cure Critical Wounds
An ally you touch may use a Healing Surge. If they do, they regain d6 health per Vigor spent.

Fate Link
(Ongoing)

In a solemn ceremony, you link your fate to another willing person. While the effect persists, all damage taken is split evenly, but if either gains a debility, the other does as well. You also share a telepathic bond; either may concentrate to see through the eyes of the other.

Words of the Unspeaking
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. Alternatively, it agrees to perform a service for you; take +1 Forward using the object.

Trap Soul
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.

Control Weather
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 as long as you desire, up to a handful of days.

Judgement
You speak the words of your god, who passes unflinching judgement on those present. All intelligent creatures within earshot take d6 damage. If they are wicked or selfish, they take d8 damage. If they are virtuous or benevolent, they take only take d4 damage. This damage ignores armor.

Consume Unlife
The mindless undead creature you touch is destroyed and you steal its 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.

Burn Soul

Touch an enemy and strike them with divine wrath—deal 2d8 damage to them and 1d6 damage to yourself. This damage burns their very soul, ignoring armor. Enemies who lack souls, such as automatons, are unaffected.

Sever
(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.

Interdiction

Your god speaks words of denial through your mouth; cancel an ongoing spell, temporarily suppress a magical effect, or create a temporary zone of anti-magic. This can cause unexpected results if the spells you are tampering with are especially old.

Heal

Touch an ally and you may either remove all of their debilities or fully heal them. This spell can only be used once per day; you may not choose to forget the spell as a downside when casting.

Puppeteer
(Ongoing)

You command the obedience of your enemy's body. While you concentrate, you have direct control over d4 of your target's limbs.

Exhortation and Exorcism
(Ongoing)

Compel a soul, ghost, or spirit to seek refuge in a living body. It will seek out the nearest suitable host, including you. While the effect persists, the possessed body is inhabited by both personalities, who vie for control. Killing the host also forces the spirit to pass on.

Alternatively, you can forcibly eject a hostile spirit from a body that it is possessing, preventing them from inhabiting it ever again.

Safety

You and all Nearby allies are instantly transported to the nearest safe place. This might be your hideout, the castle of a friendly baron, a hidden cave, etc. Whatever the location, your deity will watch over it for a short time, preventing enemies from intruding.

LEVEL 9 CLERIC SPELLS

Sanctity
(Ongoing)
With a touch, you bless an ally with immunity to harm. They gain D4 Hold. They may spend a Hold to cause an enemy who is about to do harm to them to automatically fail, forcing the enemy to suffer the harm themselves.

Divine Presence
(Ongoing)
Every creature must ask your leave to enter your presence, and you must give permission aloud 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.

Plague

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.

Repair

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.

Storm of Vengeance

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.

Mark of Death

Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.

Angelic Host

Summon d6 divine representatives of your god. Each will answer a single question about any subject, will perform a single task for you, to the best of their considerable abilities, or will attempt to destroy your enemies. In combat, an angelic representative will fly at an enemy, dealing d12 damage directly to the enemy's very existence, ignoring armor, after which it will return to your deity.