

# Drive

| choose 1

At the end a session, if you've met your drive's requirement, mark XP.

## EXCITEMENT

Take an unnecessary risk just to see what happens.

## GREED

Take possession of something valuable (from the Wealthy gear list, at least).

## RESPECT

Have an NPC acknowledge your charm, skill, or cunning.

## TRICKERY

Shift danger or blame from yourself to another.

# Tall Tales

Someone like you gets into all sorts of trouble, no matter whether you mean to or not. Mix and match the following to come up with a couple of your more memorable adventures.

There was that one time that you (pick 1 per tale)...  
\_ got lost in (pick) the Great Wood | the Steplands | Ferrier's Bog | the Goodwill Mountains | the Flats  
\_ were on watch when the goblins raided  
\_ dared each other to explore the Ruined Tower  
\_ managed to rile up a small band of Hillfolk  
\_ snuck into that rich merchant's place  
\_ braved the Labyrinth, just a little  
\_ stole that crazy old sage's book  
\_ went poking around near the old Barrow Mounds

...and you ended up (pick 1 or 2 per tale)...  
\_ running for your life from \_\_\_  
\_ landing a well-placed blow  
\_ interrupting a strange, creepy gathering  
\_ stumbling on a huge beast, bigger than anything  
\_ with a sack full of treasure  
\_ got \_\_\_ to fight them for you  
\_ face to face with a (pick) ghost | faerie | demon  
\_ finding those strange old runes

But all you've got left to show for it is/are...  
\_ a story no one believes.  
\_ a few cool scars, wanna see?  
\_ the occasional nightmare.  
\_ this map with runes no one can read.  
\_ this key that opens who-knows-what.  
\_ some folk in \_ who'd like to see you dead.  
\_ someone in \_ who owes you a favor.

# Bonds

| write up to 5, with PCs or NPCs

If you are **The Natural**, pick at least 1 of these with a character from Stonetop:

- \_ *thinks I'm arrogant. I'll win them over.*
- \_ *is smarter than they look. I listen when they speak.*
- \_ *and I have been friends forever. We do everything together.*

If you led a **Life of Crime**, pick at least 1 of these:

- *I came here with \_ to find a better life. We've got each other's backs.*
- \_ *has never judged me. I respect them for that, a lot.*
- *I left \_ behind in my old life. One day I'll go back for them and convince them to join me here.*

If you are the **Prodigal Returned**, pick at least 1 of these with a character from Stonetop:

- *I came back for \_ . I intend to make up for lost time.*
- \_ *resents me for leaving. I'll give them their space.*
- \_ *loves to hear my stories. I like having them around.*

Make up the others or pick from the other backgrounds. Bonds should always have two parts: a relationship to, experience with, opinion of, or observation about them, and a course of action that follows. Examples:

- \_ *is too trusting. I'll teach them how things really are.*
- \_ *is useful but dim. I play them like a fiddle.*
- \_ *has a crush on me. It's cute, but not gonna happen.*
- \_ *doesn't trust me. I'll convince them their wrong.*
- \_ *needs to take more risks. I'll push them into some.*
- \_ *is a clever sort. I like working with them.*
- \_ *sure is something. Maybe we could... nah.*
- \_ *used to pick on me. But not anymore, no way.*
- \_ *is a better person than me. I try to learn from them.*

# THE FOX

a character playbook for *Dungeon World: Stonetop*

There's this cute story the elders tell, about the Fox who knows many things and the Hedgehog who knows one BIG thing. And how the Fox shouldn't think he's so clever, because the Hedgehog's one big thing—curling up in a ball whenever there's danger—beats out all the Fox's tricks. Fox can't eat the hedgehog. Fox goes hungry. So mind your place, Fox.

*Bollocks. Oh, no, you can't eat the Hedgehog! Know what the good thing about being a Fox is? About knowing many things? You can think of something else to eat. Or better yet, you know enough to go get a knife.*

## Background

| choose 1

### THE NATURAL

You've always picked things up quickly. Reading and numbers, sure, but more. Hide and seek. Throwing stones. Climbing. Fighting. Whatever you tried, you were good at it. As good as anyone else, if not better.

And, yeah, maybe you've got a reputation for bending a rule here and there. Playing dirty. But what's the point of playing if you don't play to win, right? And after all, who is it they come to when they've got a problem needs solving. You. Right?

When you **Discern Realities**, you can roll +INT instead of +WIS and add "What can I see that no one else does?" to the list of questions you can ask.

### A LIFE OF CRIME

You're a relatively recent arrival in Stonetop, having left behind a larger town and a... *colorful* life. How did you get into that life? How did you get out? Who and what did you leave behind? Why?

Regardless, you're here in Stonetop now and these people have taken you in. An honest life for you, right. Right?

In addition to your usual moves and gear, you start play with the **Thievery** move and fine adventuring gear (5 uses, 2 weight).

### THE PRODIGAL RETURNED

You left Stonetop long ago, travelling far and living by your wits. What set you on the path? What deeds do you boast of? Which do you regret?

Stonetop, though, was always home and you always longed to return. And return you have, just recently. You're a bit of a celebrity. And now you've got friends (or close enough) strewn about the known world.

When you think you know someone outside of Stonetop, someone who can help, name them and roll +CHA. \*On a 10+, they might take some convincing but, yeah, they can help. \*On a 7-9, they can help but pick 1:

- They still hold a grudge about, well, you know.
  - Times are tough and they need your help first.
  - They swore off this sort of thing a long time ago.
  - They're as greedy/sleazy/untrustworthy as it gets.
  - You still owe them for \_\_, and need to pay up first.
- \*On a miss, the GM can choose 1 and then some.

## Starting Gear

Any 3 of the following:

- Iron short sword (hand, close, precise, 1 weight)
- Bronze arming sword (close, +1 dam, 1 weight)
- 3 knives, daggers, or shivs, iron or bronze, your choice (hand, precise, 0 weight)
- Composite short bow (near, 2h, 1 weight)
- Boiled leather cuirass (1 armor, worn, 1 weight)
- Bullseye lantern (light, near, 1 weight)
- Decent adventuring gear (4 uses, 2 weight)
- Remedies (3 uses, slow, 0 weight)
- Tinkers tools (1 weight)
- Lute, mandolin, fiddle, etc. (1 weight)

Plus any 3 choices of these:

- Flask of fine whisky (2 uses, 0 weight)
- Iron-tipped spear (close, thrown, near, 2h, 1 weight)
- Metal-banded quarterstaff (close, 2h, 1 weight)
- Quiver of iron-tipped arrows (3 ammo, 1 weight)
- Bronze dagger (hand, precise, 0 weight)
- Wooden shield (+1 armor, crude, 1 weight)
- Warm cloak (worn, warm, 1 weight)

## Look & Origin

Choose one of each:

just a kid | old enough to know better | a silver fox  
knowing eyes | quick eyes | shifty eyes  
a pleasant voice | quick & nasally | well-spoken  
lithe | heavyset | scrawny | thin as a whippin' stick  
a light step | a quick stride | more like a strut

My family and I are am from... (choose 1 and a name)

- Stonetop  
♀: *Ceridwen, Elain, Ffion, Mari, or Tegwen*  
♂: *Cefin, Delwyn, Geralt, Vaughn, or Wynn*
- Gordon's Delve  
*Pick a name from any other list*
- Marshedge  
♀: *Comyna, Máire, Nainsí, or Saraid*  
♂: *Crevan, Fitz, Gréagóir, or Nioclás*
- Lygos or some other southern town  
♀: *Dafna, Mahsa, Sanaz, or Tzofiya*  
♂: *Amit, Boaz, Parviz, Yaniv*

## My name is...

# Stats

 | assign these scores to your stats (and modifiers): 16 (+2), 15 (+1), 13 (+1), 11 (+0), 9 (+0), 8 (-1)

Strength _____ <b>STR</b> <input type="checkbox"/> Weakened	Dexterity _____ <b>DEX</b> <input type="checkbox"/> Shaky	Constitution _____ <b>CON</b> <input type="checkbox"/> Sickened	Intelligence _____ <b>INT</b> <input type="checkbox"/> Dazed	Wisdom _____ <b>WIS</b> <input type="checkbox"/> Confused	Charisma _____ <b>CHA</b> <input type="checkbox"/> Scarred
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When a debility is marked, -1 ongoing to that stat

Hit Points | max HP = Constitution (not CON) + 6

Max HP:



Armor

Damage (+ Modifiers)

d8

# Moves

 | choose 3; add 1 each time you level up

## ALL IN THE WRIST

When you wield a dagger or knife, it gets the *thrown* and *near* tags. If you have *Ambush*, you can use it with a thrown dagger or knife. Also, you keep a brace of iron throwing knives (*near, 2 ammo, 1 weight*) on your person and can replenish your ammo whenever you have a day or two in a steading.

## AMBUSH

When you attack someone up close and personal and they doesn't see it coming, either deal your damage or roll +DEX. \*On a hit, deal you damage and pick 1 (on a 7-9) or 2 (on a 10+).

- Deal +1d6 damage
- They don't cry out, make noise, or draw attention
- You stun or hamper them, at least for the moment
- You slip away before they can react

## CHEAP SHOT

Requires: *Ambush*

When you Ambush with a *hand* or *precise* weapon, deal +1d6 damage.

## BATTLE DANCER

When you fight with a spear, a sword, or a staff, it gets the *precise* tag.

## DANGER SENSE

You can always ask the GM "is there an ambush or trap here?" If the answer is "yes," roll +INT. \*On a hit, hold 1 DEDUCTION (7-9) or 3 DEDUCTION (10+). \*On a miss, don't mark XP but nothing bad happens just yet. You can spend 1 DEDUCTION to ask any of these:

- What will trigger the trap or ambush?
- What will happen once it's triggered?
- How could it be disarmed or thwarted?
- What else should I be on the lookout for?

## DISARMING & OPEN

When you engage someone in conversation, you can ask their player one of these questions. They must answer truthfully, but can ask you a question in return. If you lie, you can never use this move on them again. If you tell the truth, you can.

- What are your present intentions?
- What do you most desire?
- What, in general, are you trying to hide?
- What do you want from me?

## ESCAPE ROUTE

Requires: *level 6+*

When things go south and you need a way out, name your escape route and roll +DEX. \*On a 10+, you're gone. \*On a 7-9, you can stay or go but if you go, it costs you: leave something behind or take something with you, the GM will tell you what.

## IRRESISTIBLE

When you interact with someone, you can ask their player if they find yours attractive and get an honest answer (usually "yes"). When you Parley by using your considerable charms as leverage, take +1.

## LIGHT FINGERS

When you perform a sleight of hand upon an unwary or distracted mark, you succeed and no one's the wiser. If you're subject to scrutiny, roll +DEX. \*On a 10+, you succeed and no one's the wiser. \*On a 7-9, you succeed OR no one's the wiser.

## NOTHING UP MY SLEEVES

When you conceal a small object (Weight 0) on your person, no one can find it unless you are bound, stripped, and thoroughly searched (all three). You can conceal up to your DEX items this way.

# Gear

 | your Load : STR (not Strength) +8

Item _____ weight _____	Item _____ weight _____
Coin & Treasure	

## ON THE MOVE

When you Defy Danger caused by movement (like falling from a ledge or rushing past a foe), take +1.

## PARRY & RIPOSTE

When you dodge or parry an attack while unarmed or wielding a *precise* weapon, roll +DEX. \*On a 10+, choose 2. On a 7-9, choose 1.

- Dodge or deflect the attack
- Change up the distance, closing or disengaging
- Deal your damage if in range

## MAESTRO

Requires: *Parry & Riposte, level 6+*

Add these to your choices for Parry & Riposte:

- Disarm your attacker
  - Trip, hamper, or embarrass your attacker
  - Direct their blow into someone/thing else
- Also, on a 12+ you choose 3 options (not 2).

## PERFECT INSTINCTS

Requires: *level 6+*

When you Discern Realities and then act on the answers, take +1 forward and treat a miss as a 7-9.

## READIED ACTION

When you declare how you'll react to a particular event, take +1 to execute your reaction. You can only have one readied action at a time.

## SLIPPERY

Requires: *level 6+*

When you Defy Danger to escape being ensnared, captured, or controlled, treat a miss as a 7-9. On a 12+, tell us how you turn the tables or use the circumstances to your advantage.

## SILVER TONGUED

When you use lies, bluster, or deception to avoid suspicion or get out of trouble, roll +CHA. On 10+, hold 3 NERVE. On 7-9, hold 1. Spend NERVE 1 for 1 to:

- Move about or maneuver unchallenged.
- Withstand direct scrutiny or questioning.
- Direct suspicion or attention elsewhere.

## SNEAKY

When you are unencumbered and mindful of it, you can move without making noise. Also, you can always ask the GM "Where's the best hiding place?" and get an honest answer.

## THIEVERY

When you set about to steal something or break into something locked or secure, roll +DEX. \*On a hit, you do it and choose 1 (7-9) or 2 (10+).

- You work quickly, without much time or effort
- You work quietly, discreetly, drawing little notice
- You work cleanly, without cost or leaving a trail

## WATCHFUL

When you Discern Realities, ask one additional question, even on a miss.

## WORLDLY

Requires: *level 2+*

Each time you take this move, choose a move from the Heavy, Marshal, Ranger, or Seeker playbooks that you otherwise qualify for.

XP | mark XP on a miss or when a move says so

Current level: