

Drive | choose 1

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

CURIOSITY

Cause trouble by touching, opening, or tinkering with something that you know you oughtn't.

DISCOVERY

Find something of value or power that was hidden or lost.

SECRECY

Deflect or evade an inquiry into your doings

RESPECT

An NPC acknowledges your superior knowledge

VICTORY

Employ knowledge to put down a supernatural threat

Major Arcanum

You are in possession of a major arcana, an artifact of great power and mystery. Answer at least 2 of the following questions:

Where did you find it?

From whose grasp did you wrest it?

Who else was looking for it?

What did it cost you?

Mark one of the boxes on the major arcana sheet, indicating that you've begun to unlock its mysteries. When and how did that happen?

Minor Arcana

Ask the GM for the minor arcana cards. Pick 3 at random and review both sides.

You have unlocked the secrets of one of them. Keep the card. If it is portable, you either keep it on your person or have hidden it away somewhere safe. Where is it now? How did you come to master it?

Another, you either have it in your possession or it's in a secret place that only you know. You have not yet mastered it, but keep the card. Where is it? How did you find it?

The third you have not yet found, but you have a lead on it. Give it back to the GM, and ask them what you've learned.

Bonds | do this together with the group

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

Fill in up to 3 of these:

- _____ is my closest friend
- _____ is my brother/sister
- _____ is my daughter/son
- _____ is my husband/wife
- _____ and I go way, way back
- _____ has taught me much
- _____ keeps my secrets

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

- _____ means the world to me
- _____ is afraid to do what needs doing
- _____ understands why I'm doing this
- _____ and I bicker, but have similar goals
- _____ is horrified by what I'm becoming
- _____ is still upset about that one time

If you are an **Antiquarian**, fill in 1 or 2 of these with a folks from Stonetop:

- _____ knows more than they're telling me
- _____ led me to my greatest discovery
- I love _____, despite their provincial ways
- _____ is a diamond in the rough

And fill in 1 these with someone from the wider world:

- _____ desperately wants what I have
- _____ has something I need
- _____ isn't speaking to me anymore

If you are a **Witch Hunter**, fill in 1 or 2 of these with folk from Stonetop:

- _____ is my rock, my refuge
- _____ is a soul worth protecting
- _____ has earned my gratitude

And fill in 2 these with people from anywhere:

- I once saved _____ from a grim fate
- _____ plays with dangerous forces
- _____ has lost someone to the darkness
- _____ can't hide from me forever

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

THE SEEKER

a character playbook for *Dungeon World: Stonetop*

Look at us. We carve our meager homes from the bones of a long-dead civilization. We huddle behind our walls, cling tightly to flickering candles, and makes signs against evil at any passing noise. Just look at us. Cowards, all. But not you. Nay, you fear not the dark. You quail not at the unknown. You plunge forward, ever eager, searching, grasping, grasping at what we have lost. What will you find, o Seeker? Will you lead us to a bright new age?

Or will you lead us to our doom?

Background | choose 1

PATRIOT

Stonetop is home. These people are your family. But the world is changing, chaos abounds, and you'll be damned if you're going let them come to harm. Damned indeed.

So, you have sought out and embraced dark power to protect your home and your loved ones. Or perhaps that power fell into your lap and you took it up for the greater good. Either way, you seek more power still.

You start with the Let's Make a Deal move and are Steeped in Lore regarding the Things Below. Likewise, you have acquired one of the following major arcana (pick 1):

- The Hec'tumel Codex
- The Red Scepter
- The Ring of Daagon

ANTIQUARIAN

The past has buried so many secrets, and you are determined to dig them up. Years of study in the far-flung corners of the world have led you here, to Stonetop, and you are convinced that this town holds the key to your greatest discoveries. What is it you hope to find? What is it that keeps you here?

No matter your answer, your travels and studies mean you start with the Polyglot move and you are Steeped in Lore regarding the Makers and their arts. You also have acquired one of the following major arcana (pick 1):

- The Blackwood Fetishes
- The Ineffable Words
- The Tome of Azm Qadir

WITCH HUNTER

You have dedicated your life rooting out and destroying horrors and those that serve them. What set you down this dark path? What have you sacrificed to walk it? What led you to call Stonetop home (or to call it home again)?

Regardless, you start with the Everything Bleeds move and are Steeped in Lore regarding (pick 1) the fae, the Things Below, or the Black Gates and what lies beyond. In your hunt, you have acquired one of the following major arcana (pick 1):

- The Rune-laden Scales
- The Twisted Spear
- The Demonhide Cloak

Starting Gear

In addition to your collection (see reverse), choose 2 of the following:

- Fine adventuring gear (5 uses, 2 weight)
- Bag of books (5 uses, slow, 3 weight)
- Artisan/crafting tools, your choice (slow, 1-4 weight)
- Steel dagger (hand, 1 piercing, precise, 0 weight)
- Bezoar (magic, 0 weight)

And 3 of the following:

- Decent adventuring gear (4 uses, 2 weight)
- Bendis Root (2 uses, 0 weight)
- Remedies (3 uses, slow, 0 weight)
- Bullseye lantern (light, near, 1 weight)
- Crossbow (near, far, +1 damage, reload, 3 weight) & iron-tipped arrows (3 ammo, 1 weight)
- Flask of fine whisky (2 uses, 0 weight)
- Boiled leather cuirass (1 armor, worn, 1 weight)

Look & Origin

Choose one of each:

- surprisingly young | world-weary | bent with years
- bespectacled | crazed eyes | distant eyes
- rich voice | trembling voice | whispery voice
- ink-stained fingers | sinewy hands | soft hands
- bony limbed | lean & lanky | short & plump

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

- Stonetop
 - ♀: *Alis, Eilwen, Gwenda, Morgan, or Owena*
 - ♂: *Dylan, Gerallt, Macsen, Talryn, or Yorath*
- Hillfolk
 - ♀: *Anouk, Dores, Maria, or Rozzen*
 - ♂: *Anxo, Jory, Padrig, or Pons*
- Gordon's Delve
 - Pick a name from any list*
- Marshedge
 - ♀: *Ciara, Deirbhile, Moirin, or Tierney*
 - ♂: *Abban, Barrfind, Caolan, or Reamann*
- Lygos or another southern town
 - ♀: *Dana, Eliana, Isra, or Persefoni*
 - ♂: *Erez, Fikri, Spiro, or Vahid*

My name is...

Stats

 | assign these scores to your stats (and modifiers): 16 (+2), 15 (+1), 13 (+1), 11 (+0), 9 (+0), 8 (-1)

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

When a debility is marked, -1 ongoing to that stat

Hit Points | max HP = Constitution (not CON) + 4

Max HP:



Damage (+ Modifiers)

d4

Moves

 | you get Steeped in Lore, plus 1 from your background, plus 1 of your choice; add 1 each time you level up

ARCANE ADEPT

Requires: level 6+

When you wish to invent a new spell or ritual, detail its workings with the GM (using existing spells for guidance). Then, **Make a Plan** to invent and master it. If you like, pick one of the GM's statements and ask them to provide an alternative (for example "first you must ___" could become "first you must ___, or it will take months").

ATTUNED

Add "What here is infused with magic?" to the list of questions you can ask when you Discern Realities.

DEEP INSIGHT

Requires: Attuned, level 6+

When you Discern Realities about a magical object, effect, or creature, your questions can be anything that makes sense, not limited to the list.

CONDUIT OF POWER

When you would mark a consequence from a major arcanum, you can mark a box instead:

OVERCHANNEL

Requires: Conduit of Power, level 6+

When you would mark a consequence from a major arcanum, you can mark a debility instead.

COUNTERMEASURES

When you witness a spell being cast or a magical effect manifest, you can ask the GM "how can this be countered or interrupted?" and get an honest answer. Take +1 forward to act on the answer.

EVERYTHING BLEEDS

When you exploit a known weakness or vulnerability in your foe, increase your damage die to a d10.

EVERYTHING BURNS

When you inspect a work of artifice or magic for a fatal flaw, roll +INT. *On a 7+, the GM will reveal the best way to destroy, disable, or sabotage it. You or an ally take +1 forward to act on this information. *On a 10+, ask the GM a follow-up question of your choice.

INITIATE OF THE SECRET ARTS

Requires: level 2+

You gain a sacred pouch (2 weight) like the one carried by the Blessed, except that you choose no extraordinary qualities. Each time you time this move, choose a Blessed move that you otherwise qualify for.

LET'S MAKE A DEAL

When you Parley to gain information, or by using it as leverage, you can roll +INT instead of +CHA.

LOGBOOK

When the Seasons Change, your copious notes and research generate a bag of books (5 uses, slow, 2 weight) that only you or your pupils can benefit from.

MIND OVER MAGIC

When you roll to study or use an arcanum, you can roll +INT instead of the stat you would normally roll.

MAGPIE

You can expend a use of adventuring gear to produce weirdly specific or unusual objects, though their value is limited by the quality of the gear you expend.

NEVER AT A LOSS

When you Spout Lore and roll a 6-, you can choose to not mark XP. If you don't mark XP, the worst that happens is that the GM tells you nothing interesting or useful about the subject, but instead tells you how you could learn more.

Gear

 | your Load : STR (not Strength) +7

Item	weight	Item	weight
Coin & Treasure			

POLYGLOT

When you first encounter a living language in play, describe your level of proficiency with it and how you came to learn it.

CRYPTOLOGIST

Requires: Polyglot, level 6+

When you study a set of encoded, archaic, or arcane marks or writings, roll +INT. On a 10+, you can decipher them in just a few minutes. On a 7-9, you get the gist in a few minutes, but fully deciphering them will take you an hour or so.

PRODIGY

When you study something magical (like an arcanum) that should take months, it takes you weeks. If it should take weeks, it takes you days. If it should take days, it takes you hours.

IMPROVISE

Requires: Quick Study, level 6+

When you attempt to cast a spell or trigger a magical effect without having fully unlocked its secrets, roll +INT. On a 7+, you pull it off, at least this once. On a 10+, you also unlock its secrets in the process.

READIED ACTION

When you declare how you'll react to a particular event, take +1 to execute your reaction. You can only have one readied action at a time.

SAFETY FIRST

Requires: level 6+

When you spend time (and hour or so) preparing your mystical defenses, hold PROTECTION equal to your INT. You can spend 1 PROTECTION when you roll to resist, avoid, or overcome magic that affects you. If you do, treat a 6- as a 7-9 and a 7-9 as a 10+.

SAGE ADVICE

When a PC, follower, or steading comes to you for guidance, they take +1 forward to do as you say.

STEEPED IN LORE

Mark a topic, in addition to the one noted in your Background. Each additional time you take this move, mark two more topics.

- The Black Gates and what lies beyond
- The civilizations of humanity
- The fae and their strange ways
- The Makers and their arts
- The primordial powers
- The Things Below
- The wild world and its spirits

When you first encounter an important creature, location, or item (your call) related to your topics, you can ask the GM any one question about it. They will answer truthfully, but might ask you how you came to know this information

WORK WITH WHAT YOU'VE GOT

When you use your surroundings to attack or hamper your foes, pick your main goal from the list below and roll +INT. *On a 7+, it works! *On a 10+, pick a second option from the list below. You get that, too.

- Impeded or interrupt their actions
- Create an opportunity or advantage; you or an ally get +1 forward to exploit it
- Harm them, inflicting damage appropriate to source (d4 for bruises/scrapes, d6 for bloodshed, d8 if it'd break bones, d10 if it would kill a common person)

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

Current level: