

Drive | choose 1

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

HONOR

Accept hardship or difficulty to uphold your word or do the right thing.

PRESTIGE

Impress NPCs from outside your home stading.

RESOLVE

Give an order or enact a plan expecting to harm to one of your allies or followers.

RUTHLESSNESS

Deny mercy to an enemy or betray a supposed ally.

War Stories

The last time the militia saw serious action, it was (pick 1):

- a nighttime raid by goblins from the Great Wood
- driving off bandits who'd taken up near the Ruined Tower
- fending off Hillfolk, pursuing a blood feud
- against Brennan and his claws, before they settled in Marshedge
- a rogue ogre, come down from the foothills

Answer at least 3 of the following questions about that action:

- When exactly did it happen?
- Who from Stonetop lost their life? Who mourns them?
- Who from Stonetop was maimed? In what way?
- Who saved the day? How?
- How did they get away? Whom do you blame?
- Who comported themselves with honor? How?
- What's been bugging you about the it ever since?
- What's got you even more worried now?

Bonds | write up to 6, with PCs or NPCs

If you are a Scion, pick at least 1 of these with your crew or a fellow PC.

- *_ and I played together since we were kids. I trust them more than anyone.*
- *_ ran things before me. I still listen to their council.*
- *_ resents my authority. I don't much care.*

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

- *_ spoke for us when first arrived. I'll never forget that.*
- *_ still doesn't trust us. They can piss off.*
- *We wronged _ in the past. I can never set that right.*

If you are a Penitent, also pick at least 1 of these with a character from your crew (which might be fellow PC):

- *_ isn't quite fitting in. I'm keeping an eye on them.*
- *Some bad folks are after _. They'll have to get past me.*

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

- *Only _ doesn't seem awed by me. I trust their council.*
- *_ is my greatest supporter. I lean heavily on them.*
- *_ expects so much of me. I try not to disappoint them.*

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:

- *My orders cost _ their kin. I keep my distance.*
- *_ saved my life more than once. I've got their back.*
- *_ undermines my authority. I must counter their influence.*
- *_ is a coward. I want nothing to do with them.*
- *_ is like a rabid dog. I might have to put them down.*
- *_ 's kin gave their life for mine. I try to be worth it.*
- *_ 's ways are unusual, but get results. I can use them.*

THE MARSHAL

a character playbook for Dungeon World: Stonetop

This here is a peaceful town. At least, that's how we've always wanted it. Keep to ourselves, farm the land, trade a bit with the neighbors. But wanting a thing don't make it so. And trouble? Well, it comes a-knockin'.

That's what we need you for, Marshal. To run the drills. To keep the arms in good repair. To take charge when trouble comes and be the ruthless sumnabitch who sends cousins and neighbors out to hold the line, watering the ground red with their blood so that the rest of us live on to make things grow. That's the job, Marshal. You up for it?

Background | choose 1

SCION

You grew up here, can trace your bloodline back all the way to the first days. Some of the biggest names in Stonetop's past are perched in your family tree. So it ain't no wonder you came to lead. And it ain't no wonder you've got a talent for it, either.

At any time, you can ask the GM any question from Take the Measure about any NPC resident of Stonetop, or any question from Read the Land about anyplace within a half-day's march.

Your crew gets the Home Turf advantage, in addition to their other advantages.

PENITENT

Before you came to Stonetop, you led a band of ne'er-do-wells. Bad folk. Bandits, maybe. Or raiders. Or bloody-handed mercenaries.

But something changed. A moment of truth led you and your followers—some of them at least—to leave that life behind. And for whatever reason, the people of Stonetop took you in.

Whenever you draw on your bloody past to Spout Lore, you can roll +STR instead of +INT. If you do, the GM will ask you who you wronged back then or who might still hold a grudge. Answer them now.

Your crew gets the Fighting advantage, in addition to their other advantages.

LUMINARY

You are a natural leader. Poised on the battlefield, shining like the dawn and hard as steel. Your words stir hearts. Your plans win the day. Your deeds give rise to rumor, and someday, perhaps, to legend.

How is that a luminary like you hails from a backwater like this? Are you touched by the gods? Does ancient blood flow in your veins? Or are you simply the champion that Stonetop needs in these trying times?

You get the Impress the Locals move, in addition to your usual moves.

Your crew gets the Glory cost in addition to whatever cost you choose. You can pay either cost to trigger Pay Up.

Starting Gear

Choose 1 of the following fine armaments:

- Steel arming sword (*close, +1 damage, 1 piercing, 1 weight*)
- Steel battleax (*close, +1 damage, 1 piercing, messy, 2h, awkward, 3 weight*)
- Bronze cuirass & greaves (*2 armor, worn, warm, clumsy, 3 weight*)

And 2 of the following:

- Steel-tipped long spear (*reach, 1 piercing, 2h, 1 weight*)
- Bronze arming sword (*close, +1 damage, 1 weight*)
- Light flail (*close, forceful, awkward, 1 weight*)
- Crossbow (*near, far, +1 damage, reload, 3 weight*) & iron-tipped arrows (*3 ammo, 1 weight*)
- Bronze shield (*+1 armor, 2 weight*)
- Boiled leather cuirass (*1 armor, worn, 1 weight*)

And any 3 items from the Poor list.

Look & Origin

Choose one of each:

- upstart youth | experienced & sober | a grizzled vet
- bright-eyed | sharp-eyed | thousand-yard stare
- clear voice | resonant voice | rumbling voice
- frown of command | grim-set jaw | knowing smirk
- all spit & polish | mismatched armor | timeworn gear

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

- Stonetop
 - ♀: *Bethan, Ffraid, Meredith, or Rhiannon*
 - ♂: *Cadfael, Gwythyr, Llewelyn, or Urien*
- Hillfolk
 - ♀: *Adele, Clotilde, Katarin, or Serah*
 - ♂: *Alan, Judicaél, Myghal, or Piran*
- Gordon's Delve
 - Pick a name from any list*
- Marshedge
 - ♀: *Brigh, Fionna, Laith, or Talulla*
 - ♂: *Cathal, Conn, Donal, or Torin*
- Lygos or another southern town
 - ♀: *Despoina, Gianna, Olympia, or Xenia*
 - ♂: *Alexandros, Iason, Leonidas, or Stelios*

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) + 10*

Max HP:



Damage (+ Modifiers)

d8

Moves

you get your Crew, Logistics, and 1 of your choice; add 1 each time you level up

- ARMORED**
Ignore the *clumsy* tag on any armor you wear.
- BATTLEFIED GRACE**
Requires: level 6+
When you take damage while standing fast in battle, you can ignore the damage and mark a debility instead.

- CREW**
You've got a small crew (a half-dozen or so) of stalwarts whom you can call up when the need arrives. They're residents of Stonetop, local folk with some steel to them. See the Your Crew handout for details.

- VETERANS**
Requires: Crew
Each time you take this move, choose a new Advantage for your Crew and, if you wish, revise their Instinct or their Cost. Work out the details with the GM.

- HEROES TO A ONE**
Requires: Veterans, level 6+
Each time you take this move, choose a new Advantage for your Crew or one of the following:
 - They are inured to fear and horror, you need not Command Followers because of either.
 - Their max HP increase by 3.
 - Their damage die improves one step (max d10)

- FRONT LINE LEADER**
When you lead your followers into battle, you can roll +STR instead of +Loyalty to Command Followers. When an ally or your followers successfully aid you in battle, you deal +1d4 damage.

- IMPRESS THE LOCALS**
When you recruit from a steading, you can roll +CHA instead of +Population.
- NOBLE MIEN**
Requires: Impress the Locals, level 6+
When you lead an NPC through danger and get them back to safety, if they aren't part of your crew they will either offer to join your crew or pledge their future aid and support.

- LOGISTICS**
When a steading Deploys, Musters, Pulls Together, or Outfits under your leadership, take +1 to the roll.

- READ THE LAND**
When you spend a few moments surveying the terrain, ask the GM two of the following questions. The GM will answer honestly. When you take plenty of time to study the area, ask the other two.
 - What here is the biggest danger or threat?
 - What's the best way in, out, through or past?
 - What here can I use to my advantage?
 - Where's the best spot for a trap or an ambush?

- PREPARE THE GROUND**
Requires: Read the Ground
When you have your allies dig in and fortify for a coming battle, hold 1 SURPRISE if you're rushed or 3 SURPRISE if you've got time to spare.

Once battle is joined, you may at any time spend 1 SURPRISE to describe a ploy or dirty trick you prepared in advance and roll +INT. *On a 7+, it works as well as can be expected. *On a 10+, you've still got a few more tricks up your sleeve. Regain 1 SURPRISE.

Gear

your Load : STR (not Strength) +10

Item	weight	Item	weight
Coin & Treasure			

- SHAKE IT OFF!**
When you order an ally to overcome their dire straights, roll +CHA. *On a 10+, they shake it off, break free, struggle through, or whatnot. *On a 7-9, a PC takes +1 forward to overcome. An NPC will overcome, but not immediately.

- SHIELD WALL**
When you form a shield wall with your crew, you all get +1 armor and you get +1 ongoing to Defend.

- SIR, PERMISSION TO DIE, SIR**
When any of your followers are dying, they roll +Loyalty for Death's Door instead of +nothing.

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

- FOCUS FIRE**
Replaces: Setup Strike, requires level 6+
When you Hack and Slash, your allies do +1d4 damage ongoing against your target until you attack someone else.

- SPEAK SOFTLY & CARRY A BIG STICK**
When you Parley with dangerous-looking allies at your back, take +1 to the roll.

- PEACE THROUGH STRENGTH**
Requires: Speak Softly & Carry a Big Stick, level 6+
When you and your allies stand ready and willing to fight, any creature capable of fear will recognize you as a serious threat and treat you accordingly.

- STENTORIAN VOICE**
When you raise your voice, it carries far and cuts through even the din of battle. When you Aid by shouting orders or warnings, roll +CHA instead of +Bond.

- TAKE THE MEASURE**
When you size a person up, ask their player one of the questions below and roll +WIS. *On a 7+, they must answer honestly. *On a 10+, you may ask a second question and get an honest answer to both.
 - Can I trust them (to __)?
 - What would it take to get them to __?
 - What skill or trait do they have that's useful to me?
 - What weakness do they have that I can exploit?

- LIKE AN OPEN BOOK**
Requires: Take the Measure, level 6+
When you first meet an NPC, you can ask them a question from Take the Measure and get an honest answer, no need to roll.

- WE HAPPY FEW**
When you give an inspiring speech to your allies before facing a dire threat, roll +CHA. *On a 10+, each ally holds 2 INSPIRATION. *On a 7-9, each ally holds 1. *On a miss, each ally holds 1 but you take -1 ongoing until you share your plaguing doubts without someone else.

Once battle is joined, you allies can spend their INSPIRATION at any time, 1 for 1 to:

- Act fearlessly against a terrifying foe or odds.
- Keep 1 HP when they would be reduced to 0 HP.
- Reroll their damage and take the better result.

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

Current level:

Your Crew | for the Marshal

By default, your crew consists of about a half-dozen men and women used to working together. Treat them as a group follower, as detailed below.

Current Loyalty <input style="width: 100%; height: 30px;" type="text"/>	Quality <input style="width: 100%; height: 30px;" type="text"/>	Tags <input type="checkbox"/> archer <input type="checkbox"/> athletic <input type="checkbox"/> cautious <input checked="" type="checkbox"/> group <input type="checkbox"/> hardy <input checked="" type="checkbox"/> organized <input type="checkbox"/> stealthy <input checked="" type="checkbox"/> Stonetop-wise <input type="checkbox"/> warrior <input type="checkbox"/>
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Starting: +2 Default: +1

Armor <input style="width: 100%; height: 30px;" type="text"/> <small>Default: +1</small>	Damage <input style="width: 100%; height: 30px;" type="text"/> <small>Default: d6</small>	Gear Iron knives (<i>hand</i>), bronze-tipped short spears (<i>close</i>) Wooden shields (+1 armor, <i>crude</i>), travelling cloaks (<i>warm</i>)
Max HP <input style="width: 100%; height: 30px;" type="text"/> <small>Default: 6</small>	Load <input style="width: 100%; height: 30px;" type="text"/> <small>Default: 2</small>	

Cost Choose 1 (<i>plus Glory if you are a Luminary</i>): <input type="checkbox"/> Glory : victories won against worthy foes <input type="checkbox"/> Defense : threats to Stonetop put down <input type="checkbox"/> Fellowship : risks taken, by you, to help or save your crew <input type="checkbox"/> Prestige : respect and honor, from you, in front of other NPCs <input type="checkbox"/> Prosperity : opportunities created or claimed for Stonetop <input type="checkbox"/> Revelry : celebration and merry-making, together
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Instinct Choose 1: <input type="checkbox"/> to bicker and fight amongst themselves <input type="checkbox"/> to take things too far <input type="checkbox"/> to treat others as beneath them <input type="checkbox"/> to take unnecessary risks <input type="checkbox"/> to hew closely to tradition and superstition <input type="checkbox"/> to seek bloody payback
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Advantages (and Moves) Choose 1 advantage and the accompanying move (plus Fighting if you are Penitent, or Home Turf if you are a Scion): <input type="checkbox"/> Archery : they gain the <i>archer</i> tag and are equipped with self bows (<i>near, 2h</i>) and bronze-tipped arrows (<i>3 ammo</i>). <i>Move: Lie in wait, ready to ambush a foe</i> <input type="checkbox"/> Experience : their Quality is +2, not +1. <i>Move: Stay calm under pressure</i> <input type="checkbox"/> Fighting : they gain the <i>warrior</i> tag. Increase their damage die to d8. <i>Move: Fight in formation</i> <input type="checkbox"/> Fitness : they gain the <i>athletic</i> tag, the <i>hardy</i> tag (+2 Load), and +3 HP each. <i>Move: Clamber over an obstacle</i> <input type="checkbox"/> Home Turf : they take +1 ongoing to Quality and Loyalty within a half-day's march of Stonetop <i>Move: Use familiar terrain to their advantage</i> <input type="checkbox"/> Outfit : they are each armed with bronze arming swords (<i>close, +1 damage</i>) and boiled leather cuirasses (1 armor) <i>Move: Produce some mundane but useful piece of gear</i> <input type="checkbox"/> Scouting : they gain the <i>cautious</i> and <i>stealthy</i> tags, and can roll +Quality to Scout Ahead. <i>Move: Observe and assess an enemy, unseen</i>
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Detail the individuals in your crew below, now or as it comes up:		
Name	Traits	Cur HP

Possible names (from Stonetop): ♀: Eira, Glow, Lowri, Nesta, Owena, Siwan ♂: Aled, Culhwch, Geraint, Harri, Mervyn, Urbgen Look to the Names List for crew from further afield. Possible traits: second in command • tough • young & untested • getting too old for this • stoic • carries a big ol' axe • popular • terrible scars • doesn't get on well with their spouse • idealistic • misses their kids • a way with the ladies/fellas • missing eye/ear/finger • short temper • cynical • beautiful voice • whittles • kind of dumb • proud • drinks heavily • good cook • holds a grudge • sharp-tongued • loves animals • complains a lot • gullible • has no shame • reckless • whistles • snores • greedy • has nightmares • hates ____

Follower Moves

COMMAND FOLLOWERS

When you order or expect a follower to do something dangerous, degrading, unreasonable, or contrary to their instinct, roll +Loyalty. *On a 10+, they do it now.

*On a 7-9, they do it, but the GM picks one:

- Their Loyalty decreases by 1.
- They complain loudly, now or later, and demand something in return.
- Caution, laziness, or fear makes them take a long time to get it done.

DO THEIR THING

When you have your follower do something chancy that falls within the scope of their tags or moves, roll +Quality. *On a 10+, they do it as well as one could reasonably hope. *On a 7-9, they do it but there's an unforeseen cost, consequence, or limitation (ask the GM what).

When a follower does something chancy that falls beyond the scope of their tags or moves, or does anything on their own, the GM will tell you what happens.

CALL FOR ASSISTANCE

When a follower helps you make a move that calls for a roll, take +1 to your roll but the follower is exposed to any risk, cost, or consequences associated with the move.

When a followers help you Hack and Slash or Volley, roll all your damage dice and use the highest die. Add +1 for each warrior or archer who is helping.

When a follower helps you Defend, you can spend 1 hold to redirect an attack to them instead of yourself.

PAY UP

When you pay a follower's cost, increase their Loyalty by 1 (to a maximum of +3). You can't trigger this move again until both you and your follower have Made Camp.

RECRUIT

When you go looking for help, tell the GM what you're offering and who you're looking for, phrased in one of the following ways:

- A group of ____ (porters, guards, angry farmers, etc.)
- A skilled ____ (guide, sage, thief, bodyguard, etc.)

If the GM says you can't find that hereabouts, start over or move on. Otherwise, roll +Population for the steading you are recruiting in. Take +1 to the roll if you have a good reputation around these parts. *On a 10+, they're yours for the hiring. *On a 7-9, the GM picks 1:

- They demand greater compensation, coin or otherwise.
- No one here fits the bill, but you hear of someone elsewhere who does.
- They have a need that must be met first (permission from someone else, a favor, etc.)
- You can tell at a glance that they are less than ideal (ask the GM how).

The GM will determine their specifics (Quality, tags, etc.) as needed, to be discovered in play. Which might include you grilling them, right now!

FOLLOWER TAGS

- ____-wise: they know all about ____, and can roll +Quality to Spout Lore about it on your behalf. Examples: Woods-wise, Sea-wise, Herb-wise, Feywise, Weapon-wise.
- *archer*: they use ranged attacks (not necessarily bows) effectively and increase your damage die when they help you fight. Also, they can roll +Quality to Volley on your behalf.
- *athletic*: good at running, jumping, climbing and the like.
- *beautiful*: they tend to draw admiration and attention; they certainly make an impression.
- *cautious*: they are careful and methodical; they avoid acting rashly.
- *connected* (____): they have friends or contacts in ____, a particular steading or group.
- *cunning*: clever and observant. They can roll +Quality to Discern Realities on your behalf.
- *devious*: deceitful, treacherous, thieving, larcenous. Just the sort you want working for you.
- *group*: a team, gang, or mob, with all the strengths and disadvantages that come with greater numbers.
- *guide* (____): knows a particular steading or region and can roll +Quality to Spout Lore, Scout Ahead, or Navigate for the party therein.
- *hardy*: tough, hard-working, and willing to put up with discomfort. They get +2 Load.
- *healer*: when they tend to wounds with bandages or poultices & herbs, add their Quality to the HP healed.
- *meeek*: they accept their lowly lot. You don't need to Command Followers for them to do degrading or unreasonable things.
- *magical*: they are magical by nature or training, and sensitive to the workings of magic. Use at least one of their moves to elaborate on their powers.
- *organized*: they make and follow plans well, and work well in a group. Once they agree to a plan, you do not need to Order Followers as long as the plan doesn't go south.
- *self-sufficient*: can live off the land and roll +Quality to Forage
- *stealthy*: can avoid detection and often get the drop on foes.
- *warrior*: They increase your damage when they help you fight (see Call for Assistance) and you don't need to Order Followers to get them to fight unless the opposition is terrifying or overwhelming.