

Drive | choose 1

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

AMBITION

An NPC from another community acknowledges your authority.

DEFENSE

Defeat an agent of darkness, chaos, or corruption.

HARMONY

Settle a dispute without violence.

KNOWLEDGE

Teach an NPC something important about the world.

The Chronicle

The Judge of Aratis is charged with maintaining the Chronicle, a history of the community, it's people, their knowledge, and their traditions.

The lore contained in the Chronicle depends on your background, but describe its physical structure.

On the plus side, it... (pick 3):

- is a sturdy vault from the time of the Builders
- has plenty of room to grow
- is hidden underground
- has but one entrance and it is magically sealed
- bears minor magicks that preserve its contents
- is warded and proof against spirits and magic
- includes space for your living quarters & office

But alas it... (pick 2):

- sits on the outskirts of town, near the Old Wall
- is cramped, chaotic, and overflowing
- is little more than a crude cellar
- seems to be haunted
- contains a few dangerous artifacts as well as lore

Mark the Chronicle on the Stonetop Playbook map.

Bonds | do this together with the group

Fill in the blanks with the names of NPCs or PCs. For NPCs, pick from the appropriate names list and add them the Notables or Neighbors section of the Stonetop playbook with at least one descriptive trait.

Fill in up to 3 of these:

- _____ is my closest friend
- _____ is my brother/sister
- _____ is my daughter/son
- _____ is my father/mother
- _____ is my grandparent
- _____ is my betrothed/husband/wife

If you are a legacy, fill in up to 4 of these with folk from Stonetop:

- _____ is my mentor, now retired
- _____ is my apprentice
- _____ is a credit to the community
- _____ is a liar and a coward
- _____ brings trouble with them

If you are a missionary, fill in up to 3 of these with Judges from other steadings:

- _____ was my mentor
- _____ was a fellow apprentice
- _____ is reliable but inflexible
- _____ is clever but ambitious
- _____ lacks the mettle for this job

And 2 of these with folk from Stonetop:

- _____ resents my presence
- I trust _____ implicitly
- _____ will bring ruin to us all!
- _____ supports me, but selfishly

If you are a prophet, fill in up to 4 of these with folk from Stonetop or nearby steadings:

- A grim fate looms over _____
- I'm working on converting _____
- _____ is a true disciple of Aratis
- _____ plays with dangerous forces
- _____ rejects my authority
- _____ claims I'm a fool or a fraud

As play goes on, your bonds will change and grow. Write new bonds in the space below:

THE JUDGE

a character playbook for Dungeon World: Stonetop

Look here at this little town, this flickering flame in the darkness. Its very existence is an act of hope. Its every stone an altar to the goddess Aratis. And Aratis has charged you to keep it. To settle its disputes. To chronicle its tales. And to defend it from the chaos and ruin that surround it on all sides.

Take up you hammer, Judge. Take up your shield, your quill. Your town needs you.

Background | choose 1

LEGACY

You are the 17th Judge of Stonetop. You were born here, apprenticed to the prior Judge, and are charged to pass the mantle on.

The Chronicle is a rich repository of lore, but there's no index so good luck finding anything. When you Spout Lore about the people or history of Stonetop, take +1. When you spend weeks or months pouring through the Chronicle, ask the GM a question. They'll tell you what the Chronicle has to say.

MISSIONARY

You are part of a larger order of Aratis, sent to Stonetop to spread the faith and protect the flickering flame of civilization. The Chronicle is new and a work in progress; your position in town is far from certain.

Add the following Judges to the Neighbors section of Stonetop's playbook:

- Reagan (from Marshedge)
- Haris (from Gordon's Delve)
- Rahat (from Lygos)

When you call upon the Judge of another stading for hospitality, information, aid, or succor, they are oath-bound to give it. You are likewise oath-bound to support them.

The Judges of your order use carrier pigeons to communicate. When you send a message via carrier pigeon, the GM will tell you if and when you receive a response, and what it says.

PROPHET

The line of Judges was broken long ago and the Chronicle lost or fallen into ruin. Aratis has called you personally to her service though dreams, omens, and visions. Some in town resent the authority you've assumed.

Once per session, when you ask Aratis a question about a threat facing Stonetop or civilization as a whole, roll +WIS. *On a 7+, Aratis answers you in dreams or visions. *On a 7-9, the answer is vague, cryptic, or incomplete. *On a 10+, the answer is clear and helpful

Starting Gear

Choose a symbol of your authority (pick 1):

- An ancient steel cuirass, helm, and greaves (3 armor, worn, clumsy, 3 weight)
- A huge, black iron hammer, immune to all magic (close, forceful, awkward, 2h, 3 weight)
- An ancient shield of unknown material, hard as diamond and bearing Aratis's seal (+1 armor, unbreakable, 2 weight)

Beyond that, choose up to 3 of the following:

- A warhammer (close, 1 weight)
- A staff (close, two-handed, 1 weight)
- A leather cuirass (1 armor, worn, 1 weight)
- Thick hides (1 armor, worn, warm, 2 weight)
- A wooden shield (+1 armor, 2 weight)
- Bag of books (5 uses, slow, 2 weight)

Look & Origin

Choose one of each:

young & eager | in my prime | showing my years
kind eyes | fiery eyes | stern eyes
calm voice | booming voice | a voice that carries
hard body | lean body | well-fed body | flabby body
spit-polished gear | robes of office | modest clothes

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

- Stonetop
 - ♀: *Arianrhod, Eleri, Mair, or Nerys*
 - ♂: *Caerwyn, Einion, Trahaearn, or Trefor*
- Marshedge
 - ♀: *Bridget, Eleanor, Liadain, or Siomha*
 - ♂: *Aonghus, Comhghall, or Muiredach*
- Gordon's Delve
 - Pick from any other list*
- Lygos or some other southern town
 - ♀: *Despina, Hypatta, Nomika, or Sofia*
 - ♂: *Abram, Cassander, Mordecai, or Yosef*

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 STR <input type="checkbox"/> Weakened	Dexterity DEX <input type="checkbox"/> Shaky	Constitution CON <input type="checkbox"/> Sickened	Intelligence INT <input type="checkbox"/> Dazed	Wisdom WIS <input type="checkbox"/> Confused	Charisma CHA <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) + 8

Max HP:



Armor

Damage (+ Modifiers)

d6

Moves

 | you get Censure and choose 2 more at first level, plus 1 each time you level up

AEGIS OF FAITH

When you bear a shield, it can turn away spells, magical effects, and insubstantial foes as if they were physical blows. When you Defend with a shield, take +1.

MIRRORSHIELD

Requires: Aegis of Faith, level 6+

When you Defend with a shield, you can spend 2 hold to intercept a spell or magical effect and redirect it to a different target (or not target at all).

ARMORED

Ignore the *clumsy* tag on any armor you wear.

BEAR WITNESS

When you speak the truth with conviction and candor, none can doubt you. They might deny what you say, but in their hearts they recognize the truth of your words.

ARMISTICE

Requires: Bear Witness, level 6+

When you approach an enemy to negotiate in good faith, they will at least hear you out. Even the most debased and savage foe will delay violence until you've had your say.

BREAKING OF THE BREAD

While you share a proper meal with someone and each consume a ration, you each heal 1d8 hit points.

BULWARK

While you have hold from Defend, you and any ally you can see or who can see you gains +1 armor ongoing.

A MIGHTY RAMPART

Requires: Bulwark, level 6+

Increase the armor bonus from Bulwark to +2.

CENSURE

When you denounce a nearby being as an agent of chaos and an enemy of civilization, pick one:

- Everyone deals +1d4 damage ongoing against it
- It does -1d4 damage ongoing

The effect lasts only while in your presence.

CASTIGATE

Requires: Censure, level 2+

When you use Censure, get both effects.

MARK OF CHAOS

Requires: Censure, level 6+

Anyone you Censure is marked with a mystical brand that cannot be removed until you dismiss it. Any intelligent creature who sees the mark recognizes the bearer as an agent of chaos and enemy of civilization.

PROCLAMATION

Requires: Censure, level 6+

You can Censure an entire group. At least one individual must be present, and you must clearly identify what makes someone part of the group. Others in the group are affected regardless of distance.

CHRONICLER OF STONETOP

When you write up detailed session notes and share them with the other players, mark one box. You can erase a box at any time to add +1 to a roll you or a fellow player just made.

FOR THE GREATER GOOD

Your followers always accept "opposing a threat to civilization" as payment of their cost. When you Order Followers in defense of civilization, treat a miss as a 7-9.

Gear

 | max load : STR (not Strength) +10

Item	weight	Item	weight
Coin & Treasure			

KNOWLEDGE IS POWER

When you Spout Lore, take +1 forward to act on the information or grant an ally +1 forward if they act on it.

MANY HANDS MAKE LIGHT WORK

Take +1 to Aid others, and others get +1 to Aid you.

A BUNDLE OF STICKS UNBROKEN

Requires: Many Hands Make Light Work

When you Aid another or someone Aids you, treat a miss on the Aid roll as a 7-9.

SCENT OF CORRUPTION

Add "What here is tainted by darkness or chaos?" to the list of questions you can ask when you Discern Realities.

CRUSADE

Requires: Scent of Corruption

When you attack something you know to be tainted by darkness or chaos, inflict +1d6 damage.

CORRUPTION'S FOUL STENCH

Requires: Scent of Corruption, level 6+

You can always ask the GM "What here is tainted by darkness or chaos?" and get an honest answer.

SMITE

When you strike a thing of unnatural darkness, chaos, or corruption, roll +CON. *On a 7+, deal your damage and choose 1:

- deal +1d6 damage
- ignore its armor or other defenses
- suppress one of its unnatural powers or defenses
- force it from its host

On a 7-9, you also expose yourself to harm or attention.

TRUTH OR CONSEQUENCES

When you look into someone's eyes and gaze upon their soul, roll +WIS. *On a 10+, hold 3 INSIGHT. *On a 7-9, hold 2. *On a miss, hold 1 anyway but you can never use this move on them again. While in their presence, spend 1 INSIGHT to ask their player one of the following and get an honest answer:

- Are they lying?
- Are they hiding something from you?

If the answer is "yes," take +1 forward against them.

BINDING ARBITRATION

Requires: level 6+

When someone gives their word in your presence, you can henceforth ask their player if they have kept their word and the player must answer honestly. The character need not be present. If they have broken their word, take +1 ongoing against them.

UNDIMMINISHED

Requires: level 6+

When you Defy Danger against dark, corrupt, or chaotic magic, treat a miss as a 7-9.

VISION UNCLOUDED

Requires: level 6+

You can always ask the GM "What here is hidden by illusion or magic" and get an honest answer.

WELL-READ

When you name the source in which you read about something, you can Spout Lore with +WIS instead of +INT.

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

Current level: