Drive | choose 1

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

Stand up to a bully or tyrant.

□ Glory

Impress a group of onlookers with your derring-do.

□ Peace

Prevent violence from breaking out or end a violent conflict without hurting anyone.

VENGEANCE

Avenge a wrong done to you or your allies.

Blood & Thunder

Just about everyone around here talks about the time you... (pick 1):

- drove off a thunder drake that got too close to town
- $\hfill \square$ killed that ogre up near the old wells
- □ slew a dozen goblins in one battle
- □ tossed those adventurers out of town on their ears
- $\hfill\square$ bested Ivan, the scariest bandit in Brennan's Claws
- dragged yourself (and another?) into town, bleeding from a dozen wounds

But folk are less keen to discuss... (pick 1 or 2):

- □ the look in your eye when you spilled all that blood
- those hard cases who showed up looking for you
- □ the time you spent as one of Brennan's Claws
- what happened to Urbgen, even if he did have it coming
- how you were struck by lightning and woke up covered in these marks
- your uncontrollable fits, where you claw those weird runes in the dirt

What keeps you up at night, worrying about the future? (pick 1):

- just sour strice-damned temper
- $\hfill\square$ someone coming after you, looking for vengeance
- □ how bold the goblins have been getting of late
- □ Brennan and what he's up to, now that he's in power in Marshedge
- dark visions of things moving in the earth, restless, whispering and hungry
- your family, and who will look after them if you get yourself killed
- $\hfill\square$ that folk around here will learn the truth about you

If you haven't already, mark your home on the Stonetop playbook's map.

Bonds | write up to 5, with PCs or NPCs

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 my beloved and means the world to me. I put

would be horrified if they new of my past deeds.

• The only one who knows my whole story is _. I

• _ is almost as tough as I am. They can take care

used to pick on me when we were young. I try

_ stood by me when no else would. I'll not forget.

• I've saved 's life more than once. It's no big deal.

• doesn't know what they're getting into. I've got to

• I promised _'s mother/wife/child that I'd keep them

• is a danger to themselves and everyone around

• _ is good to have around when there's trouble. I

has a lot of potential but is still soft. I'll toughen

owes me their life. I'll hold them to that debt.

• I wronged _ greatly. I'm trying to make amends.

_ wrong me greatly. I still hold a grudge.

myself on the line to keep them safe.

My spouse/child worries about me so. I must

always return to them.

I must keep it from them.

trust them completely.

not to let that bother me.

safe. I keep my promises.

like working with them.

'em up.

them. I've got my eye on them.

• _ is too good for me. I'll keep my distance.

grates on my nerves. I try to be patient.

of themselves.

keep them safe.

THE HEAVY a character playbook for Dungeon World: Stonetop

These are good people. Hard-working. Honest. They look out for each other, try to do the right thing. And in tough times, times like these, well that's saying something. But sometimes, looking out for each other doesn't cut it. Sometimes, good people need someone to stick up for them. Someone who ain't afraid to get a little bloody. To get heavy.

Yeah, someone like you.

Background | choose 1

□ Sheriff

You keep the peace in Stonetop and protect it from outside threats. It's not really anything official, but everyone knows you've got a cool head and the weight to back up your words.

When you give someone an order or a warning, roll +CHA. *On a 10+, they choose 1:

- They follow your order or heed your warning.
- They freeze or back away slowly.
- They attack you.
- *On a 7-9+, they choose 1 of these (or 1 from 10+):
- They scoff, but hesitate.
- They demand proof, assurances, or explanations

□ A HISTORY OF VIOLENCE

You left behind a life of bloodshed and a name that mothers used to scare their children. That was years ago. For whatever reason, the people of Stonetop took you (back?) in and treat you like one of their own. And while you hoped to live in peace, it doesn't always work out that way.

When you Parley using the threat of violence as leverage and they know your black reputation, take +1.

When you fight to kill, without mercy or hesitation, you deal +1d4 damage.

□ STORM-MARKED

You have been touched by the god Tor—rainmaker, thunderer, slayer-of-beasts—and bear markings similar to the faint runes etched into the Stone. When did the marks manifest? Are they a symbol of your strength, speed, and courage? Or the source?

When you fume with righteous anger and your markings crackle with power, roll +CON. *On a 10+, hold 3 FURY. *On a 7-9, hold 2 FURY. While your anger lasts, you can spend 1 FURY to:

- Make a prodigious leap, buoyed by the wind
- Move like lightning, repositioning yourself before any can react
- Imbue a blow with thunder, doing +1d6 damage and gaining the forceful, messy, and loud tags

*On a miss, hold 1 FURY but your power crackles out of control, drawing attention or endangering you allies as the GM sees fit.

Starting Gear

A fine steel weapon (pick 1):

- □ Arming sword (close, +1 dam, 1 piercing, 1 weight)
- Long sword (close, +1 dam, 1 piercing, messy, 2h, 2 weight)
- Light flail (close, forceful, awkward, 1 piercing 1 weight)
- Battleax (close, +1 dam, 1 piercing, messy, awkward, 2h, 1 weight)

Plus any 3 of the following:

- □ Boiled leather cuirass (1 armor, worn, 1 weight)
- □ Iron armor (2 armor, clumsy, warm, worn, 3 weight)
- □ Bronze shield (+1 armor, 2 weight)
- Crossbow (near, far, +1 dam, reload, 3 weight) & quiver of iron-tipped arrows (3 ammo, 1 weight)
- Decent adventuring gear (4 uses, 2 weight)
- □ Any 3 choices from the POOR gear list

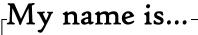
Look & Origin

Choose one of each:

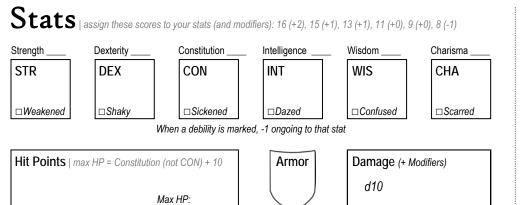
young & brash | in my prime | showing my years flashing eyes | hard eyes | unflinching eyes growling voice | hearty voice | soft-spoken built body | giant frame | mass of scars | wiry body distinctive scars | oft-broken nose | missing pieces

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

- Stonetop
 - \mathbb{Q} : Aerona, Esyllt, Rhonwen, or Terrwyn
 - ै: Arthfael, Cadmor, Pedr, or Trystan
- □ Hillfolk
 - *♀: Andrée, Frañseza, Katell, or Maela ♂: Judoc, Mael, Per, or Raoul*
- Marshedge
 - *♀: Brenda, Morrigan, Norene, or Treasa ♂: Berach, Fergus, Molan, or Tuireann*
- □ Lygos or some other southern town ♀: Aella, Elysia, Ptolema, or Thana
 - \mathbb{C} : Andreas, Chimola, Herod, or Nikandros
- $\hfill\square$ The Manmarch
- ♀: Bathhilde, Hiltrude, Luise, or Maud ♂: Chlothar, Günter, Ludwig, or Wieland



• Sometimes _ is the only one who can talk sense into me. I try to heed their words.



Moves | choose either Armored or Uncanny Reflexes, plus 2 more; add 1 each time you level up

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

□ Berserker

When afflicted by fear, enchantments, or mind control, you can ignore it as long as you attack the closest enemy in sight.

BLOOD FURY

Requires: Berserker, level 6+ When you your current HP are below your Constitution and you keep fighting, gain +1 Armor and deal +1d6 damage.

CARVED OUT OF WOOD You get +1 Armor.

□ CUT FROM GRANITE

Requires: Carved out of Wood, level 6+ You get another +1 Armor (+2 Armor total) and ignore *stun* damage.

□ FROSTY

When you Defy Danger because of fear, pain, doubt, or chaos, treat a miss as a 7-9.

□ ICEWATER

Replaces: Frosty, level 6+ You never need to Defy Danger because of fear, pain, doubt, or chaos.

□ Imposing

When you Parley using threats of violence as leverage, roll +STR instead of +CHA.

□ KILLER INSTINCT

When a fight starts, ask the GM a question you could ask with Discern Realities. Take +1 forward to act on the answer.

□ MUCSLEBOUND

When you make a thrown or hand-to-hand attack, it's forceful and messy. If it would already be forceful or messy, it's more so.

□ MIGHTY THEWED

Requires: Musclebound When you use brute strength to overcome an inanimate obstacle, roll +STR. *On a 10+, you do it but choose 1. *On a 7-9, you do it but choose 2.

- It takes a while.
- You cause unwanted damage or harm.
- You make a lot of noise.
- You suffer a debility of the GM's choice.

□ SMASH!

Requires: Musclebound, level 6+ When you Hack and Slash, on a 12+, you also name something physical they have (their sword, their position, a limb, etc.). They lose it.

□ Oh No You Don't

When you have engaged a foe in melee and they break off or make an attack that doesn't include you, you can deal your damage to them.

П Рауваск

When you see an enemy harm one of your allies, your next attack against that foe deals +1d4 damage.

Item	weight Item	weigh
	Coin & Treasur	e

□ Relentless

When you Hack and Slash, your next attack against that same foe does +1d4 damage.

□ SITUATIONAL AWARENESS

When you Discern Realities during combat, take

- +1 and add these to the list of questions you can ask: - Who or what is the biogest threat?
- What is my enemy's true position?

STAUNCH DEFENDER

When you Defend, gain 1 extra hold. Even on a miss, you gain 1 hold.

□ GUARDIAN

Requires: Staunch Defender When you have hold from Defend, you need not spend hold to redirect an attack from the thing you defend to yourself. You can just do it.

□ SUPERIOR WARRIOR

Requires: level 6+

When you Hack and Slash, on a 12+ you deal your damage, avoid your enemy's attack, and impress, dismay, or frighten your enemy.

UNCANNY REFLEXES

When you are unarmored and free to move about, you take -1 damage from any source you can dodge, roll with, or otherwise physically evade.

□ IMPOSSIBLE REFLEXES

Requires: Uncanny Reflexes, level 6+ When you use Uncanny Reflexes, you take -2 damage (instead of -1).

□ WHAT ARE YOU WAITING FOR?

When you cry out a challenge to your enemies, roll +CON. *On a 10+, they treat you as the most obvious threat to be dealt with and ignore your companions. Take +2 damage ongoing against them. *On a 7+, only a few (the weakest or most foolhardy) fall prey to your taunting.

□ YOU CAN NEVER HAVE TOO MANY KNIVES

Whenever you Outfit, you also leave town with up to 1d4 daggers, shivs, or knives (bronze or iron, your choice). If you were already carrying that many, you don't get any more.

Also, whenever you're unarmed, you can ask the GM "what here can I use as a weapon?" and take +1 forward to act on the answer.

□ YOU'VE GOT TO BE REALISTIC

When you make a dire prediction or a grim observation, write it down below. When the truth of your statement becomes evident, check the box. You can erase both statement and checkmark to add +1 to a roll you just made.

At the end of each session, erase both the statement and the checkmark $% \left({{{\rm{ch}}_{\rm{c}}}} \right)$

 \boldsymbol{XP} | mark XP on a miss or when a move says so

Current level: