



EQUIPMENT

MAX LOAD (9+STR)



NOTES

WIZARD

Dungeon World has rules. Not the laws of men or the rule of some petty tyrant. Bigger, better rules. You drop something—it falls. You can't make something out of nothing. The dead stay dead, right?

Oh, the things we tell ourselves to feel better about the long, dark nights. You've spent so very long poring over those tomes of yours. Conducting experiments that nearly drove you mad and casting summonings that endangered your very soul. For what?

For power.

What else is there? Not just the power of King or Country but the power to boil a man's blood in his veins. To call on the thunder of the sky and the churn of the rolling earth. To shrug off the rules the world holds so dear. Let them cast their sidelong glances.

Let them call you "warlock" or "diabolist." Who among them can hurl fireballs from their eyes?

Yeah. Didn't think so.

NAME

LEVEL

XP



CHARACTER SKETCH

ALIGNMENT | CHOOSE ONE OR WRITE YOUR OWN

- Inquisitive**
Endanger yourself in the pursuit of knowledge
- Power Hungry**
Sacrifice something to gain even a little bit of power
- Theatrical**
Impress, awe, or strike fear into the common folk with your wizardry
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BACKGROUND | CHOOSE ONE OR WRITE YOUR OWN

- Battlemage**
You were trained in the art of magical combat. Gain the Second Skin Fighter move.
- Sorcerer**
You don't study magic, you *are* magic. Gain a level 1 spell as an innate power. You don't need to roll to cast, you just automatically succeed.
- Warlock**
You made an unholy pact for your magical powers. Describe what kind of entity you dealt with. The GM will tell you their motives. When you **use your magic to further their motives**, you become a living Place of Power.
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BONDS

STARTING GEAR

BAG OF BOOKS (5 USES, 2 WEIGHT)

RATIONS (5 USES, 1 WEIGHT)

CHOOSE YOUR WEAPON

- STAFF (CLOSE, TWO-HANDED, 1 WEIGHT)
- DAGGER (CLOSE, PRECISE, 1 WEIGHT)

CHOOSE TWO

- LEATHER ARMOR (1 ARMOR, 1 WEIGHT)
- HALFLING PIPELEAF (3 USES, 0 WEIGHT)
- ADVENTURING GEAR (5 USES, 1 WEIGHT)
- HEALING POTION (1 USE, 0 WEIGHT)

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|-------------------------------|--------------------------------|-------------------------------|--------------------------------|-----------------------------------|----------------------------------|
| STRENGTH | DEXTERITY | CONSTITUTION | INTELLECT | WISDOM | CHARISMA |
| STR | DEX | CON | INT | WIS | CHA |
| <input type="checkbox"/> WEAK | <input type="checkbox"/> SHAKY | <input type="checkbox"/> SICK | <input type="checkbox"/> DAZED | <input type="checkbox"/> CONFUSED | <input type="checkbox"/> SCARRED |

| | | | |
|------------------------------------|-------|--------------|-----------|
| HIT POINTS Max = 4+CONSTITUTION | ARMOR | DAMAGE D6 | MODIFIERS |
|------------------------------------|-------|--------------|-----------|

STARTING MOVES

 SPELLCASTING

You can cast all Cantrips, and any wizard spells you know whose level does not exceed your own. When you **cast a spell or cantrip**, roll+INT. On a miss, you rushed the casting and your spell backfires. On a 10+, your spell is successfully cast. On a 7-9 it is cast but you must choose a drawback. When you **cast a spell of the highest level you can**, the GM chooses another drawback, regardless of your roll:

- The magic demands a personal sacrifice
- Your spell does less, or much more, than you intended
- Your casting puts you in danger or draws unwanted attention
- Magic feedback interferes with your mana. You cannot cast this spell again today.

Cantrips never backfire. Instead, the GM chooses a drawback and the spell goes off successfully.

 RITUAL

When you want to **achieve a powerful magical effect**, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you 1 to 4 of the following conditions (separated by "ANDs" and "ORs"):

- It's going to take days/weeks/months.
- First you must _____.
- You'll need help from _____.
- It will require _____.
- The effect will be unreliable or limited.
- You will risk danger from _____.
- You'll have to disenchant _____.

When you **perform a Ritual while accessing a Place of Power**, you may ignore one requirement of your choice.

 ARCANA

You have learned to unravel the greater magical mysteries of the universe. Gain knowledge of two level 1 wizard spells. Learn another spell every level. When you **take time to study an arcane spell and its effects**, you may add it to your list of spells known.

 SPELL FOCUS

You follow a particular tradition of spellcasting that allows you to channel magic through an object or creature. What do you use when casting? (Pick One)

Tome of Magical Lore: Choose an extra spell you know. Every time you **Make Camp**, you may consult your Tome and change this extra spell to a new one.

Enchanted Instrument: You carry a wand, ring, or some other object that channels your power. Once per day when you **cast a spell with your instrument**, don't even roll. Just treat your result as a 12.

Reagent Pouch: Eye of newt, spleen of spider. When you **take time to forage in the wilderness**, you gain d3 Reagents. You may spend a Reagent to ignore a drawback while casting.

Familiar: You are bonded with a spirit of magic who takes the form of a small, generally harmless creature. Name and describe it.

When you concentrate, you can see through your familiar's eyes and communicate telepathically with them. When you cast a spell, you may take an extra drawback to have your Familiar cast it for you.

LEVEL 2+ ABILITIES

 ADEPT

Don't roll to cast Light, Telekinesis, Prestidigitation, or Detect Magic. You easily succeed.

 MAGICAL DABBLER

Get a move from the Druid, Bard, or Cleric class. Treat your level as 2 lower for choosing the move.

 ENCHANTER

When you **take time to study a magical item in safety**, you may ask the GM what it does and how you could create a duplicate with Ritual. They will tell you.

 ARCANIC WARD

When you **take damage**, you may forget a spell to reduce the damage by the level of the spell forgotten. You recall the spell when you Make Camp.

 COUNTERSPELL

When you **attempt to counter a spell being cast**, you may roll+INT. On a hit, choose one. On a 10+, choose two:

- the spell's magnitude is greatly reduced
- the spell's effects are fleeting
- you take +1 Forward against the caster

 BLOOD MAGIC

When you **deal damage nonmagically**, take +1 Forward to cast a spell.

 METAMAGIC

When you **cast a spell**, you may choose a drawback to (pick one)

- Double the spell's effects
- Double the spell's number of targets
- Simultaneously weave in the effects of any other level 1 spell you know. Don't roll, it just happens.

 EXPANDED SPELLBOOK

Learn any two Cleric spells of your level or lower. Treat them as being Wizard spells.

 PRODIGY

Two spells you know become Cantrips for you.

 KNOW IT ALL

When you **Spout Lore**, the first person to act on the answer takes +1 Forward.

 CHANNELER

You may ignore the concentration requirements of a single spell at a time.

 SPECIALIST

Choose a school of magic you have an affinity for:

- Necromancy:** when you deal damage with a spell, regain health equal to the lowest value rolled on your damage dice.
- Transmutation:** You can sculpt inanimate matter with your hands, changing the appearance, if not function, of things.
- Enchantment:** With a touch, you can grant or revoke a strong emotion for a minute or two.
- Evocation:** Any time your spells deal damage, it is Forceful and Messy.
- Abjuration:** You can summon a single floating shield of force. It grants +1 armor to whomever you grant it to.
- Illusion:** You don't need to roll to cast Disguise. You easily succeed.
- Divination:** You may communicate telepathically with anyone you share a bond with.
- Conjuration:** You can produce a small amount of any raw material, which lasts for about a day. To conjure shaped / worked material, roll+INT.

LEVEL 6+ ABILITIES

 SAGACIOUS

When another player's character comes to you for advice, and you **tell them what you think is best**, they get +1 Forward when following your advice and you mark XP if they do.

 INVOKER

When you **have time and safety with a magical item in a place of power**, you may empower it so that the next time it is used, it will have greatly increased effects. The GM will tell you the specifics.

 ANTIMAGE

Requires Counterspell
Gain +1 Ongoing to Defy Danger caused by magic. When you **successfully counterspell**, take +1 Forward to cast a spell, in addition to whatever bonus you chose.

 ARCHMAGE

Requires Metamagic
Two spells you know become Cantrips for you. When you **cast a spell**, on a 12+ choose a Metamagic benefit for free.

 BLOODPACT

Requires Blood Magic
When you **sacrifice your flesh and blood to access hidden powers**, you may take d6 damage (ignoring armor) to cast a spell you don't know.

 STOLEN KNOWLEDGE

Pick a single Cleric spell of each level 1-7 and add them to your list of known Wizard spells.

 WARCASTER

When you **cast a spell**, take +d4 damage Forward and +1 Forward to Hack and Slash or Volley.

 SANCTUM SANCTORUM

When you **have time, arcane materials, and a safe space**, you can create your own place of power. Describe to the GM what kind of power you are harnessing, and the GM will tell you what kind of creature will have an interest in your new Sanctum. The Recall spell can always teleport you to your Sanctum.

 POLYMANE

Requires Specialist
Gain specialization in another school of magic.

 SORCERER SUPREME

Gain another Spell Focus, or enhance your current:

- Tome of Magical Lore:** Gain another bonus spell
- Enchanted Instrument:** Take +1 Forward after using an Action Surge to cast a spell
- Reagent Pouch:** Find +1 Reagents when you forage
- Familiar:** You don't need to take an extra drawback to have your familiar cast for you