

GUILD WORLDS

A conversion of the popular MMO into the world of Dungeon World

BETA 1.0

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INTRODUCTION

Centuars plague a country road connecting a village and the city that supports it. Corrupted Sylvari seek to draw out and capture innocent villagers into their fold. Inquest technicians develop a vile and dangerous new mech. Norn are drunkenly celebrating and bragging about their latest hunts. Charr are rallying behind their gears and guns to defend against a ghostly invasion. And somewhere, deep in corrupted territory, a group of adventurers prepare to take on a dragon.

Tyria is filled with adventures like this and more. While players can experience many of these adventures in the popular MMORPG, Guild Wars 2, there are many stories that require a more nuanced and developed take on roleplaying. Between every grand adventure where a huge foe is defeated, there are quieter moments of contemplation where adventurers work through their differences. There are adventures that take place far away from the battlefield, in tense meetings between scientific rivals or during parties where wit is wielded like swords. You may choose to be an Asura fleeing political duty to reach some scientific breakthrough or a Charr elemental combatting prejudice from within their own ranks.

The following playbooks are an expansion to Dungeon World, the tabletop roleplaying game, that allow players to experience these adventures. This is not a hack in the sense that no changes are made to the core Dungeon World rules (Alignments are replaced with Drives but they function the same). As such, the following resources assume familiarity with the rules of Dungeon World.

The 8 playbooks are meant to capture the archetypes represented by the 8 professions in Guild Wars 2. Two of these playbooks, the Thief and the Ranger, are taken from the core Dungeon World classes of the same name with very little changes. The Warrior and the Guardian are based on the Fighter and the Paladin, but these have been reworked to more closely fit with Guild Wars 2. The Engineer, the Elementalist, the Mesmer, and the Necromancer are more or less completely new playbooks with only a few things taken from the core rulebook. Every playbook, including the Thief and the Ranger, has 5 racial moves for each of the 5 playable races from Guild Wars 2.

Because this is a conversion of a video game into a tabletop RPG, it should be noted that it does not follow the mechanics or lore precisely. How an Elementalist switches attunements or a Necromancer summons minions are very different than the video game. This is a necessary result of converting a video game into a tabletop game, though every attempt has been made to capture the flavor and the spirit of the classes.

CHANGES TO DUNGEON WORLD

Guild Worlds does not make any changes to the basic rules of Dungeon World. The major changes are in flavor and setting. This means that players who are familiar with Dungeon World should have no problem adjusting to this game. This also means that players who wish to do so may incorporate the playbooks here into existing or standard games of Dungeon World. This is absolutely possible and should present no problem.

However, this book does not include the rules for Dungeon World. Players wishing to play with this book should first familiarize themselves with that system as it is not explained here.

The only change to Dungeon World rules is the presence of Bond Triggers. These triggers are prompts to resolve bonds and are created when you write bonds. Essentially, these are players' way of saying, "This bond will change when this happens," which signals to the GM and to the other players that they want this event to happen. This change not included because of the setting but simply because this author thought bonds need a little extra something to really work.

Also, inspired by the popular supplement, Grim World, these playbooks include the option for Death Moves. These are optional moves to do when a character faces a Last Breath roll and rolls a miss or forgoes it. These moves make death exciting and impactful.

ABOUT FEEDBACK

What cannot be emphasized enough right now is that this is a beta. Each of these playbooks still need a lot of testing and feedback in order to fine tune. Lots of changes are still going to be made. That is why each playbook has the following on it:

BETA 1.0

If you playtest this, please take a moment to leave some feedback. You can leave your feedback at the following places.

Twitter: @GuildWorlds

Email: guildworldsrpg@gmail.com

When you leave feedback, please answer some or all of the following questions:

Which moves or concepts did you really like?

Which moves or concepts were you confused by?

Which moves or concepts do you think need work?

What areas of balance do you think need to be addressed?

What do you think is missing?

What further comments do you have?

Thanks ahead of time for any feedback you have. I am doing this as a one-man job and do not have the time or resources to test as often as I would like, so any and all feedback is appreciated.

Tyria is filled with diverse and interesting races. The way these races and nations get along or don't is one of the most reliable sources of conflict and adventure in Tyria. Here is a brief primer on the playable races.

HUMANS

We used to rule the world, or at least Tyria. Now, though, not so much. After losing battle after battle to Charr and centaurs, we have retreated to our cities. Others say we are a dying race, but we know better. We collect, we gain strength. In our communities, we support each other, build each other up, and in time, we will conquer again.

CHARR

Fire, brimstone, and metal. Every Charr knows these smells, the feel of blades in our hands, the sounds of cannons booming. Others describe us as warmongers, but we are more than that. Every Charr is part of a warband, a group of fellow Charr we work with and respect, and in those warbands, we find strength. Our warband gives us purpose, gives us drive, and when we act with our warband, we are invincible.

ASURA

I will have to settle for a subpar explanation to reach your subpar brain. We are smart. We acknowledge our diminutive size and make up for it with maximum brain power. Our intellect has allowed us to overcome dragons, escape hazards, and create wonders others would not even be able to dream about. Our society, based on krewes who cooperate and compete to find the latest scientific breakthrough, is organized for peak efficiency and drive. We are beacons of progress in a tough and dangerous world.

NORN

Do you wish to know what it is like to be a Norn? Come, share a drink with us, and join us on a hunt of nature's most powerful creatures. Our lives are full of adventures, sometimes due to the harsh environments we find ourselves in and sometimes due to our own recklessness, but what would life be without a little conflict? Each Norn follows a Spirit Animal, a natural spirit that guides us and protects us, but we are also aided by our kinsmen, who always have our back when things get rough.

SYLVARI

Born of the Great Pale Tree, we are beings of nature. We are new to this world, but we have much to offer. Our connection to the earth offers us great wisdom despite our limited experience, and our connection with the Great Pale Tree guides our days. Other races may call us plant people, but we can be powerful soldiers and impressive wielders of magic. Those who follow the Great Pale Tree contribute to the well-being of all creatures of Tyria, though if we fall to darkness, we can become corrupted and a danger to those we swore to protect. Because of this, we are always vigilant.



THE CLASSES

There are many different types of adventurers who travel, battle, and hunt throughout Tyria. These are the classes you will find in this book.

THE ELEMENTALIST

Command the four elements and switch between them to overcome challenges and defeat enemies.

THE ENGINEER

Tinker with crazy gadgets and inventions to solve problems in unexpected ways.

THE GUARDIAN

Command magic and martial force with your intense dedication to an ideal.

THE MESMER

Creating illusions and manipulate people while avoiding danger and gaining access to powerful secrets.

THE NECROMANCER

Become a master of death to terrify your enemies and create abominations.

THE RANGER

You and your animal companion are a formidable force of nature when you work together.

THE THIEF

Steal from enemies and use powerful venoms to gain the upper hand and find treasures.

THE WARRIOR

Use all the weapons to overpower your foes and dominate the battlefield.

NAME: _____

LEVEL: ○

XP:

LOOK:

Choose one for each, or write your own:

BODY: stocky, skinny, fit

EYES: Fiery, darting, deep

HAIR: Messy, neat, bald

CLOTHES: Clean, burnt, old

ARMOR



HIT POINTS

Max: 6+Constitution



DAMAGE



DRIVE:

- Knowledge:** Discover something about a magical mystery
- Peace:** Use your magic to aid another
- Ambition:** Solve a problem with an overly impressive display of magic

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12(-), 9(-), 8(-1)

Strength	Dexterity	Constitution
STR	DEX	CON
Intelligence	Wisdom	Charisma
INT	WIS	CHA

BONDS

_____ has no respect for the magic I wield. *Trigger: you attempt to change their mind.*

I will prove to _____ that I am a reliable ally that they can count on. *Trigger: you help them in a time of need.*

_____ is trying to hold me back. *Trigger: you attempt to figure out why.*

_____ is keeping something from me. *Trigger: you attempt to find it out.*

RACE:

MOVE:

STARTING MOVES

- ELEMENTALLY ATTUNED**
You are magically attuned to an element of nature. You switch elemental attunements when the following triggers are meant. These attunements last until you meet the trigger of another attunement.
 - **Fire:** You sacrifice or risk your own well-being for a passion or cause
 - **Earth:** You remain steady despite incoming danger, discomfort, or pressure
 - **Water:** Your deep compassion and empathy inspire you to change course
 - **Air:** You exhibit fickle nature or attempt to attack something from an unexpected angle

- HURL ELEMENT**
When you conjure a magical attack based on your current attunement using your magical implement, describe the form it takes and roll+INT. On a hit, deal your damage. On a 7-9, choose 1:
 - *You expose yourself to danger*
 - *Your magic hits an additional unwanted target*
 - *Your magic is weaker than you wanted.*
Deal -1d4 damage

- ELEMENTAL TELL**
You have a magical tell that reveals your magical attunement. You may have eyes that glow different colors, magical essences that orbit your head, a magical glow around your hands, or something else entirely. Describe how it changes when you switch attunements.

- ELEMENTAL RITUAL**
When you draw on a place of power to manipulate the four elements in harmony, tell the GM what you're trying to achieve. Elemental effects are always possible, but the GM will give you 1-4 of the following conditions:
 - *It's going to take days/weeks/months*
 - *First you must ____*
 - *You'll need help from ____*
 - *You need to certain items*
 - *The best you can do is a lesser version, unreliable and limited*
 - *It is dangerous for one reason or another*

ADVANCED MOVES

When you gain a level from 6-10, you may choose from these moves.

Moves that specify an element are only active if that element is.

ARMOR OF EARTH (EARTH)

Requires: Stone Flesh

When you defend, you can negate all the damage instead of just half.

GEOMANCER'S TRAINING (EARTH)

You can mold and shape the earth to your will. When you declare your intent to do so, the GM will tell you how long it will take, how taxing it will be on you, and what complications you can expect.

AQUAMANCER'S TRAINING (WATER)

Replaces: Cleansing Water

Anyone who is healed under your care and supervision is also healed an additional +1d10 health points.

FROST AURA (WATER)

Requires: Cone of Cold

When you attempt to freeze an area, you can also choose to deal your damage to anyone caught in the cold without proper protection.

BOLT TO THE HEART (AIR)

Whenever you deal damage to a foe who could have sworn you were somewhere completely different, you deal your max damage ignoring armor.

AEROMANCER'S TRAINING (AIR)

Requires: Ride the Lightning

When you Defy Danger (DEX), on a 10+, your mastery of air magic lifts you up, pushes you out of danger, turns you into lightning itself, or otherwise grants you an escape. The GM will tell you one advantage this gains you, and you and all allies gain +1 forward when acting upon it.

BURNING RAGE (FIRE)

Requires: Empowering Flame

When you deal damage to someone who damaged you first, your damage dice is d10.

PYROMANCER'S TRAINING (FIRE)

When you calm yourself and quell the passion within your soul, you also quell all fires that are around you. This removes your attunement until you trigger another one.

SUMMON ELEMENTAL

When you have time to concentrate and prepare, about half an hour, you can create an elemental being based on your attunement. Treat this elemental as a hireling with loyalty of 2 and 8 stats to be distributed as you see fit. You may only have one elemental at a time.

GROUP WORK

Requires: Summon Weapon

When you summon a weapon, you also summon a copy of that weapon for an ally.

BREWING STORM

Death Move

When Death approaches and you feel your grasp of your magic slipping, you can put everything left into a storm. Use some or all of your elements to describe an incredibly powerful elemental tempest. Roaring flames, shifting earth, biting wind, torrential downpours, and more are at your disposal.

Then, point the storm in the general direction you want it to go. Everything in that direction better move, find shelter, or be okay with joining you in the afterlife, and they better pick which of those they want really quickly.

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ASURA

After resolving a Spout Lore, you can put yourself in danger to gain additional information.

CHARR

Out of fear of persecution, you have learned to suppress your tell and evidence of magic.

HUMAN

When you offer a prayer to one of your gods, you may also change your attunement to one associated with that god.

NORN

When you boast of your impressive magical powers, take +1 forward to proving it but double the negative effects.

SYLVARI

You can petition the Pale Tree for guidance at any place of power.

PLAYING AN ELEMENTALIST

You have figured out the intricacies of the world and internalized them. Some people do not appreciate how much science and intellect go into harnessing the powers of the earth, in melding the land to how you see fit, literally turning the tides of a sea battle, knocking foes away with a powerful gust of wind, and summoning a powerful blade of fire.

Maybe that is because these are sometimes accompanied by charging into battle as loudly and passionately as you can. Oh well, you know that every one of your movements, every time you retreat, every time you stand your ground, every time you change course, and every time you charge forward are calculated uses of magic so few properly understand.

As an Elementalist, you will not be able to specialize in all of the elements. Pick the ones that best fit your character's personality and focus on those.

Even elements you have not developed may still be useful. When dealing with enemies weak to fire, for instance, it may be useful to switch to that even when you are not as comfortable with it.

When you Hurl Element, make sure to add flavor relevant to your character. The fire you are sending could take the form of a phoenix flying toward the enemy. You might send ice lances toward the enemy. Lightning could dance out of your daggers onto the enemy. Go crazy with it. It will be more fun for you and for everyone else at the table.

ELEMENTALLY ATTUNED

It is natural that players might end up appearing to metagame with this move, acting rash when it would benefit them to have the Fire attunement, compassionate when Water is best, etc. This is fine as long as the player's desires match the character's desires. Part of the flavor behind the Elementalist is that Elementalists know how to manipulate themselves to access the magic within them.

IMPLEMENTS

Implements are tools that Elementalists use to channel their magic. They are unsuited for combat beyond that (the daggers are dull, and the staff, focus, and scepters are weak), but they are powerful tools in the Elementalists' hands. If they are lost or stolen, Elementalists can imbue other tools with magic, but it will take time and resources.

CLEANSING WATER & AQUAMANCER'S TRAINING

It is important to note that the Elementalist does not have any natural healing abilities. Instead, the Elementalist increases healing from other sources. This includes using healing items like potions and bandages, recovering naturally from resting, and aiding others with healing abilities.

ENVIRONMENTAL PROTECTION

Without this move, an Elementalist cannot manipulate elements, only hurl them. They will need to use more conventional methods to do that.

DEATH: BREWING STORM

Take what the player gives you and run with it. Make sure not to neglect the effect the storm has on the environment and landscape. Anyone that survives this storm must have a really good reason why.

NAME: _____

LEVEL: ○ XP:

LOOK:

Choose one for each, or write your own:

BODY: Pudgy, slender, tired

HEADGEAR: Goggles, safety helmet, monocle

BACKPACK: Patchwork, crammed, humming

CLOTHES: Leathers, coat, apron

ARMOR



HIT POINTS

Max: 8+Constitution



DAMAGE



DRIVE:

- Knowledge:** Sacrifice your own well-being for science
- Altruism:** Use your technical knowledge to improve someone's quality of life
- Ambition:** Sabotage someone's efforts to best you

BONDS

_____ is prime fodder for an invention I am working on. *Trigger: you attempt your invention.*

_____ does not respect my work. I will change their mind. *Trigger: you give them a reason to reconsider.*

I respect _____'s inventive mind. I will take advantage of it soon. *Trigger: you pick their mind.*

_____ has offered to help my work, but I am unsure of their potential contribution. *Trigger: you re-assess their value.*

RACE:

MOVE:

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12(-), 9(-), 8(-1)

Strength STR	Dexterity DEX	Constitution CON
Intelligence INT	Wisdom WIS	Charisma CHA

STARTING MOVES

BUILD A KIT

A kit is an invention or a collection of inventions with a singular theme that help you on your journeys. When you have an extended period of time, about an hour, to tinker on a kit, describe the kit you are working on, spend one use of Engineering Gear, and roll+INT. On a 10+, pick 3 bonuses and 1 downside that reflect its design. On a 7-9, pick 2 bonuses and the GM chooses 1 downside.

(Bonuses and downsides are listed on the kit page)

RESOURCEFUL

What most people see as junk you see as potential. When you spend a full day in a scrapyards, junkyard, or other collection of discarded gears, bolts, and wiring, you gain 1 Engineering Gear (3 uses, 1 weight) that you can use in your inventions. You may also choose to spend 3d10 coins to buy a series of random and seemingly unrelated goods at a market to receive 1 Engineer Gear in a fraction of the time.

OPERATE KIT

If no relevant move applies to your kit, when attempting to use it, roll+INT. On 10+, it works as intended. On 7-9, it works, but choose one:

- You lose 1 use
- You expose yourself to danger or attract unwanted attention
- It is not as effective as you wanted

CREATE INVENTION

When you have access to a workshop full of tools, you may draft a blueprint of an invention to fill a specific purpose. If you do so, the GM will give you 1-4 of the following requirements.

- It will require a specific material
- It is going to take ____ amount of time
- You need to call on a colleague
- You will need to break down an item you own
- You need to convince local authorities that it is okay

If you decide to make due, roll+INT and -requirements. On a 10+, you did it despite what those naysayers said. On a 7-9, you did it, but the GM will give you a nasty consequence for each unfulfilled requirement.

ADVANCED MOVES

When you gain a level from 6-10, you may choose from these moves.

HEALTH ASSURANCE

Requires: Health Insurance

When your kit has the Medical Dispersion Field, it heals 2d8 or 1 debility.

MODIFIED AMMUNITION

Replaces: Improvisational Creation

You may mark off 1 use of Engineering Gear to add a kit bonus to anything the next time you use it. Describe how you hastily temporarily modified it.

MAKE DUE

You may choose, instead of marking a use, to eliminate a bonus from your kit. You may not do so if your kit only has 1 use. Rationed Resources does not count as a bonus for purposes of this move.

ADVANCED SURVEILLANCE

Replaces: Surveillance

You can spend a use of an Engineering Gear to create an advanced proximity alarm (2 uses, 0 weight). Describe how it will alert you without tipping off who activates it. If you set up one while making camp, when the Take Watch move activates, it is automatically treated as a 10+, and you mark off 1 use.

GADGETEER

Requires: Toy Tinkerer

When you create something you know will tempt someone, mark off 1 use of Engineering Gear and roll+CHA. On 10+, they really want it and will give 10d10 to buy it (or trade an appropriate item or service). On 7-9, they will bargain for it.

APPLIED FORCE

When you Spout Lore about a building, the GM will tell you how to strengthen it and how to bring it down in addition to the normal effects.

NERF THIS

When you decide to rig your kit to explode, roll+remaining uses. On a 10+, the kit will explode and deal your damage precisely when you want it to. On a 7-9, the kit will explode, but you choose one:

- *Someone has to detonate it manually*
- *The kit will do reduced damage, subtract 1d4*
- *The explosion will make the area incredibly hazardous*

OPTIMIZED ACTIVATION

Requires: Ambitious Creator

When you roll 12+ to Build a Kit, you double the effects of one of your bonuses. Double the effects of all your bonuses if you choose to double to the effects of your downside(s) as well.

SECOND DRAFT

Replaces: Careful Notes

When you create a kit, you also create a blueprint for that kit. As long as you have that blueprint, you can recreate the kit by spending 1 use of Engineering Gear without rolling. If you do roll, take 1 fewer Downsides but no different Bonuses.

QUICK STUDY

Requires: Signature Marks

Whenever you Spout Lore on a mechanical item and get 12+, you instantly know how to make it and how to improve upon it. The GM will tell you how long it will take and how many resources it will use up.

SYSTEM ERROR

Death Move

Your body is failing and Death is close, but what you are really worried about is that somehow, something was activated. Actually, scratch that: EVERYTHING was activated.

Which would not be as big of a problem if you had not kept bits and pieces of every kit, every invention, every wiring and configuring--all of it has something left of it in your pack, lining your clothes, or adorned upon your body.

Describe what you kept of past kits and inventions and the particular type of chaos that is about to erupt. Then roll+number of kits and inventions (capped at 5).

If you get 10+, roll again but decrease your modifier by 1. If you get 10+ again, roll again but decrease the modifier by 1 again. If you get 10+ again, roll again but decrease the modifier by 1 again. Repeat this until you do not roll 10+.

Roll xd6, where x is the number of full and partial successes you had. Disperse that damage among the enemies around you as you see fit, victims of the chaos of your creations.

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ASURA

You can confuse and/or impress any non-Asura by explaining how your inventions work.

CHARR

When you call on your Warband for access to a unique resource, your GM will tell you what they were able to find and how much.

HUMAN

When you enter a city, the GM will tell you who are other notable inventors and what they are known for.

NORN

When you irresponsibly use advanced technology in an unsafe manner, gain +1 to Parley on any who were amused by your antics.

SYLVARI

You can find Engineering Gear in the jungle or swamp lands (see: Resourceful).

PLAYING AN ENGINEER

You have figured out the intricacies of the world and internalized them. Some people do not appreciate how much science and intellect go into harnessing the powers of the earth, in melding the land to how you see fit, literally turning the tides of a sea battle, knocking foes away with a powerful gust of wind, and summoning a powerful blade of fire.

Maybe that is because these are sometimes accompanied by charging into battle as loudly and passionately as you can. Oh well, you know that every one of your movements, every time you retreat, every time you stand your ground, every time you change course, and every time you charge forward are calculated uses of magic so few properly understand.

INT is probably going to be your primary stat, but do not neglect DEX. It allows you to make your guns your primary method of combat and allows you to be more flexible with your kits.

Make sure to create new kits on a regular basis. In addition to powering up your Death move, creating a kit is so flexible that you can prepare for what you are facing in the near future.

Eye for Invention is not only for super powerful mega crystals but can also be used whenever you have an odd idea or want to look at something differently.

BUILD A KIT

The Engineer is a class that encourages and allows for a lot of creativity. Kits can be almost anything. A collection of magical grenades, a jetpack, several robotic arms, a mechanical teddy bear that spies on people, etc. The Bonuses and Downsides should feel natural to the kit. A flamethrower is obviously a bit dangerous, and it makes sense for an autoturret to be reloaded, but if none of the bonuses or downsides fit, feel free to make up some.

OPERATE KIT

Many kits will naturally fit into pre-existing moves (grenades naturally fit into Volley while a jetpack naturally fits into Defy Danger), but many will not. Operate Kit is a catch-all move for using kits that do not naturally fit into other moves. This move itself is vague but its use with the kit should be specific. The intention should be specifically stated before the move is called for (i.e. "I direct my robotic arms to go under the door and open it from the other side") rather than general ("I get my arms to open the door"). It should be noted that for kits that do fit into other moves, the GM should feel free to take off uses for partial successes and failures. Kits should feel durable but also limited.

EYE FOR INVENTION

Engineers should feel free to use materials of all types and sizes, but this move is specifically designed for resources that people would not normally use, either because they do not have access to them or because they do not think to use them. If a resource is simply unexpected, like using water to power a jetpack, give it a bonus relatively powerful to the bonuses listed, like, "forceful, element: water," but for ultra rare and powerful items, feel free to expand the power. A super ultra crystal may increase damage by 2d6, but it may also have, "unstable: chance polymorph," and it only lasts until it runs out of juice.

OPTIMIZED ACTIVATION

Feel free to be creative with how to double downsides. Doubling the effects of reload may mean it has to be extensively setup beforehand as well. Doubling the effects of two-handed means you need an ally to help you start it. Kits that are doubly dangerous are not only dangerous to you but also to those around you. However, make sure to emphasize just how awesome this kit is. Those magical grenades shred armor, can be tossed around corners, and affect a huge area (that may or may not have you and your allies in it).

DEATH: SYSTEM ERROR

If nothing else, this move alone should be encouragement enough for Engineers to try new things when they play. Let the player go as wild as possible when describing the chaos and then grab all the dice at the table for this move.

Kit Creation

BONUSES

Advanced Propulsion <i>Range: near, far</i>	Rationed resources <i>+1 uses</i>	Shock resistant <i>Thrown, near</i>	Gas-powered <i>Forceful, stun</i>
Explosive <i>Range: area</i>	Magical in nature <i>Ignores armor</i>	Alchemical components <i>Element: _____</i>	Proximity alert <i>Activates on own</i>
Medical Dispersion Field <i>Slow, heal 1d8</i>	Overshield <i>+2 armor</i>	Rockets and jets <i>+1 to Defy Danger</i>	Advanced optics <i>+1 to Discern Realities</i>
Spinning blades and hooks <i>Messy</i>	Serrated steel <i>Damage die is d8</i>	Amusing lights and sounds <i>Distracts others</i>	_____ _____

DOWNSIDES

Periodic resets <i>Reload</i>	Limited Resources <i>-1 uses</i>	Multiple levers <i>Two-handed</i>	Prototype <i>Dangerous</i>
Awkward <i>1 fewer ranges</i>	Loud <i>Draws unwanted attention</i>	Nasty recoil <i>-1 forward after use</i>	_____ _____

Your kit naturally has 2 weight, 3 uses, and close range (if applicable). You can only make one kit at a time. Whenever your kit runs out of uses, describe how it falls apart.

KIT 1: _____

KIT 2: _____

<i>Bonuses</i>	<i>Downsides</i>	<i>Bonuses</i>	<i>Downsides</i>

KIT 3: _____

KIT 4: _____

<i>Bonuses</i>	<i>Downsides</i>	<i>Bonuses</i>	<i>Downsides</i>

KIT 5: _____

KIT 6: _____

<i>Bonuses</i>	<i>Downsides</i>	<i>Bonuses</i>	<i>Downsides</i>

NAME: _____

LEVEL: ○ XP:

LOOK:

Choose one for each, or write your own:

BODY: Fit, bulky, thin

EYES: Kind, fiery, glowing

HAIR: Bald, styled, helmet

ARMOR: Polished, dirty, bloody

ARMOR



HIT POINTS

Max: 10+Constitution



DAMAGE



DRIVE:

Law: Improve the systems of order and justice

Retribution: Eliminate a threat to society

Resolution: Keep steadfast in your beliefs when you have reason to waiver

BONDS

_____’s misguided behavior endangers this mission! *Trigger:* you attempt to correct their behavior.

I do not know if I can trust _____ yet. *Trigger:* they do something that earns or loses your trust.

_____ would be a much better adventurer if they learned from me. *Trigger:* you attempt to teach them a ritual or technique.

_____ is a brave soul, and I have much to learn from them. *Trigger:* your perception of them is challenged or affirmed.

RACE:

MOVE:

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12(-), 9(-), 8(-1)

Strength	Dexterity	Constitution
STR	DEX	CON
Intelligence	Wisdom	Charisma
INT	WIS	CHA

STARTING MOVES

DEVOUT VIRTUE

Pick a Virtue. As long as you follow its requirements, you gain the following boon.
— **Justice:** Suffer not a crime unpunished. *Boon:* When you question a defeated, captured, or willing individual, you can stare into their eyes to know if they are lying or not.
— **Resolve:** Let no innocent suffer in your presence. *Boon:* Whenever you heal another, you gain half the health you healed.
— **Courage:** Refuse to let those who have power abuse it. *Boon:* Whenever you Defend another person and choose to damage the attacker, you may add your damage dice as well.
Whenever you act contrary to your virtue, you lose the boon and the GM will give you a quest to reclaim it.

CHANGE OF HEART

When you have time to contemplate and reason for reflection, you may change your virtue. The GM may require a sacrifice from you for this if you have been acting contrary to that virtue.

ARMORED

You ignore the clumsy tag on armor you wear.

MERCIFUL INTERVENTION

When you touch someone, skin to skin, and call upon your magic for aid, roll+WIS. On 10+, you heal 1d8 or remove one disease. On a 7-9, they are healed, but the effect is taxing and hurts you or leaves you open to some danger.

ADVANCED MOVES

When you gain a level from 6-10, you may choose from these moves.

Moves that specify a virtue are only active if that virtue is.

AMPLIFIED WRATH (JUSTICE)

Replaces: Wrath of Justice

Your weapon is engulfed in magical fire when dealing with an outlaw, dealing +1d8 damage.

STAND YOUR GROUND!

When you convince an ally to hold fast against incoming danger, you both gain +1 ongoing as long as you stay right where you are.

PURITY OF BODY

You have +2 armor while you have a boon.

EVER ONWARD

Replaces: Charge!

When you lead the charge into combat, those you lead take +1 forward and +2 armor forward.

MIGHT OF THE PROTECTOR (COURAGE)

Replaces: Stalwart Defender

When you Defend, you gain +1 holds, even on a miss, and if you choose to deal damage, you deal +1d8 damage.

POWER OF THE VIRTUOUS

Requires: Inspired Virtue

You may choose to take on 2 virtues instead of 1. If you lose 1 boon, though, you also lose the other.

UNQUESTIONED AUTHORITY

Replaces: Purity of Voice

Take +1 to order hirelings. When you roll a 12+, the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.

ALTRUISTIC HEALER (RESOLVE)

Replaces: Purity of Heart

When you heal an ally, you heal +2d8 HP.

RETRIBUTIVE ARMOR

When you suffer a debility, even through Bloody Aegis, take +1 forward to whatever caused it.

INVIGORATED BULWARK

Replaces: Shield of the Avenger

When you use your magic to create a magical shield for an ally, you may roll Defend for two different targets at once, no matter the distance as long as they are within line of sight. Roll twice and use the higher roll for each target. Your magical shield may do damage, but any damage done to your shield destroys it and transfers the damage to you.

FINAL STAND

Death Move

This is it. You are on the precipice of Death, and Death commands you forward, but you, driven by magic and will power, say, defiantly, "Not yet." Gain the following effect based on your virtue (if you have multiple virtues, pick one).

Justice: You will not go down alone. Magical flames fill cover your body and compel you forward. Your damage dice becomes a d10, and you can continue to fight until every enemy is defeated or you roll a miss, in which case your body breaks and you release flames all around you dealing your damage and ignoring armor.

Resolve: You cannot abide the thought of your allies suffering. Your magic propels all nearby enemies away and creates a protective seal around all allies negating all damage until the battle ends or an enemy finishes you off up close and personally.

Courage: Your body explodes with magic and it covers the ground around you. The area around you, your immediate vicinity, becomes your domain. Describe how you destroy all those who intrude upon it, including the one that killed you. After the battle, you may choose to leave this plane for the next or continue to reside upon this area, judging all of those who step upon it.

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ASURA

Whenever you share a useful piece of information with someone in law enforcement, they will share a useful piece of information with you.

CHARR

You were the leader of your Warband and they will always respect and listen to you whenever you run into them.

HUMAN

You can always gain audience with the lawful rulers based on your reputation.

NORN

Whenever you share a drink in a tavern, you always hear information about what is ailing people or menacing them.

SYLVARI

Whenever you attune your senses to magical corruption, even for a moment, the GM will tell you who or what around you has been corrupted by an Elder Dragon.

PLAYING A GUARDIAN

You know true strength only comes from virtue. Raw power is not enough. Discipline, virtue, and steadfastness are the keys to power. You draw strength from both basic martial areas and magical pursuits, and because of this, you have few weaknesses.

Your resolve and outlook make you a formidable ally, and those in your profession are known to be frequent defenders of the poor and downtrodden, though you are also aware of your potential for brutality in the face of injustice.

While Guardians do not necessarily have a deity that they follow, they still follow a strict code of ethics and rules. Before you play, decide what rules and morals you live by, and use those to determine your virtue. This Virtue should determine everything you do. If you are in combat, it is because of your virtue. If you refuse to fight, it is because of your virtue. If you talk it out, it is because of your virtue.

As such, when you change your virtue, it should be because of a significant moment or great desire of your character. Changing a virtue should be significant, and it should mean that you decided to change your life in a significant way.

Your dedication and resilience are the key factors in making you able to control and wield your magic. It may be helpful to describe what rites and rituals you follow on a daily basis that give you access to this great power.

JUSTICE

Guardians who have this virtue can tell if individuals are lying or not, but this does not mean these individuals are willing to talk.

RESOLVE

The moves that affect healing affect all types of healing. Using poultices and herbs, healing potions, and bandages also count.

COURAGE

Guardians using Courage may find that they do more damage defending than they do attacking. This is by design and okay. However, keep in mind that in order to gain the boon from the virtue, they have to be defending someone else, not themselves.

WRATH OF JUSTICE

"Outlaw" is purposefully vague. This can mean a lot of different things to a lot of different Guardians. Just make sure that the player has a consistent definition, even if it may differ from others.

CHANGE OF HEART

A Guardian attempting to use this provides an excellent time to roleplay through their feelings and decide where they want this character to go.

DEATH: FINAL STAND

Justice: When a Guardian becomes this, they become a terrifying force of nature. Make sure to describe how enemies react to this. If they have not considered fleeing before this, they may now.

Resolve: Make sure to describe situations where the players would have received damage and resist the urge to make up for it with other moves. Do send enemies toward the Guardian and make the defense of the fallen Guardian an exciting challenge.

Courage: The exact area the fallen Guardian inhabits should not be large enough that it negates the whole battle (if there is still a battle to be fought) but large enough to be significant should the Guardian choose to remain there forever. Decide with the player what is fictionally most exciting, and be aware of key locales like bridges and entrances.

NAME: _____

LEVEL: ○ XP:

LOOK:

Choose one for each, or write your own:

BODY: Skinny, fit, sexy

EYES: Mysterious, alluring, bright

HAIR: Groomed, flowing, natural

CLOTHING: Ornate, revealing, concealing

ARMOR



HIT POINTS

Max: 6+Constitution



DAMAGE



DRIVE:

- Chaos:** Undermine a system of law & order
- Tranquility:** Help someone evade an enemy
- Power:** Find a powerful secret

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12(-), 9(-), 8(-1)

Strength	Dexterity	Constitution
STR	DEX	CON
Intelligence	Wisdom	Charisma
INT	WIS	CHA

BONDS

I know a secret about _____.
Trigger: they find out you know.

_____ knows something about me I wish they didn't. Trigger: they threaten to reveal it.

I can trust _____ with my life.
Trigger: that trust is tested.

_____ always knows when I lie.
Trigger: they call you out.

RACE:

MOVE:

STARTING MOVES

MIRROR IMAGE

When you create a magical illusion of yourself, roll+CHA. On 10+, choose 2. On 7-9, choose 1.

- It matches your appearance even upon close inspection
- It is dangerous
- It draws as much attention as you want it to

This illusion will dissipate upon physical contact or if you make another illusion. These illusions are controlled by your thoughts, and can move around and mimic your mannerisms.

PEOPLE PERSON

When you Spout Lore about a person of interest, you may roll+CHA instead of INT. The GM might ask you, "Who told you about them?"

CREATE IMAGE

When you attempt to create a magical static image, describe the image you want to make, where you want it, and who you want to fool with it. The GM will give you 1 to 4 of the following restrictions.

- It will only fool people from a distance
- It will require constant upkeep
- It will only last for a certain amount of time
- You need to prepare for a certain amount of time
- It will only fool people from a certain angle
- A keen observer will figure it out soon--and will tell others

ADVANCED MOVES

When you gain a level from 6-10, you may choose from these moves.

MISTRUST

When you attempt to get an underling to lower their defenses by showing them all the great benefits of leaving their boss, roll+CHA. On a 10+, they have to take some time off to reconsider their life. On a 7-9, their doubt is only momentary, but it opens up an opportunity you or an ally can act upon. Most underlings will only be swayed by tangible or personal evidence.

GOSSIP

When you spread a nasty rumor about someone amongst those who interact with them the most, roll+CHA. On a hit, the GM will tell you what opportunity or weakness is now available to you. On a 7-9, they know it was you who started the rumor.

MENTAL ANGUISH

When you draw out what troubles someone most, roll+CHA. On a hit, they feel the need to do something about their troubles right now or wallow in depression. On a 10+, you can make a suggestion that they will regard with great respect.

DECOY

Replaces: Scapegoat

Whenever you sacrifice an illusion of yourself during a Defy Danger challenge, change a failure to a partial success or a partial success to a full success and gain +1 forward.

SHARPER IMAGES

Replaces: Empowered Illusions

When you coordinate with your illusion(s) to deal damage to a foe, you deal +1d8 damage.

MASTER OF MISDIRECTION

Replaces: Multi-task

When you use Mirror Image, you can create 3 illusions instead of 1. You may choose which illusions have which properties as if you created them individually.

MASTER FENCER

Replaces: Duelist's Discipline

When you attack a surprised, bewildered, or confused foe with a precise weapon, your weapon ignores any worn or wielded armor and has +2 piercing against all other types of armor.

ILLUSIONARY INSPIRATION

Replaces: Mental Defense

Whenever you realize someone is hiding something from you, the GM will tell you one vulnerability they accidentally revealed about themselves. Take +1 ongoing to acting upon it until they know you know it.

MIRROR ADEPT

When you Create Image, the GM tells you how many drawbacks there are and you get to pick which ones you want. The GM still gets to determine specifics.

POMPOUS MONOLOGUE

Whenever you get a foe to monologue, they reveal a vulnerability. Everyone who knows it deals +1d6 damage to them.

ONE LAST TRICK

Death Move

It is finished. Your body is dead, and it falls lifeless to the ground. You are absolutely, 100% dead and done for.

At least that is what most people think. Even most of your allies in fact. All of them are sure your story is over.

But someone is not sure. Write down a clue for a living ally, something that gives them doubt that your death was completely genuine. It could be a momentary flicker in your corpse, something that hinted it was less corporeal and more an illusion, or maybe your body was never actually found. Maybe that ally could have sworn that you were immune to that poison or you had extra plating where that blade struck you. Whatever the case, that ally is not sure of your true state.

Write down two more clues for your GM. These are clues to what has actually been happening this whole time, maybe where you have actually been or why you have gone into hiding and cannot be found. The GM will reveal these when they choose to do so, and it is only after every clue has been uncovered that anyone will really know what actually happened to you.

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ASURA

Whenever you meet a rival krew, the GM will tell you one secret you learned about their operations.

CHARR

Whenever you Hack & Slash with the aid of your illusions, deal +2 damage.

HUMAN

Whenever you enter a city, the GM will tell you of at least one person of interest you know.

NORN

Your illusions can also take on the form of your Spirit Animal. Anything they see, you will too.

SYLVARI

Whenever you Create Image of a natural environment, the GM will tell you how many drawbacks it has and you pick which ones you want.

PLAYING A MESMER

Now they see you, and now they do, and now they do again, and now they do again. As a Mesmer, you know that appearances matter, and the more appearances, the better. An enemy that cannot tell who you are cannot tell when you are about to stab them in the back.

On the other hand, you are also adept at less bloody forms of dominance. Sometimes the sharpest blade is a secret someone would want kept secret. You know how and where to find those secrets. Sometimes it involves careful manipulation, of sowing dissent among the ranks of a particularly important person, and sometimes it involves making someone think they see something they don't. These blades are the most fun to twist.

The Mesmer has a lot of tools against enemies via conversation and manipulation. As such, this class shines most when you commit to dialogue and conversation in-character as you can make subtle moves that may be even more damaging than bullets and daggers.

Maintaining an illusion even during times of relative safety may have added benefits, but be wary of the attention it might bring.

Enemies that are tough to damage with your weapons can often be hurt through visual trickery. Try leading enemies toward traps and dangerous areas without them realizing it.

MIRROR IMAGE

Mesmers may choose the third option both in cases where they want the illusion to receive attention, such as to ward off an enemy coming toward them, or in cases where they do not want it to draw attention, such as when they want it to surprise an enemy or listen in on a secret conversation.

CREATE IMAGE

This move does not require a roll. However, the moves it inspires should. Does it require constant upkeep and are you planning to keep the image up while an entire army passes close by? It might be time to Defy Danger (CON). If someone can tell it is fake, whatever moves they make to stop the person should be exciting and require rolls.

KEEN EYE & MENTAL DEFENSE

If a player chooses these options, it may mean that these are the types of enemies they wish to face. Plan accordingly.

EMPOWERED ILLUSIONS AND SHARPER IMAGES

These moves are intentionally vague enough to allow for a variety of damage dealing moves. Feel free to encourage experimentation, such as using illusions to lead enemies into traps, send them over cliffs, or even turn their own attacks against them.

IN COMBAT

A Mesmer can be a powerful and dangerous foe against those they can manipulate and deceive. However, this means that they are also weak to those who are not intelligent enough to be manipulated and those who rely on senses other than sight. Adding feral or blind enemies to encounters is one way to highlight a weakness of the class.

SCAPEGOAT & DECOY

Make sure there is a fictional reason for this, such as having the illusion distract an enemy or the Mesmer was an illusion the whole time.

DEATH: ONE LAST TRICK

Every clue reveal should be as dramatic and shocking as possible. Wait until opportune moments in the story, maybe even important rolls, to reveal what exactly the Mesmer was up to and why that matters (think about the ending of Thor: The Dark World, when you find out what Loki was really up to). It is also okay to work with the player and change the clues to better fit the storyline later, but keep the exact wording of the clues hidden from the players. They should feel like you are keeping secrets from them.

NAME: _____

LEVEL: ○ XP:

LOOK:

Choose one for each, or write your own:

BODY: Skeletal, bloated, decaying

MASK: Demon, skull, ghost

CLOTHES: Ripped, ornate, ancient

HAIR: Wispy, tangled, neat

ARMOR

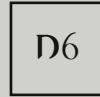


HIT POINTS

Max: 8+Constitution



DAMAGE



DRIVE:

- Catharsis:** Give a good death
- Terror:** Give someone an experience they will never forget
- Persistence:** Live when you should have died

BONDS

I have a feeling _____ will soon face a brush with Death. *Trigger: they do.*

_____ does not want me to know their greatest fear. *Trigger: you attempt to figure it out.*

_____ is disgusted by my means, for good reason. *Trigger: you affirm or challenge that view.*

_____ wishes to learn more about Death. *Trigger: you show them.*

RACE:

MOVE:

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12(-), 9(-), 8(-1)

Strength	Dexterity	Constitution
STR	DEX	CON
Intelligence	Wisdom	Charisma
INT	WIS	CHA

STARTING MOVES

DEATH MAGIC

When you use your Necromancer magic to draw life from still living flesh (even if only barely) and you have time to draw it into a being, deal your damage and describe the flesh and bone creature you form. Give it a name, HP equal to the damage you dealt, and a nature.

- Balance the scales of life and death
- Protect its master
- Seek out magical power
- Achieve the last thing its previous being strived for

Gain +1 to any roll where your flesh monster aids you by working in its nature. This monster also has terrifying. You can only sustain one flesh monster at a time.

TERRIFY

When you attempt to scare foes with your ghastly appearance and demeanor, roll+number of terrifying tags. On a hit, 1d4 enemies freeze, run away, or attack. In addition, on a 10+, pick 2. On a 7-9, pick 1.

- You scare an additional 1d4 enemies
- Nobody decides to attack
- The effect lasts a long time

DEATH SHROUD

When you grab onto the wake of a departing soul, you may transform into a Death Shroud until you take damage or until you decide to end it. Describe how this changes your appearance and roll+INT. On a 10+, choose 2. On a 7-9, choose 1.

- The powers of death are at your command: your damage dice becomes a d10.
- Your visage is especially creepy. Gain terrifying.
- You see what fear weighs on others. You gain +1 when you roll to make that fear happen, even when not a Death Shroud.
- The air around you is chilled. Gain the tag, cold, and enemies in your presence will not be able to run away.

ADVANCED MOVES

When you gain a level from 6-10, you may choose from these moves.

UNCLEAN TOOLS

When your weapon is covered in blood, it gains terrifying if it did not have it already. This lasts until the blood is cleaned off.

CONVERSE WITH THE DEAD

When you use your magic to invigorate a corpse to roughly act like it used to, roll+INT. On 10+, you may ask three questions before the magic breaks. On 7-9, you may ask two questions. This does not restore the corpse's soul even for a moment.

TAILOR APPRENTICE

When you have time and materials, you can modify any outfit to give it terrifying.

MINION OVERLORD

Replaces: *Minion Master*

You can sustain 3 flesh monsters. Their bonuses do not stack. In addition, you can explode your minions and deal damage equal to their health to all those around them.

ARMORED SHROUD

Any damage you receive while in a Death Shroud only forces you to leave Death Shroud and does not lower your HP.

LAST RITES

Requires: *Death's Embrace*

When you use your relationship with Death to influence someone's transition into the afterlife, gain +1 ongoing with any family members and friends if you were charitable and merciful, but gain +1 ongoing with any of the departed's enemies if you were vindictive and spiteful.

TRANSFUSION

Replaces: *Taste of Death*

You may deal your damage to your flesh monster, a willing ally, yourself, or a defenseless foe to heal yourself or an ally for the same amount of health.

GIANT FLESH MONSTER

Requires: *Flesh of the Master*

You may choose to roll your damage twice when using Death Magic. If you do, give your flesh monster HP equal to the sum of the dice rolls and the Huge tag.

FOOT IN THE GRAVE

Requires: *Death Perception*

You have deduced who is responsible for your death in your vision.

Roll 1d6 to determine who you saw.

- | | |
|---------------------------------------------|------------------------------------------------------|
| <input type="checkbox"/> 1. A family member | <input type="checkbox"/> 4. A keeper of the law |
| <input type="checkbox"/> 2. A royal figure | <input type="checkbox"/> 5. Someone you thought died |
| <input type="checkbox"/> 3. A former lover | <input type="checkbox"/> 6. An innkeeper |

Take +1 forward to any rolls that deal with this person, but the consequences are also increased. This does not stack with Death Perception.

DEADLY STRENGTH

When you have less than half health, you deal +1d6 damage.

DEATH'S OFFER

Death Move

You are finally here. Death has come to claim you and you are going to join him.

It is not so bad. Death, in truth, is happy to have someone who so clearly understands them. You are finally able to know what truly happens when a soul departs this world.

Death is so happy you accepted their invitation that they are willing to offer you something: a death, of your choosing, and of the method of your choosing. Pick a non-player character, any non-player character, and describe how they die. Stabbed by ex-lovers, food poisoning at banquets, run over by a cart of horses, so on and so forth. You can make it a good death, where they die with honor, or you can choose to make the death painful, slow and indicative of how wretched of beings they truly are.

Choose whoever and however you like. Death does not care. Death is just happy to have someone to talk to.

ASURA

After you terrify someone, they will also be terrified by dark corners and things just out of their view.

CHARR

When you know someone's fear, your attacks ignore their armor.

HUMAN

When in a city, your flesh monsters can always find somewhere to hide close by.

NORN

When you terrify enemies, you can choose one who you hurt to focus your terror on. They must run away.

SYLVARI

You can draw on the life of great plant life as well for Death Magic. When you enter a forest, your GM will tell you what great plant life you sense.

PLAYING A NECROMANCER

You are not evil. At least, not necessarily, and you sometimes wish people would stop assuming that. The reality is that the magic behind death is fascinating and powerful. The complex balance between life and death present in all beings is something you can manipulate and something you can draw from, and when a soul leaves this world, you can harness the magical wake it leaves behind to become something truly powerful. This magic is misunderstood, not evil.

On the other hand, it is sometimes useful when people do not understand you. When they see your creepy visage, your threatening pose, and your monsters of flesh and bone, they are a bit easier to deal with. Perhaps it is best that they see you as evil, your creatures as vile. Perhaps it is best that they do not see Death as you do--as an ally to be called upon rather than an enemy to be feared.

Make sure to give your flesh monsters and your shroud vivid descriptions. Your monsters could be oddly adorable (to you at least) four-legged flesh beasts or horrifying giant mouths and teeth with stubby legs or anything else. The same goes for your Death Shroud. Your eyes could drip blood, the air around you could darken, your face may go white like a skull, etc.

Very few Necromancer moves require specific stats, so feel free to customize your Necromancer's stats in a way that best fits the character you want.

PERCEPTION OF CLASS

A Necromancer can be as evil and spiteful or as misunderstood and wise as the player desires. Some may choose to embrace the shadier sides while others may choose to be more inclined to play a character fascinated by death but not necessarily evil.

DEATH MAGIC

This move does not require a roll, but generally getting to the spot where this move can be done requires one or several rolls. The effort it takes to subdue a being while still keeping it alive should take effort, and this move is for after that has already been done.

TERRIFY

To be clear, this roll is based on the amount of things the player has that can be considered terrifying. Wielding a scythe, which has terrifying, while being aided by a flesh monster, which also has terrifying, means this roll would have a +2 modifier.

DEATH PERCEPTION

If a player chooses this move, they have greater incentive to play dangerously, and you have greater incentive to be dangerous. If your player goes this route, be more open with hard moves and consequences.

POISONS AND POTIONS

A fun way to have Necromancers figure out if their starting solutions are potions or liquids is roll a dice whenever they use one. Start with a d6 with values assigned to each (potions odd, poisons even, for instance), and adjust the roll as more are consumed.

DEATH: DEATH'S OFFER

This move does require plenty of non-player characters in the world, so make sure to fill the adventure with them in anticipation. It is important to remember that while this move is powerful, Death does not solve all problems. Killing the tyrant king will shakeup the entire kingdom, but it will also create a void where other evil powers can grow and spread. You may also choose to have the Necromancer show up whenever another player dies as an agent of Death.

NAME: _____

LEVEL: ○ XP:

LOOK:

Choose one for each, or write your own:

BODY: Lithe, wild, sharp

EYES: Wild, sharp, animal

HAIR: Wild, bald, hooded

CLOTHES: Cape, camouflage, rugged

ARMOR



HIT POINTS

Max: 8+Constitution



DAMAGE



DRIVE:

- Freedom:** Break someone from literal or figurative bonds
- Altruism:** Endanger yourself to combat an unnatural threat
- Conservation:** Help an animal or spirit of the wild

BONDS

I have guided _____ before and they owe me for it. *Trigger: you call upon this debt.*

_____ wishes to be a friend of nature, so I will be their friend as well. *Trigger: they befriend or offend nature.*

_____ has no respect for nature, so I have no respect for them. *Trigger: this view is challenged or affirmed.*

_____ does not understand life in the wild, so I will teach them. *Trigger: you attempt to teach them.*

RACE:

MOVE:

COMMAND

- When you work with your animal companion on something it's trained in...
- and you attack the same target, add its ferocity to your damage
 - and you track, add its cunning to your roll
 - and you take damage, add its armor to your armor
 - and you Discern Realities, add its cunning to your roll
 - and you Parley, add its cunning to your roll
 - and someone Interferes with you, add its instinct to their roll

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12(-), 9(-), 8(-1)

Strength	Dexterity	Constitution
STR	DEX	CON
Intelligence	Wisdom	Charisma
INT	WIS	CHA

STARTING MOVES

ANIMAL COMPANION

You have a supernatural connection with a loyal animal. You can't talk to it per se, but it always acts as you wish it to. Name your animal companion: _____

— Choose a species:

Wolf, Cougar, Bear, Eagle, Dog, Hawk, Cat, Owl, Raven, Moa, Boar, Jaguar

— Choose a base:

Ferocity +2, Cunning +1, Instinct +1, 1 Armor
Ferocity +2, Cunning +2, Instinct +1, 0 Armor
Ferocity +1, Cunning +2, Instinct +1, 1 Armor
Ferocity +3, Cunning +1, Instinct +2, 1 Armor

— Choose as many strengths as its Ferocity:

Fast, Burly, Huge, Calm, Adaptable, Tireless, Quick Reflexes, Camouflage, Ferocious, Intimidating, Keen Senses, Stealthy

— Your animal companion is trained to fight humanoids. Choose as many additional trainings as its Cunning:

Hunt, Search, Scout, Guard, Labor, Travel, Fight Monsters, Perform

— Choose as many weaknesses as its Instinct:

Flighty, Savage, Slow, Broken, Frightening, Forgetful, Stubborn, Lame

HUNT & TRACK

When you follow a trail of clues left behind by passing creatures, roll+WIS. On a 7+, you follow the creature's trail until there's a significant change in its direction or mode of travel. On a 10+, you also choose 1:

- Gain a useful bit of information about your quarry, the GM will tell you what
- Determine what caused the trail to end

OPENING STRIKE

When you attack a defenseless or surprised enemy at range, you can choose to deal your damage or name your target and roll+DEX. On 10+, deal your damage and give them the following condition. On 7-9, just give them the following condition.

- Head: Stunned, they do nothing but stand and drool for a few moments.
- Arms: Disarmed, they drop anything they're holding.
- Legs: They're crippled and slow moving

THE RANGER

ADVANCED MOVES

When you gain a level from 6-10, you may choose from these moves.

WILD SPEECH

Replaces: Wild Empathy

You can speak with and understand any non-magical, non-planar creature.

HUNTER'S PREY

Replaces: Familiar Prey

When you Spout Lore about a monster, you use WIS instead of INT.

On a 12+, in addition to the normal effects, you get to ask the GM any one question about the subject.

VIPER'S FANGS

Replaces: Viper's Strike

When you strike an enemy with two weapons at once, add an extra 1d8 damage to your off-hand strike.

ZHAITAN'S BELLY

When you know your target's weakest point, your arrows have 2 piercing.

WILDERNESS SURVIVAL

Replaces: Follow Me

When you Undertake A Perilous Journey, you can take two roles. Roll twice and use the better roll for both roles.

A SAFER PLACE

Replaces: A Safe Place

When you set the watch for the night, everyone takes +1 to Take Watch. After a night in camp when you set the watch, everyone takes +1 forward.

OBSERVANT

When you hunt and track, on a hit you may also ask one question about the creature you are tracking from the Discern Realities list for free.

UNNATURAL ALLY

Your animal companion is a monster, not an animal. Describe it. Give it +2 ferocity and +1 instinct, plus a new training.

NATURE'S VENGEANCE

Requires: Summon Spirit

The spirit trusts you enough that is willing to leave the forest and expose itself to outside dangers.

TRAPPER'S EXPERTISE

When you prepare a trap for a specific enemy, describe it and the GM will tell you what materials will be needed. Then roll+WIS. On a 10+, the enemy goes right into the trap and, if relevant, you deal your damage. On a 7-9, choose one:

- The enemy must be lured into the trap
- It is not as effective as planned. Subtract 1d4 from the damage or an equivalent effect.

SECRET CACHE

Death Move

You are facing the end, and Death approaches fast. Fortunately, just like during your life, you came prepared.

You have a last will and testament that includes a map to a cache of prized possessions. Tell the GM who you intend to send your will to. They may be a family member, a trusted ally, a mentor figure, or someone else entirely. Include in your description where they currently are residing.

Then describe the cache, where it is and what is in there. The things there may be of great power but they must also be of great sentiment, things you wanted to be carried on when you were no longer here.

Finally, give the letter to your animal companion and also tell them your last words. Your animal companion will take it from there.

The GM will describe your companion's journey, what challenges they face, what happens when they meet the recipient, how the recipient finds the cache, and what they decide to do with the cache once they get there.

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ASURA

If your animal companion has the huge trait, you can ride it.

CHARR

You are skilled at breeding animals, including your own animal companion.

HUMAN

Your animal companion has an additional training that can only be used in and around cities.

NORN

Your animal companion is of the same species as your totem beast. When you focus and draw strength from your totem beast, temporarily gain one of your animal companion's strengths.

SYLVARI

While in a forest or wooded area, you are in tune with nature and cannot be surprised.

PLAYING A RANGER

You have a different idea of home than other people. You find comfort in the underbrush. Your aim is truest amongst the trees. You sleep soundest under the stars. You are as comfortable in the fields, forests, and jungles as most are in a warm bed.

Of course, you also know that no one survives the wild alone, which is why you have the best companion available: a beast. You know thieves will take from you, warriors will fight you, and engineers will abandon you to their own pursuits, but your animal companion will always be by your side. And really, do you need anyone else?

The defining feature of a Ranger is the animal companion, so make sure you have a developed relationship with the animal you choose. Why do you and your companion get along so well? How did you meet in the first place? What things drive you apart? During downtime, describe how you take care of your animal companion and how you two relax. In addition to being good roleplay material, a developed relationship will make using the Command move easier.

Remember that the list of animals, strengths, trainings, and weaknesses is an open one. If you have a unique concept for an animal companion, feel free to pitch it to your GM.

Be careful in urban environments as many of your moves are only applicable in the wilderness.

ANIMAL COMPANION

It is important to remember that animal companions are more than simple stat boosts. Whenever you make a move, remember that you can capitalize on their instincts to make life difficult.

SPLITTING UP

A Ranger may choose to send their animal companion to do something while they focus on a separate task. When it comes to combat, this can be tough to decipher mechanically. One option is to have the animal companion and the enemy enter into a stasis, neither gaining an advantage over the other, until either you or the players make a move that changes that. This makes the companion still seem useful while giving you more resources to use when making your own moves.

SUMMON SPIRIT

Spirits can be powerful, especially considering that they are ongoing bonuses, but they are also vulnerable. Make defending them a challenge especially for players looking to abuse their power.

NATURAL ENVIRONMENTS

Rangers obviously do best in forests and other natural areas. A good way to test a Ranger is to put them in a city environment while a good way to put a spotlight on one is to put them in the deep wilderness.

DEATH: LAST COMMAND

It is a good idea to make sure the player is thinking about this death move before it arrives. It is possible that they want to add to the cache during their journeys with treasures they find. When describing what happens after the Ranger sends the animal away, it is important to honor their descriptions and dedication. Add your own flavor and possible surprise to it, but make sure that it complements the player's wishes. This move is also a good way to introduce the player's new character if they decide to make another.

NAME: _____

LEVEL: ○ XP:

LOOK:

Choose one for each, or write your own:

BODY: Lithe, knobby, flabby

EYES: Shifty, criminal, dark

HAIR: Cropped, messy, hooded

CLOTHES: Dark, fancy, common

ARMOR



HIT POINTS

Max: 6+Constitution



DAMAGE



DRIVE:

- Chaos:** Leap into danger without a plan
- Stealth:** Avoid detection or infiltrate a location
- Greed:** Shift danger or blame from yourself to someone else

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12(-), 9(-), 8(-1)

Strength	Dexterity	Constitution
STR	DEX	CON
Intelligence	Wisdom	Charisma
INT	WIS	CHA

BONDS

I stole something from _____ and they have not figured it out--yet. *Trigger: they figure it out or you double down.*

_____ had my back when things went wrong, and I owe them one. *Trigger: they call upon the debt.*

_____ knows incriminating details about me, but I know how to get back at them. *Trigger: you propose a deal.*

_____ and I have a con running, and soon we are going to get the big payday. *Trigger: that day comes.*

RACE:

MOVE:

STARTING MOVES

BACKSTAB

When you attack a surprised or defenseless enemy with a melee weapon, you can choose to deal your damage or roll+DEX. On a 10+, choose two. On a 7-9, choose one.

- You don't get into melee with them
- You deal your damage+1d6
- You create an advantage, +1 forward to you or an ally acting on it
- Reduce their armor by 1 until they repair it

TRAP EXPERT

When you spend a moment to survey a dangerous area, roll+DEX. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold as you walk through the area to ask these questions:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What else is hidden here?

TRICKS OF THE TRADE

When you pick locks or pockets or disable traps, roll+DEX. On a 10+, you do it, no problem. On a 7-9, you still do it, but the GM will offer you two options between suspicion, danger, or cost.

POISONER

You've mastered the care and use of a venom. Choose a venom from the list below; that venom is no longer dangerous for you to use. You also start with three uses of the venom you choose.

Whenever you have time to gather materials and a safe place to brew you can make three uses of the venom you choose for free. Note that some venoms are applied, meaning you have to carefully apply it to the target or something they eat or drink. Touch venoms just need to touch the target, they can even be used on the blade of a weapon.

- Devourer Venom (applied): The target becomes paralyzed
- Ice Drake Venom (touch): The target deals -1d4 damage ongoing until cured
- Gunk (applied): The target treats the next creature they see as a trusted ally, until proved otherwise
- Spider Venom (touch): Anyone dealing damage to the target rolls twice and takes the better result.

ADVANCED MOVES

When you gain a level from 6-10, you may choose from these moves.

DIRTY FIGHTER

Replaces: Cheap Shot

When using a precise or hand weapon, your Backstab deals an extra +1d8 damage and all other attacks deal +1d4 damage.

SERIOUS UNDERDOG

Replaces: Underdog

You have +1 armor. When you're outnumbered, you have +2 armor instead.

EVASION

When you Defy Danger on a 12+, you transcend the danger. You not only do what you set out to, but the GM will offer you a better outcome, true beauty, or a moment of grace.

HEIST

When you take time to make a plan to steal something, name the thing you want to steal and ask the GM these questions. When acting on the answers, you and your allies take +1 forward.

- *Who will notice it's missing?*
- *What's its most powerful defense?*
- *Who will come after it?*
- *Who else wants it?*

ALCHEMIST

Replaces: Brewer

When you have time to gather materials and a safe place to brew, you can create three doses of any one venom you've used before.

Alternately you can describe the effects of a venom you'd like to create. The GM will tell you that you can create it, but with one or more caveats:

- *It will only work under specific circumstances*
- *The best you can manage is a weaker version*
- *It'll take a while to take effect*
- *It'll have obvious side effects*
- *It comes from a dangerous beast*

ESCAPE ROUTE

When you're in too deep and need a way out, name your escape route and roll+DEX. On a 10+, you're gone. On a 7-9, you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.

DISGUISE

When you have time and materials, you can create a disguise that will fool anyone into thinking you're another creature of about the same size and shape. Your actions can give you away but your appearance won't.

INSTANT REFLEXES

Requires: Sleight of Hand

Weapons you steal have thrown.

EXTREMELY CAUTIOUS

Replaces: Cautious

When you use trap expert you always get +1 hold, even on a 6-. On a 12+ you get 3 hold and the next time you come near a trap the GM will immediately tell you what it does, what triggers it, who set it, and how you can use it to your advantage.

KEEN OBSERVER

When you spend time studying a wealthy or powerful individual, the GM will tell you one valuable or useful item they are carrying with them.

A LITTLE SOMETHING

Death Move

You cannot believe you did not mention this before.

You are facing death and you have not bragged about your greatest heist yet. You suppose you were just waiting for the right time, or perhaps you did not trust that everyone else would not get jealous and take it, but either way, you might as well mention it now.

Describe the super valuable, useful, or sentimental item you stole from someone else along your travels. It could be something like that pompous general's favorite medal, that cultist's favorite ceremonial dagger, or that old lady's magical eye (or even her non-magical eye). Describe how you stole it while no one was looking and was able to keep it a secret this entire time.

Then make one last wish regarding that item that your allies should, if they care about you at all (and they might not, which, fair enough), will do. Demand they cast it out to the sea, shove it into the heart of an enemy, or just sell it for a good price. Whatever you wish, after all, it was yours... mostly.

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ASURA

When you disable a trap, you also learn how to create and set it.

CHARR

You can create blinding powder (2 uses, 0 weight) whenever you have time and materials.

HUMAN

You are a professional. When you spout lore or discern realities about criminal activities, take +1.

NORN

You take no damage from traps you jump into willingly and half damage from all other traps.

SYLVARI

You gain the Ranger move, Camouflage.

PLAYING A THIEF

What you want, you take. Trinkets, coin, blades, it's all the same to you. What you like is functionally yours. Really, you are not so different from other people, but you just use fewer excuses. Engineers will say they need something for an invention, Guardians will claim they took it out of virtue, and Mesmers will pretend they have no idea what they are talking about... which you can respect.

Still, you find something pure and exciting about sneaking somewhere, taking what you want, and leaving no clues to what you did or who you are. Sometimes that does not always happen, as you have to leave a body behind... or several. During moments of quiet reflection, you may reflect on the similarities between you and common Skritt, but that only lasts until something shiny catches your eye.

As a Thief, feel free to play dangerously. Look around that corner, sneak down that hallway, grab that jewel, etc, especially if you are a Norn. Just remember to book it if things get rough.

When creating your Thief, it is a good idea to figure out why you went into thieving as opposed to any other lawful profession. Literally almost any other job would be a more sane pick.

POISONER

A player's choice of venom usually indicates what type of encounters they would like to get into and what kinds of enemies they would like to face.

SLEIGHT OF HAND

This move can be used during combat or out of combat, though this will change how the person reacts. Someone who is not in a fight will realize their weapon is missing far later than someone who is in a fight.

USING A PISTOL

While a pistol does have advantages over a shortbow, the reload tag can make using it awkward. Also remember that it will make a lot more noise than a shortbow.

DEATH: A LITTLE SOMETHING

This move should be elaborate. This is the part where the Thief gets to show off their skills and intellect. In addition, when the Thief leaves the party with the stolen item, the request may be simple or it may be complex. The party may be enthusiastic about the item or the Thief may have intentionally given them a request that makes them feel conflicted. Work with the player to create a burglary that the rest of the party will always remember.

NAME: _____

LEVEL: ○ XP:

LOOK:

Choose one for each, or write your own:

BODY: Built, lithe, ravaged

EYES: Hard, dead, eager

HAIR: Wild, shorn, battered helm

SKIN: Calloused, tanned, scarred

ARMOR

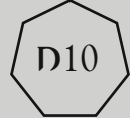


HIT POINTS

Max: 10+Constitution



DAMAGE



DRIVE:

Peace: Defend those weaker than you

Ambition: Defeat a worthy opponent

Conquest: Kill to gain something for you or who you represent

BONDS

_____ owes me their life, and they better admit it soon. *Trigger: they admit it or deny it.*

I have sworn to protect _____ from their greatest enemy. *Trigger: their greatest enemy threatens their life.*

I worry about the ability of _____ to survive in our next great battle. *Trigger: the next great battle is resolved.*

_____ makes me worried that they will abandon us in the heat of the battle. *Trigger: your suspicions are confirmed or denied.*

RACE:

MOVE:

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12(-), 9(-), 8(-1)

Strength	Dexterity	Constitution
STR	DEX	CON
Intelligence	Wisdom	Charisma
INT	WIS	CHA

STARTING MOVES

WELL PREPARED

Whenever you reach into your Weapon Pack (3 uses, 4 weight) to draw out a weapon to deal with a situation, roll+current uses. On a 10+, you pull out the perfect non-magical one-handed weapon. Describe how this is the case and take 1 from Weapon Pack's uses and weight. On 7-9, in addition to this, choose one:

- The weapon is not ideal. The GM will tell you how
- Rummaging through your pack draws unwanted attention

BEND BARS, LIFT GATES

When you use pure strength to destroy an inanimate obstacle, roll+STR. On a 10+, choose 3. On a 7-9, choose 2.

- It doesn't take a very long time
- Nothing of value is damaged
- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

RELOAD AND RECHARGE

Whenever you venture out to buy and trade weapons in a marketplace, you may spend a weapon to add a charge to your Weapon Pack. You cannot go above 3 uses. If you are not in a city, the GM will also give you one of the following restrictions:

- The locals are tough hagglers. It will cost __ coins.
- The items are of lesser quality. The GM gains one hold to turn a 10+ to a 7-9 on a Well Prepared roll.
- Options are limited. Every weapon has the same range.

ARMORED

You ignore the clumsy tag on any armor you wear.

THE WARRIOR

ADVANCED MOVES

When you gain a level from 6-10, you may choose from these moves.

BERSERKER

Replaces: Merciless

When you deal damage, deal +1d8 damage.

THROUGH DEATH'S EYES

When you go into battle, roll+WIS. On a 10+, name someone who will live and someone who will die. On a 7-9, name someone who will live or someone who will die. Name NPCs, not player characters. The GM will make your vision come true, if it's even remotely possible. On a 6- you see your own death and consequently take -1 ongoing throughout the battle.

EYE FOR WEAPONRY

When you look over an enemy's weapon, the GM will tell you honestly how much damage they do.

SUPERIOR WARRIOR

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

DEFY PAIN

Replaces: Endure Pain

You gain +2 armor.

ARMORED PERFECTION

Replaces: Armor Mastery

When you make your armor take the brunt of the damage dealt to you, the damage is negated and you take +1 forward against the attacker, but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor, it is destroyed.

EVIL EYE

Requires: Seeing Red

When you enter combat, roll+CHA. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off. On a 6-, your enemies immediately identify you as their biggest threat.

"ON MY MARK!"

When you deal damage to an enemy, the next attack to that foe by anyone deals +1d6 damage.

BRUTE FORCE

Requires: Brute Precision

All weapons have thrown when used by you.

IMPROVISED WEAPONRY

When you roll 10+ on Well Prepared, you can treat it as a 7-9 and get +1d4 damage on your next damage roll.

ONE FINAL WEAPON

Death Move

This is it. The end of the line for you. You are face to face with Death and you have no more options. Except one. You have one last weapon, one you were saving for just an occasion. In fact, when you procured this weapon, you were thinking of just a situation like this against just an enemy like this. Describe how this is the perfect weapon for this situation how it will destroy the enemy who killed you. Feel free to include magic in it as well.

The only limitations on this weapon are that it must be specific to this situation against this type of enemy and you must explain why you never felt the need to bring it out before. It may be practical reasons, such as requiring you to spill a certain amount of blood or it destroys its user, or it may be sentimental reasons. You were looking for a particularly ugly orc to use this orc bane weapon and this one managed to fit the requirements just right.

After you have settled on your weapon, use it on your enemy and describe how you destroy them. Then, succumb to your wounds. Your still living allies may pick up your last weapon and decide the best course of action for it.

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ASURA

You have modified your pack to be more efficient. Its base weight is 3.

CHARR

Once per battle, you may reroll a single damage roll (yours or someone else's).

HUMAN

When you work in close proximity with a like-minded fighter, you may take any damage they receive and vice-versa.

NORN

When you share a drink with someone, you may parley with them using CON instead of CHA.

SYLVARI

The Pale Tree has foretold you beating a great foe. Describe the foe and what type of blessing you will receive when felling it.

PLAYING A WARRIOR

People do not understand you. They think you stay alive through your excellent physical condition, huge muscles, and years of training, but they are wrong. Versatility is what keeps you alive. It is not about knowing how to wield a weapon; it is about knowing how to wield all the weapons. Sometimes you need a spear to throw at an enemy running away, but sometimes you need a warhammer to break through plate armor. You are also not above using a rifle or bow. Whatever works, works.

Sometimes your preparation does not pay off. Sometimes you have a dagger instead of a greatsword, or a greatsword instead of an axe, but you know how to make those work as well. You love all weapons, and you have room in your heart (and pack) for weapons that smash, cut, pummel, cripple, decapitate, and more. Your weapons love you back.

Remember to assess a situation before searching your weapon pack. You do not want to regret your decision.

Weapons that come out of a weapon pack are still available for use, so do not forget to use them in future battles as well. If one particular weapon suits you really well, you can hold onto it and not trade it in.

If you decide that you like ranged weapons, it may be useful to pick up ammo for them even if you are not currently holding any particular ranged weapons.

SIGNIFICANT DIFFERENCES

The Warrior is heavily based upon the Fighter class from the base Dungeon World book, but the Warrior is a lot less monogamous. Rather than having a single weapon, a Warrior has a relationship with many weapons. Because of this, the Warrior is a lot more flexible. Encourage players to try new methods of fighting and present them with encounters that challenge their typical ways of fighting.

WELL PREPARED

The only limitation on this is that weapons cannot be magical, but players can think of any weapons that fit besides that. Once a player describes the weapon, you get to decide which tags it mechanically has. Weapons should not be dramatically more powerful than the base Dungeon World weapons, but feel free to reward specific descriptions with specific tags.

OTHER WEAPONS

A Warrior may eventually find that they want to hold onto some weapons permanently. That is fine, but keep in mind that unlike a Fighter's Signature Weapon, these weapons can be lost, stolen, or destroyed.

OUT OF COMBAT

The Warrior lives for combat, but that does not mean that is the only place the Warrior can shine. A Warrior can thrive in areas where they find other people who think like they do or those who challenge their views. Encourage players to figure out why they are fighting and who they are fighting for.

BALANCE

A Warrior can easily become a dominant foe on the battlefield, which is why it is appealing to players. Should combat become boring or mundane, include more situations that cannot be solved with bigger weapons or enemies that can affect the Warrior's perception and get past their armor.

DEATH: ONE FINAL WEAPON

This is where the player gets to let their imagination run wild. The only consideration you have to keep in mind is what will become of the weapon after, so if the weapon is so powerful that it makes the rest of the game terrible, encourage the Warrior to introduce complications like it blows up after being used once or it loses its effect after drawing blood. Otherwise, this is an excellent time to say yes to whatever the player brings up.