

# Drive | choose 1 (or 2 if you chose Driven)

At the end a session, if you've met your drive's requirement, mark XP. If you chose the Driven background, mark XP for each of your drives' requirements that you met.

## ADVENTURE

Experience a new thrill or challenge.

## CURIOSITY

Cause trouble by touching, opening, or seeing something you oughtn't.

## GLORY

Impress a group of onlookers with your bravery.

## JUSTICE

Punish or capture a criminal or evildoer.

## ROMANCE

Enjoy the affection of someone you're attracted to.

## SACRIFICE

Suffer or endure hardship so that someone else does not need to.

## SUCCOR

Provide relief, aid, or comfort to an NPC in need.

# Fear & Anger

What do you fear most? Choose 1, maybe 2:

- Fire, and burning, and the smell of charred flesh.
- That they won't take you seriously.
- That they you really aren't cut out for this.
- The death of your family or loved ones.
- Being alone and helpless.
- Violence, bloodshed, and pain.
- Monsters.
- What you're capable of.
- What you must do.

What makes you burn with righteous anger? Choose 2, maybe 3:

- Bullying, slavery, and oppression.
- Wanton cruelty and unnecessary suffering.
- Injustice and inequality.
- Cowardice, treachery, and selfishness.
- Threats to your loved ones.
- The despoiling of beauty and innocence.
- Threats to your loved ones.
- Violence to children, animals, and the innocent.
- Perversions of nature.

When did your fear and anger last come into conflict? What did you do? How did it turn out?

# Bonds | write up to 5, with PCs or NPCs

If you are an *Impetuous Youth*, pick at least 1 of these:

- *\_ wants me to settle down. I'll show them I'm meant for more.*
- *I've disappointed \_. I must earn their respect.*
- *\_ was hurt by my actions. I'll earn their forgiveness.*

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

- *\_ can help me achieve my goals. I'll follow them anywhere.*
- *I'd be lost without \_. I must keep them close.*
- *\_ took me in when I first came to Stonetop. It's was a kindness I'll never stop trying to repay.*

If you have a *Destiny*, pick at least 1 of these with a character from Stonetop:

- *\_ will guide me to my fate. I'll follow where they lead.*
- *\_ has a part to play in all this. I will guide them to it.*
- *\_ cares about me, not this stupid destiny. I will be true to them, always.*

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:

- *I \_ is brave/cunning/tough/wise. I try to be like them.*
- *\_ has been teaching me to read/hunt/fight/etc. I'm a bit sweet on them.*
- *\_ is a bully. But I'll stand up to them.*
- *\_ is kind of scary. I try to avoid their notice.*
- *\_ & I have been friends forever. I've got their back.*
- *\_ and I are meant to be. I'll win them over.*
- *I'm sure that \_ is hiding something. I'll find them out!*
- *\_ thinks I'm not cut out for this. I'll prove them wrong.*

# THE WOULD-BE HERO

a character playbook for *Dungeon World: Stonetop*

Most people, the best they hope for is a quiet life. Maybe a comfortable one. Their days are spent a-worrying, thinking on their leaky roof, their child with the cough, or their crops. Whether it'll rain too much or not enough. Worries enough to make most people pray for quiet. For comfort. For peace.

You aren't like most people. You are set on a different path. A path of adventure. A path of danger. A path, I might add, for which you seem ill-prepared. There is greatness in you, O Would-Be Hero. But will you survive long enough to find it?

## Background | choose 1

### IMPETUOUS YOUTH

Stonetop has always been home, but you chafe at the demands of mundane life and have always longed for more. Adventure! Excitement! Danger!

When you **act recklessly and make a move with all you've got**, roll 1d8+1d6 instead of 2d6. If the d6 rolls higher than the d8, the GM will add a complication or fallout caused by your carelessness or exuberance (and on a miss, expect the worst).

At the end of each session, mark XP if your passionate nature caused trouble for you, your companions, or Stonetop as a whole.

### DRIVEN

You once led a simple life, but something happened. Something changed you and burdened you with terrible purpose. What was it? (Choose 1):

- A loved one was killed, kidnapped, or enslaved.
- Someone gave their life to save you.
- Your idol sacrificed themselves to save many.
- You stumbled upon a dark and dire mystery.
- You made a terrible mistake & must make amends.

Choose 2 drives instead of 1. At the end of each session, mark XP for each drive you achieved.

You always have the option of **burning bright**; you can spend 2 XP after you roll to add +1, even if you don't currently have enough XP to level.

### DESTINY

Fate has laid her hand upon you and set you on a course for greatness. Choose one of from each row to describe the nature of your destiny:

foretold | marked at birth | recent revelation  
the fae | the gods | the Makers | the Things Below  
blood | darkness | fire | legacy | rebirth | water | war  
destroy | discover | unleash | protect | unify | restore

At the end of each session, if you learned something new about your destiny, mark XP.

When you are at **Death's Door**, ask yourself if your destiny is fulfilled. If it is not, take +2 to the roll and treat a miss as a 7-9.

## Starting Gear

Shabby adventuring gear (3 uses, crude, 2 weight).

Choose your weapons (pick 1):

- Iron-shod staff (close, 2h, 1 weight) & bronze dagger (hand, precise, 0 weight)
- Self bow (near, 2h, 2 weight), quiver of bronze-tipped arrows (3 ammo, 1 weight), & cudgel (hand, crude, 1 weight)
- Iron-tipped short spear (close, thrown, near, 1 weight) & wood shield (+1 armor, crude, 1 weight)
- Iron hatchet (close, 2 weight) & bronze knife (hand, precise, 0 weight)

And your defenses (pick 2):

- Lantern (light, area, reach, 1 weight)
- Thick hides (1 armor, worn, warm, crude, 2 weight)
- Poultices & herbs (2 uses, slow, 1 weight)
- Flask of fine whisky (2 uses, 0 weight)

## Look & Origin

Choose one of each:

still a child | young & beautiful | older than you'd think  
eager eyes | questioning eyes | soulful eyes  
confident voice | laughing voice | scared voice  
a bit pudgy | sorta gangly | skinny | stout & sturdy  
back unbowed | head held high | jaw firmly set

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

- Stonetop  
♀: Anwyn, Glenys, Morwenna, or Rhiannon  
♂: Caradoc, Dafydd, Pedr, or Wynfor
- Gordon's Delve  
Pick from any other list
- Hillfolk  
♀: Annick, Cosette, Oanez, or Sandrine  
♂: Deniel, Hugon, Jago, or Marc
- Marshedge  
♀: Bridin, Léan, Neasa, or Úna  
♂: Aengus, Cillian, Flannan, or Néill
- Lygos or some other southern town  
♀: Chara, Korina, Omid, or Parvaneh  
♂: Davud, Omid, Takis, or Yannis

## My name is...

# Stats

 | assign these scores to your stats (and modifiers): 15 (+1), 14 (+1), 12 (+0), 12 (+0), 8 (-1), 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
---	---	---	--	---	--

When a debility is marked, -1 ongoing to that stat

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

Max HP:



**Armor**

**Damage (+ Modifiers)**

d6

# Moves

 | you get Potential for Greatness, plus 3 more; add 1 each time you level up.

## ANGER IS A GIFT

When you **burn with righteous anger** (see the last page of this playbook), hold 2 RAGE. When you act on your anger, spend 1 RAGE to pick 1:

- Set aside fear and doubt to do what must be done.
- Act suddenly, startling or catching them off-guard.
- Inspire \_\_\_ to follow your lead.
- Strike hard, for +1d6 *forceful* damage if you connect.
- Stand fast, keeping to your feet, your position, and/or your course despite what befalls you.

## BETTER PART OF VALOR

When you are **outnumbered or facing a foe that's bigger than you**, take +1 ongoing to hide, escape, or sneak past them.

## UNDAUNTED\*

*Replaces: Better Part of Valor; requires: level 6+*  
When you are **outnumbered or facing a foe that's bigger than you**, you get +1 armor and deal +1d6 damage.

## I GET KNOCKED DOWN

When **take damage despite your best efforts to avoid it**, you can choose to halve the damage but pick 1 of the following:

- You lose something: your footing, position, grip, etc.
- Something on your person breaks.
- You're out of it for a moment.

Whatever your choice, the GM will describe the details.

## BUT I GET UP AGAIN\*

*Requires: I Get Knocked Down, level 6+*  
When you **take damage or suffer a debility**, take +1 forward against whatever caused it and your next attack against them does +1d4 damage.

## IN OVER YOUR HEAD

When **another PC rescues you from danger**, mark XP.

## BIG DAMN HERO\*

*Replaces: In Over Your Head, requires level 6+*  
When you **leap into danger to rescue someone**, hold 3 as if you'd rolled 10+ to **Defend**. You can spend your hold as normal to **Defend** or to:

- Draw all attention from your ward to yourself.
- Give your ward an opportunity to escape.

## IRON WILL

When you are **subject to mind control or magic that influences your feelings**, you can take 1d4 damage (ignores armor) to ignore the influence.

## INQUIRING MINDS

When you **seek out and receive someone's honest advice**, take +1 forward to follow that advice.

## VOICE OF EXPERIENCE\*

*Replaces: Inquiring Minds; requires: level 6+*  
When **another PC comes to you for advice and you tell them what you think is best**, they get +1 forward to follow your advice.

When you **give sound advice to a receptive NPC**, roll +WIS. \*On a 10+, they follow your advice to the best of their ability. \*On a 7-9, they stumble or hesitate unless you back them up or lead the way.

## NEVER GONNA KEEP ME DOWN

*Requires: level 6+*  
When you **have 5 or fewer current HP**, take +1 ongoing (even to **Death's Door**).

# Gear

 | your Load : STR (not Strength) +8

Item _____ weight _____	Item _____ weight _____
<hr/>	
<b>Coin &amp; Treasure</b>	

## POTENTIAL FOR GREATNESS

Your stats can't go above 17. When you **roll + a stat and roll a 12+**, if that stat is **15 or less**, increase it by 1. (If you raise a stat to 9, 13, or 16, its bonus increases by +1.) Each time you use this move, check a box.

     

When you've checked the 2nd box, increase your Load by 2. When you've checked the 4th, increase your max HP by 4. When you check the last box, increase your damage die to d8 and then cross off this move.

## RESOURCEFUL

When you **Defy Danger** and miss, ask the GM a question from Discern Realities after they describe what happens. Take +1 forward to act on the answer.

## SOMETHING TO REMEMBER ME BY

When you **spend hold from Defend to damage the attacker**, you deal +1d4 damage and scar, mark, or diminish them in some way. The GM will say how.

## SPEAK TRUTH TO POWER

When you **demand someone do what is clearly right and proper**, roll +CHA. \*On a 10+, they must choose 1:

- Do the right thing, now or as soon as possible
- Mock, insult, berate, or scoff at your naiveté, thus revealing the contents of their heart. Take +1 ongoing against them until they repent.

\*On a 7-9, they can choose either of the above, or else:

- Dissemble, stall, make excuses, defer to another, or argue the point. Take +1 forward against them.

## TOUGH LOVE

When you **honestly think another PC is in the wrong and call them on it**, they take -1 ongoing against you.

## UNDERESTIMATED

**As long as you avoid overt hostility**, no enemy will consider you a threat. When you make your move against an enemy who has underestimated you, take +1 forward against them.

## A FORCE TO BE RECKONED WITH\*

*Replaces: Underestimated; requires: level 6+*  
Any intelligent creature who looks you in the eye or hears the steel in your voice instinctively knows that you are a force to be reckoned with, and treats you appropriately.

When you **Defy Danger against something trying to harm you**, on a 12+ you turn the tables on them. The GM will say how.

## UP WITH PEOPLE

When you converse with someone, you can roll +WIS. \*If you do, hold 1 INSIGHT on a 7-9 and 2 INSIGHT on a 10+. During the conversation, you can spend 1 INSIGHT to ask their player any of the following. They must answer truly.

- What are they really feeling?
- What would it take to get them to \_\_\_?
- What do you wish I'd do?
- Can I trust them (to \_\_\_)?

## VERSATILE

*Requires: level 2+*

Choose a move from the any other playbook, as long as you meet its requirements. You can take this move up to 3 times, picking a move from any playbook each time.

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

Current level:

\* when you first take one of these moves, cross off "Would-Be" from the front of the playbook.