

WORLDS OF ADVENTURE V0.3

A standalone Dungeon World hack for heroic fantasy.

What Is This?

This is a preview document for Worlds of Adventure v0.3. Within, you will find (for now):

- The Basic Moves, featuring the new *Draw Them Out* move for sussing out intelligent foes as well as *Telling Blow*, a move that combines *Volley* with the likes of the Thief's *Backstab* or Ranger's *Called Shot*. *Defend* has been removed; instead, either *Work in Tandem* to help them, or just *Defy Danger* on their behalf!
- A handful of Peripheral Moves - many have been trimmed, and many (as with the Basic Moves) have been altered in some way.
- The Thief playbook. It's the most complete of the lot, and we'd like to hear your thoughts.

A few other things of note:

- There's no Ammo, no Weight, and no Rations. Like the rest of these alterations, this may change in the future. It is expected that these reins can be either handled by the GM (e.g. "Tell Them the Consequences and Ask") or the *Pursue a Goal* move.
- The range tags have been tweaked - *Reach* weapons are gone, leaving behind *Hand* and *Melee* ranges - and *Precise* has been removed. Rather than triggering *Hack and Slash*, the intent is for Agile characters to angle for the *Telling Blow* move instead.
- Introductions replace Bonds as a start-of-game relationship- and world-building exercise. The role of Bonds during play has been replaced by an End-of-Session question: "Tell us how your opinion of or relationship with someone has changed."

Consider these rules a rough draft of what is yet to come.

I've Never Seen This Before!

If you've never seen this project before, here is a crash-course on what is different between Worlds of Adventure and Dungeon World:

- In place of Alignments, we use Drives. They have the same mechanics, but lack the baggage inherent to being called "Good" or "Evil."
- Races are no longer a mechanical choice. They are instead an aspect of your Looks - *shaggy hair*, *wild eyes*. Replacing them mechanically are Backgrounds; in the Thief's case, they choose a *Roguish Talent* that makes them unique among thieves.
- You only need six-sided dice. Instead of rolling 1d10 for damage, you roll 1d6+2.
- With ability scores, we only use the modifiers.
- Hit points are now hard-coded to each playbook, rather than being calculated by ability scores.

Making Moves

If a move asks you to roll, that means take 2d6, roll them, and get the total. If a move asks you to roll+*Might*, that means roll 2d6 and add your *Might* Stat to the total; same goes for any other Stats. If it says roll+*nothing*, don't add anything to your roll.

When you roll with Advantage, you roll 3d6 and take the best two results.

When you roll with Disadvantage, you roll 3d6 and take the worst two results.

Wealth

Wealth is the method of trade or barter used in *Worlds of Adventure*. Depending on your setting or group, this may be an abstraction of your gold, gemstones, trinkets, and other precious baubles, or it could be a unified currency (such as pouches of iron coins, strings of severed ears, or fallen tears of the moon-god).

Experience and Advancement

Experience (XP) is what allows you to develop your character. You gain XP when you roll a 6- on a move (a miss) or when told. **When you have 10 XP**, you can erase it all, increase your Level by 1, and take an Advancement of your choice:

- Increase one of your Stats by +1. You can't increase a Stat more than once.
- Take a new move from your Class.

If you are Level 6+, you can choose to retire your character to safety instead of taking an Advancement. Tell us of the legend you leave behind.

The New Stats

Worlds of Adventure v0.3 is an experiment, and currently, part of that experiment is in trying out some new stats in place of the six-stat system of yore. Though functional, these stats - STR, DEX, CON, INT, WIS, CHA - present certain design challenges and fictional frustrations that we felt could be tackled. We aren't sold on them yet as a certainty, but we feel that they solve certain issues with the traditional six stats:

- **Might** represents your physical power and resilience. It is an outright combination of STR and CON, allowing for a stat that can be used both proactively and reactively. Many people felt that Constitution lacked much use as a stat, and this is our attempt to fix that. This lends itself to a stronger identity for Barbarians in particular, the rough-and-tumble warlords that they are.
- **Agility** represents your speed, reflexes, and accuracy. It is unchanged from DEX.
- **Wisdom** represents your knowledge, experience, and sagacity. It is roughly equivalent to INT, with the "worldliness and common-sense" aspects of WIS rolled in. What you know is an important aspect of play in Dungeon World, and in Worlds of Adventure by extension. The Wizard, Druid, and Ranger all identify strongly with this stat, as they are defined by their insight and expertise in certain fields.
- **Cunning** represents your wits and acuity. It takes the "quick thinking" part of INT and the "sharp senses" part of WIS to create a stat that represents both your perceptiveness and your decision-making skills. This is a key component of the Thief, enabling them to be just as shrewd and savvy as their class fantasy demands of them, and the Fighter, a class defined just as much by their wits of steel as their sheer Might or Agility.
- **Spirit** represents your willpower, passion, and presence. It combines aspects from CHA and WIS, serving less as a representation of how likeable you are and more as a representation of how well you can force other people to do what you want. Good-looks and charms serves better as a class move than it does a core stat which is representative of all adventuring folk. This lends itself well to classes like the Cleric, Paladin, and even Bard, as their powers were often thematically tied to their force-of-will and passion for their respective causes.

We have kept Debilities. You'll find them on the playbooks underneath their corresponding stat. However, in place of imposing a -1 penalty, they impose Disadvantage on rolls with their stat; when you are **Broken**, you can't muster the same **Spirit** as you could before.

Tags

AREA: It hits or effects everything in an area.

ARMOUR: Reduces damage taken by n. n-Armour doesn't stack, while +n Armour does.

AWKWARD: It's unwieldy and tough to use. The GM might invoke the consequences on a 6- roll or when fictionally appropriate.

CLUMSY: It's incredibly *Awkward*. You roll with Disadvantage to roll+Agility when using it.

DANGEROUS: Unsafe; take the proper precautions when using it or the GM may freely invoke the consequences.

FIERY: It burns, sears, and causes things to catch fire. Hot to the touch.

FORCEFUL: It inflicts powerful, crushing blows that knock targets back and down.

HEFTY: It's *Forceful* and requires two hands to wield properly.

INFINITE: Too many to keep count. Throw one away, and you have another one.

LOUD: It makes a distinctive sound when used.

MESSY: It does damage in a particularly destructive way, ripping people and things apart.

N-PIERCING: It ignores n armour.

RELOAD: You have to take specific action to reload it between uses.

SLOW: It takes a while to use - at least a minute, if not more.

UNBREAKABLE: It can't be broken or destroyed by normal means.

VALUABLE: It always counts as leverage to *Parley*. Wealth is always *Valuable*.

Tags (Ranges)

HAND: It's only useful when you're up close and personal, in their face, intimate.

MELEE: It's useful at arm's reach, or up to a few feet away.

NEAR: You need to be able to see the whites of their eyes.

FAR: You need to be within shouting distance.

NEAR/FAR (OR SIMILAR): It's useful at both Near and Far ranges.

BASIC MOVES

Hack and Slash

When you engage an enemy in open combat, roll+Might. On a 7+, you trade blows; you deal damage to them, and they make an attack against you. On a 10+, choose 2. On a 7-9, choose 1.

- You inflict great (+2) damage.
- You suffer little (-2) damage.
- You take something from them (their position, a limb, etc.).
- You create an opportunity for yourself or your allies.
- You impress, dismay, or frighten your enemies.

Telling Blow

When you attack an enemy from an advantageous position (at range, unaware, etc.) from which they cannot retaliate, roll+Agility. On a 10+, you have a clear shot; deal your damage *and* choose one. On a 7-9, you have to take what you can get; deal your damage *or* choose one.

- You cripple, hobble, or disarm them.
- You stun, blind, or otherwise disable them.
- You push, pull, or otherwise move them where you want them.

Defy Danger

When you act despite an imminent threat or obstacle, tell us how you do it. Then, roll ...

... +Might if you endure or power through it.

... +Agility if you act with speed or finesse.

... +Wisdom if you apply your insight or expertise.

... +Cunning if you employ quick thinking or sharp senses.

... +Spirit if you rely on mental fortitude or force of will.

On a 10+, you do what you set out to do, and the threat doesn't come to bear. On a 7-9, the GM will offer you a worse outcome, hard bargain, or ugly choice.

Spout Lore

When you consult your accumulated knowledge about something, roll+Wisdom. On a 10+, the GM will tell you something interesting, useful, and relevant about the subject. On a 7-9, the GM will only tell you something interesting; it's up to you to make it useful.

Discern Realities

When you closely study a charged situation, roll+Cunning. On a 10+, ask 3. On a 7-9, ask 1.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful to me?
- Who or what is really in control here?
- What here is not as it appears to be?

You and your allies roll with Advantage when acting on the answers.

Draw Them Out

When you interact carefully and watchfully with someone, roll+Cunning. On a 10+, hold 3. On a 7-9, hold 1. While you trying to figure them out, spend your hold to ask one:

- What are they really feeling right now?
- What are they trying to hide?
- What do they wish I would do?
- What do they most desire?
- Whom do they serve?
- How could I get them to _____?

Parley

When you press or entice someone into a course of action, say what you want them to do (or not to do), give them a reason (leverage), and roll+Spirit.

For NPCs: On a 10+, they'll do what you want until some fact or action betrays the reason you gave them. On a 7-9, they'll do it, but they'll need some extra incentive first.

For PCs: On a 7+, they mark XP if they do as you ask. On a 7-9, they can choose to ask you for something in return. On a 6-, they're under no obligations to do as you ask.

Work in Tandem

When you act alongside one of your companions, they roll with Advantage but you are both exposed to any costs or consequences associated with their move.

PERIPHERAL MOVES

Undertake a Journey

When you travel by a known or safe route, even through dangerous territory, ask the GM how long it takes. They'll tell you one or two things you see along the way, and they may ask the same of you.

When you venture out into perilous or unfamiliar territory, indicate the route you'd like to take and your destination (which might just be "a safe place to camp" or "as far as this road takes us"). Then, whoever acts as guide rolls+Wisdom. On a 10+, all three. On a 7-9, choose two. On a 6-, choose one and don't mark XP.

- The way back is safe and secure, at least for now.
- The journey won't require the expenditure of any supplies or resources.
- You aren't followed or seen, and you get the drop on whatever lies ahead.

Supply

When you go into a bustling market to buy something with Wealth in hand, if it's something readily available, you can buy it at market price. If it's something special, beyond what's usually available there, or non-mundane, roll+Spirit. On a 10+, you find what you're looking for at a fair price. On a 7-9, the GM chooses one.

- It'll cost 1 more Wealth it normally would.
- It'll cost you a little something extra - a debt or favour, maybe.
- You can only find something similar or subpar.

Seek Out

When you declare you know someone who could help, roll+Wisdom. On a 10+, they could help you, and you know where to find them. On a 7-9, the GM will choose one:

- They could help you, but you already owe them one.
- They could help you, but they're caught up in some sort of trouble.
- They can't help you, but they do know someone who could.

Recover

When you settle down for the night (making camp in the wilderness, spending the night at an inn, etc.) and spend several hours resting, eating, drinking, and recuperating, you heal damage equal to half your maximum HP.

When you spend a few days resting in relative safety and comfort, tell the GM how you spend your time. You heal all of your HP and clear all your Debilities, but the world moves on without you; the GM will advance one or more of their Fronts in your absence.

Last Breath

When you reach 0 HP and take your last breath, roll+nothing; Death doesn't care how tough or how persuasive you are. On a 10+, you've cheated Death - you're in a bad spot, but you're still alive at 1 HP. On a 7-9, Death will offer you a bargain; take it and stabilise at 1 HP, or refuse and forfeit your soul. On a 6-, your fate is sealed; you're marked as Death's own, and you'll cross the threshold soon. The GM will tell you when it is time.

Pursue a Goal

When you want to accomplish a complex task or long-term project, tell the GM what you hope to achieve. They'll tell you the steps you'll need to take to achieve your goal.

Player Note: You can represent goals through clocks - circles divided into segments, with each segment corresponding to a step.

GM Note: Each step is a requirement, cost, or risk between the player and their goal.

For simple goals, give them up to 4 steps; for complex goals, give them up to 8 steps.

End of Session

When you reach the end of a session, take turns with the following:

- Give an example of how you've met a Drive's requirements; if you can, mark XP.
- Describe how your opinion of or relationship with another character has changed; if everyone agrees, mark XP.
- Point out something impressive or memorable that another character did, that no one else has mentioned yet; if you can, *they* mark XP.

EQUIPMENT AND SERVICES

Here are a few common pieces of weaponry, gear, hirelings, and services in Worlds of Adventure. These lists aren't exhaustive or compulsory, and variants upon these items are likely to exist. Their prices may also vary depending on location, haggling, and similar factors.

Equipment

ADVENTURING GEAR: 5 Uses, 2 Wealth

Adventuring gear is a collection of useful mundane items such as chalk, poles, spikes, ropes, etc. When you rummage through your adventuring gear for some useful mundane item and mark off a use, you find what you need.

BANDAGES: 3 Uses, Slow, 1 Wealth

When you have a few minutes to bandage someone else's wounds and mark off a use, you heal them of 4 damage and staunch their bleeding.

POULTICES AND HERBS: 2 Uses, Slow, 2 Wealth

When you carefully treat someone's wounds with poultices and herbs and mark off a use, you either heal them of 7 damage or cure them of a poison.

HEALING POTION: 3 Wealth

When you drink an entire potion, heal yourself of 10 damage or remove a Debility.

BAG OF BOOKS: 5 Uses, 1 Wealth

When your bag of books contains just the right book for the subject you're Spouting Lore on, consult the book and mark off a use to roll with Advantage.

PIPELEAF: 6 Uses, 1 Wealth

When you share pipeleaf with someone, mark off two uses to roll with Advantage to Parley with them.

FLASK OF WHISKEY: 2 Uses, 1 Wealth

When you down a draught, mark off a use to roll with Advantage to act boldly or face down terror.

TRAP KIT: Dangerous, Slow, 1 Wealth

A bear trap, tripwire rig, bag of caltrops or marbles, or similar. When you take the time to set it up in advance, it becomes a hazard you'll want to steer clear of.

Poisons

OIL OF TAGGIT: Dangerous, 2 Wealth

Must be consumed. The target falls into a light sleep.

BLOODWEED: Dangerous, 2 Wealth

Requires contact. The target deals -2 Damage with attacks until they are cured.

GOLDENROOT: Dangerous, 2 Wealth

Must be consumed. The target treats the next person they see as a trusted ally, until proved otherwise.

SERPENT'S TEARS: Dangerous, 2 Wealth

Requires contact. The target takes +2 Damage from attacks until they are cured.

For example, you might have a Rusty Sword which deals -1 damage or might easily break on a 6- in combat. Or you might have a Masterwork Bow which has 1-Piercing or +1 Damage in addition to its other tags.

Common Weapons

SLING: Near, Awkward, Reload, 0 Wealth

RAGGED BOW: Near, Reload, 1 Wealth

FINE BOW: Near/Far, Reload, 2 Wealth

CROSSBOW: Near, Loud, Reload, 1 Wealth

PISTOL: Near, +1 Damage, Loud, Reload, 2 Wealth

UNARMED: Close

DAGGER/SHIV/KNIFE: Close/Near, 1 Wealth

BASELARD/KRIS/KUKRI/DIRK: Close, 1-Piercing, 1 Wealth

MANY/HIDDEN KNIVES: Close/Near, Infinite, 2 Wealth

CLUB/SHILLELAGH: Melee, 0 Wealth

STAFF/PIKE: Melee, Hefty, 0 Wealth

SWORD/AXE/MACE: Close/Melee, 1 Wealth

WARHAMMER/FLAIL: Melee, Forceful, 1 Wealth

GREATSWORD/GLAIVE/HALBERD: Melee, +1 Damage, Hefty, 2 Wealth

BASTARD SWORD/CHAIN WHIP: Melee, Messy, Awkward, 1 Wealth

RAPIER: Melee, 2-Piercing, 2 Wealth

SPEAR: Melee/Near, 1 Wealth

Common Armour

LEATHER/CHAINMAIL/GAMBESON: 1-Armour, 2 Wealth

SCALE/PLATE: 2-Armour, Clumsy, 3 Wealth

SHIELD: +1 Armour, 1 Wealth

Services and Other Expenses

1 WEALTH: Most services and expenditures.

Healing from a surgeon. A week's stay at a peasant's inn. A night of song, dance, and companionship. A custom item from a blacksmith or other professional (in addition to its base price). A hired killer. A guide through perilous terrain. Most hirelings.

2 WEALTH: Exceptional and exotic services and expenditures.

Magical healing from a priest or alchemist. A week's stay at a noble's inn. A small festival. A professional assassin. A guide through dangerous, life-threatening lands.

Anything of greater cost or value is typically a long-term investment, such as ownership of a house, caravan, business, or ship.

Stats (Assign the following: +2, +1, +1, +0, -1)

MIGHT <hr/> <input type="checkbox"/> WEAKENED	AGILITY <hr/> <input type="checkbox"/> SHAKY	WISDOM <hr/> <input type="checkbox"/> ADDLED	CUNNING <hr/> <input type="checkbox"/> CONFUSED	SPIRIT <hr/> <input type="checkbox"/> BROKEN
HIT POINTS <hr/> / 16	ARMOUR <hr/>	DAMAGE <hr/> d6+1	LEVEL <hr/>	EXPERIENCE <hr/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Roguish Talent (Choose one)

LURKER

You are *Stealthy*. You never need to *Defy Danger* to move or act quietly, and you'll generally go unnoticed by NPCs unless you draw attention to yourself. **Whenever you like**, you can ask the GM "where's the best hiding place?" and they'll tell you the truth.

TRUSTWORTHY

As long as you show a friendly face, anyone not already actively hostile towards you will treat you as a friend, until proven otherwise. Anything you say will be accepted as open honesty unless hard evidence is given to the contrary.

MERCURIAL

Whenever you like, you can change any or all of your Looks. Those who know you can still recognise you, but only if they look closely. **If asked to describe you**, the most anyone can recall are the most generic and worthless details imaginable.

Core Moves (You start with all of these)

TRICKS OF THE TRADE

When you set about to steal something or break into something locked and secure, roll+Agility. On a 7+, you do it. On a 10+, choose 2. On a 7-9, choose 1.

- You work quickly, without much time or effort.
- You work quietly, discreetly, drawing little notice.
- You work cleanly, without cost or leaving a trail.

DANGER SENSE

When you're certain something's wrong and you scan your surroundings, you can ask the GM "Is there a trap or ambush here? If so, where would it come from?" They will answer honestly, and you roll with Advantage to thwart the trap or ambush before it can be brought to bear.

Advanced Moves (You also start with one of these)

FIGHTING DIRTY

When you *Hack and Slash* by getting up close and personal and using underhanded tactics, you can roll+Agility instead of +Might, and you add the following option to the list:

- You snatch something they're carrying; now it's yours.

IMPECCABLE GRACE

When you *Defy Danger* using acrobatics, deft maneuvers, or quick reflexes or thinking, you can treat a 6- as a 7-9. On a 7-9, you can choose to have something or something else, possibly your equipment but certainly not you personally, suffer the consequences instead.

UPSPELL

When you try to make something appear *Valuable* when it's not or exaggerate your own power to seem *Terrifying* or *Magical*, roll+Cunning. On a 10+, you do it, no problem. On a 7-9, you do it, but the GM will offer you two options between suspicion, danger, or cost; pick your poison.

CASE THE JOINT

When you scout out a location with the intention of breaking in and stealing something, ask the GM as many of the following questions as you like:

- What is my best way in and out?
- What's the greatest danger here?
- What's out of place here?
- Where do they keep the valuables?

You and your allies roll with Advantage when acting on the answers.

DEEP POCKETS

Once per session, you can pull out something from your pockets or packs that you forgot about until just now, as if you had spent a use of Adventuring Gear.

When you conceal a small object on your person, no one can find it unless you are bound, stripped, and thoroughly searched. You can easily conceal a number of items equal to your Agility in this way.

SMOOTH CRIMINAL

You always look good. Even if you're wet, dirty, beat-up, or otherwise disheveled, you still manage to pull it off.

When you use your impeccable good-looks and considerable charms as leverage, you roll with Advantage to *Parley* with anyone who respects your appearance.

FAKE OUT

When you make your opponent think you're less of a threat than you really are, you roll with Advantage on your next move against them. If it's an attack, you deal +2 Damage. Most foes will generally wisen up to you after that.

LEGERDEMAIN

When you perform a feat of sleight of hand upon an unwary or distracted mark, you succeed and no one's the wiser. If you're subject to scrutiny, though, roll+Agility. On a 10+, you succeed and no one's the wiser. On a 7-9, you can choose to succeed, but if you do someone (your mark, an onlooker, etc.) will notice.

POISON EXPERT

You've mastered the care and use of poisons; they are no longer *Dangerous* for you to use. When you have time to gather materials and a safe place to brew, you can create up to three doses of a poison. Describe the effects you'd like your poison to have, and the GM will give you one or more of the following caveats:

- You'll need _____ to make it.
- It will only work under specific circumstances.
- The best you can manage is a weaker version.
- It'll take a while for the effects to manifest.
- It'll have obvious or undesirable side effects.
- It's *Dangerous* for anyone to handle - even you.

ACE UP YOUR SLEEVE

When you challenge someone to a game of chance and they accept, roll+Cunning. On a 10+, you decide the outcome. On a 7-9, you decide the outcome, but the GM will choose one.

- Your opponent realises a shortly after that you cheated.
- Your opponent challenges you to "double or nothing."
- Someone outside the game gets suspicious or takes offense. You're not welcome here anymore.

ESCAPE ROUTE

Requires: Level 6+

When you things go south and you need a way out, name your escape route and roll+Agility. On a 10+, you're gone. On a 7-9, you slip away, but it costs you; the GM will say what you leave behind or bring with you.

SHOOT FIRST

Requires: Level 6+

You are never caught off-guard or by surprise. You always get to act first, even if someone gets the drop on you.

TURNING THE TABLES

Requires: Level 6+, Fighting Dirty

When you *Fight Dirty*, you can also choose an option from the *Telling Blow* list, even on a 6-:

- You cripple, hobble, or disarm them.
- You stun, blind, or otherwise disable them.
- You push, pull, or otherwise move them where you want them.

EVASION

Requires: Level 6+, Impeccable Grace

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

TELLING TALL TALES

Requires: Level 6+, Upsell

When you tell an outrageous or grandiose lie or falsehood that nobody in their right mind would believe, roll+Cunning.

On a 7+, everyone believes you anyway, at least until they see or hear something that convinces them otherwise. On a 7-9, they'll be fooled, but not for long.

You can't *Tell Tall Tales* to people who are actively hostile or suspicious towards you. Other players are always suspicious of you, because you're the Thief.