

DUNGEON WORLD

ALTERNATIVE PLAYBOOKS

THE MAGE • THE PRIEST • THE TEMPLAR • THE ARTIFICER



WRITTEN AND ILLUSTRATED BY JACOB RANDOLPH

DUNGEON WORLD

ALTERNATIVE PLAYBOOKS

Written by Jacob Randolph

This set of playbooks exists as an alternative to some of the classes presented in the Dungeon World core rulebook. The playbooks in this packet are replacement classes for the Cleric, Paladin, and Wizard, replacing them with the Priest, Templar, and Mage, respectively. These three classes were specifically chosen to be replaced because of a common flaw they all share: they all carry over baggage from Dungeons and Dragons that limits or somehow weakens their ability to represent a fantasy man of the cloth, holy warrior, or kooky wizard. The main hangups with the original classes are the Vancian casting of The Cleric and The Wizard, which does not represent modern fantasy in the slightest, and the various alignment based mechanics of The Paladin.

The goal of these new classes is to better represent their archetypes than the core Dungeon World classes do. The Mage should be a more iconic and interesting spellcaster than The Wizard, bound by a focus of magic rather than spells per day. The Priest is less of a warrior than The Cleric and more of an evangelist and miracle worker, bound by the tenets of their god more than anything else. The Templar is as much an inquisitor and a commissar as she is a holy warrior, spurring her allies on to victory even as she charges onward. The Artificer is not a replacement class, but I am including it in this packet as a free bonus for purchasing. Thank you.

If you prefer The Mage over The Wizard but prefer The Cleric over The Priest, that is perfectly acceptable. Just because you are using one of these alternative playbooks does not mean you have to use all of them, and if the GM is okay with it, there is nothing stopping you from using both The Paladin and The Templar in the same group. There will be some role overlap, but the alternative playbooks presented here play quite differently than the classes they are intended to replace.

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THE MAGE

Dungeon World holds many secrets. You know, because you've found one of them. You found the font of power that is magic, and you have held it close. It is yours, and with it you can work wonders. Whether you found power in The Dragon or The Mask or something else entirely, all those secrets were tucked away into that little wand you found. And now those secrets are yours to command.

You've found your power. You've only begun to see the heights to which you can rise. But you've also begun to find your limits. As much as you wish it was, your magic is not absolute. You can't do everything. You need your pitiful companions to win the day. But you know they could never do it without you.

For you are Magus, and none compare to your might.

THE ARTIFICER

Dungeon World's old technology is quite the mess, but you can fix it. No one else could, but that's just because no one else is you. Pull some power from the leylines, run a little ambaric interference through the steam valve, tighten the sprockets, and it's as good as new. Well, better than new, really. So maybe it's a little more complicated than it was before, and maybe it didn't need quite so many dials and whirlygigs. In your capable hands, every extra whirlygig is just another backup plan.

What do you mean, what's it do? It should be obvious, shouldn't it? It's just an etheric matrix wand. It's not like you were building an ambaric compensator mechanism! None of them appreciate the intricacies of science, mark your words, not like you do! But you'll show them. You're the greatest scientific mind you've ever met! Okay okay, so maybe you don't *actually* know what the etheric matrix wand does, per se, but you have a solid hypothesis! All it needs is some field testing.

If you knew what you were doing, you wouldn't call it research.

THE PRIEST

The lands of Dungeon World have been forsaken. No gods walk these lands, not anymore. Now these lands are a battleground between their followers, their remnants, their men of the cloth. It is not a battle that is always fought with blades, and that is why this battleground needs you.

With simple words, you spread the faith of your deity to those who would not believe. With humble words, you beseech your deity for a miracle, and it listens. Where you walk, so too walks your god, and it is through your faith that this power is made manifest. Wherever you go, the heavens follow. Your deity watches your every move, and through him, your success is guaranteed.

Spread the faith, Priest, and know that none shall dare lay a hand on you.

THE TEMPLAR

Heretics. Heretics all. Everywhere you look in Dungeon World, you find blasphemy. Everyone pretends to be goodly, but you don't buy it. It's just different degrees of heresy. In the face of evil, you do not back down. You do not surrender, and you make sure none of those weaker types do either. You are here to do a job, and no man, no beast will stop you.

These men and women you travel with, they're better than most, but they're still mortal. They're still fallible. You're not. You're pure. Your cause is absolute. If there is an end you must reach, you will take any means necessary to achieve them.

For you are Templar, and failure is not an option.

NAME




LOOK

Elf: Galadiir, Fenfaril, Lilliastre, Phirosalle, Enkirash, Halwyr
Human: Avon, Morgan, Rath, Ysolde, Ovid, Vitus, Aldara, Xeno, Uri

Haunted Eyes, Sharp Eyes, or Crazy Eyes
 Styled Hair, Wild Hair, or Pointed Hat
 Worn Robes, Stylish Robes, or Strange Robes
 Pudgy Body, Creepy Body, or Thin Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+1), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 4 + CONSTITUTION

ALIGNMENT

- GOOD
Use magic to directly aid another.
- NEUTRAL
Discover something about a magical mystery.
- EVIL
Use magic to cause terror and fear.

STARTING MOVES

CAST A SPELL (INT)

When you use the chaotic and unpredictable power of magic to deal with a problem right in front of you, roll +INT. On a 10+, your spell helps to solve the problem, but choose one from the list. On a 7-9, the spell takes effect, but choose two, or let the GM choose one:

- Your magic's effect is temporary or superficial.
- Your spell affects either much more or much less than you wanted it to.
- Your spell has unforeseen side effects.
- You draw unwanted attention or put yourself in a spot. The GM will tell you how.
- The casting saps your energy. You take -1 ongoing to Cast a Spell until you have a few minutes to clear your head.

On a miss, something's gone horribly wrong. Your spell may well have worked, but you will regret casting it.

SPELL FOCUS

Your magical studies are centered on a particular kind of magic, an aspect of the metaphysical world from which you take inspiration. When you first learn magic, select one Focus from below, and gain all Aligned and Opposed elements of that Focus.

When you cast a spell that is directly Aligned with your Focus, you get +1 to the roll. You can never cast a spell if it is Opposed to your focus. When you cast a spell that is neither Aligned nor Opposed, take -1 to the roll.

- **The Dragon.** Aligned: setting things on fire, reckless destruction, inciting passion and fury. Opposed: healing or repairing anything, subtlety.
- **Winter.** Aligned: chilling them to the bone, inducing stasis, revealing grim portents. Opposed: showing generosity, helping things grow.
- **The Tower.** Aligned: shielding from harm, giving strength to the weak, defiance. Opposed: fleeing or escaping, breaking the laws of your order.
- **Vitriol.** Aligned: making them suffer, summoning horrors, corrupting the innocent. Opposed: creating new things, showing humility.
- **The Mask.** Aligned: misleading, avoiding notice, cunning plans. Opposed: using brute force, breaking the facade.
- **The Horizon.** Aligned: revealing the way forward, purification, granting freedom. Opposed: corruption or uncleanness, waiting.
- **The Forest.** Aligned: rampant growth, unmaking artificial things, communing with animals. Opposed: trickery or manipulation, desecrating the wilderness.
- **The Stars.** Aligned: foretell destiny, call across space, peel back the veil. Opposed: earth and stone, hiding the truth.
- **The Clock.** Aligned: adjust the flow of time, stop aging, erode to dust. Opposed: Interfering with history, manipulating emotions.
- **Darkness.** Aligned: dance with shadows, incite terror and panic, shroud the truth. Opposed: fire and light, being loud or obvious.

RACE

- ELF
Whenever a magical effect happens close by, you can feel it.
- HUMAN
When you Parley, you can offer to cast a spell as Leverage.

BONDS

Fill in the name of one of your companions in at least one:
 _____ will play an important role in the events to come. I have foreseen it!
 _____ is keeping an important secret from me.
 _____ is woefully misinformed about the world; I will teach them all that I can.

ARCANE LEARNING

You are a font of esoteric knowledge. When you Spout Lore or Discern Realities about something magical or otherwise arcane, on a 10+ the GM will also tell you a little-known secret about the subject.

COUNTERSPELL (INT)

When you counter a magic spell cast upon you specifically, roll +INT. On a 10+, gain 3 Hold. On a 7-9, gain 1 Hold. Spend your Hold 1-for-1 on the following:

- The spell deals no damage to you.
- The spell's effects on you are superficial and temporary.
- You take +1 forward against the caster.
- You may Cast a Spell against the caster immediately.



THE MAGE

LEVEL XP

*When a player takes the Cast a Spell move using a multiclass move, they also gain the Spell Focus move.

Gear

Your Load is 7 + STR. You start with dungeon rations (5 uses, 1 weight) and an indestructible arcane treasure through which you draw power, describe it (1 weight).

Choose your defenses:

- Leather armor (1 armor, 1 weight)
- Bag of books (5 uses, 2 weight) and 3 healing potions

Choose your weapon:

- Dagger (Hand, 1 weight)
- Staff (Close, two-handed, 1 weight)

Choose one:

- Healing potion
- Three Antitoxins

Advanced Moves

When you gain a level from 2-5, choose from these moves.

ARCANE WARD

You have +2 Armor against magical attacks, and nearby allies have +1 Armor against magical attacks.

ENCHANTER

When you **have time and safety with a magic item you may ask the GM what it does**, the GM will answer you truthfully.

FONT OF KNOWLEDGE

When you **spout lore about something no one else has any clue about**, take +1.

KNOW-IT-ALL

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

LOGICAL

When you **use strict deduction to analyze your surroundings**, you can Discern Realities with INT instead of WIS.

MAGIC EMPOWERMENT

When you **Cast a Spell and roll a 10+**, you take +1 forward.

PRODIGY

Select a Focus other than the one you have, and add one of its Aligned elements and one of its Opposed elements to your list of Aligned and Opposed elements. You cannot select an element that contradicts your existing Aligned and Opposed elements. For example, if you follow The Dragon, you could select "Winter" and add "Aligned: Chill them to the bone" and "Opposed: Showing generosity" to your Aligned and Opposed elements.

PROTECTIVE COUNTERSPELL

When **an ally within sight of you is affected by a magical spell**, you can use Counterspell as if it affected you. If the spell affects multiple allies, you must counter for each ally separately.

RITUAL

When you **draw on a place of power to create a permanent magical effect**, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you one to four of the following conditions:

- It's going to take days/weeks/months
- First you must _____
- The result will be a twisted version of what you wanted
- It will be far more powerful than you can control without help from _____
- It will require a lot of money
- You'll have to disenchant _____ to do it
- You and your allies will risk danger from _____

WAR MAGE

When you **Cast a Spell that deals damage**, deal +1d4 damage.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

ARCANE ARMOR

Replaces: Arcane Ward

You have +4 Armor against magical attacks, and nearby allies have +2 Armor against magical attacks.

ARCHMAGE

Requires: Prodigy

Select a Focus other than the one you have or the one you selected for Prodigy, and add one of its Aligned elements and one of its Opposed elements to your list of Aligned and Opposed elements. You cannot select an element that contradicts your existing Aligned and Opposed elements.

ENCHANTER'S SOUL

Requires: Enchanter

When you **have time and safety with a magic item in a place of power**, you can empower that item so that the next time you use it, its effects are amplified. The GM will tell you exactly how.

ETHEREAL TETHER

When you **have time with a willing or helpless subject**, you can craft an ethereal tether with them. You perceive what they perceive and can discern realities about someone tethered to you (or their surroundings) no matter the distance. Someone willingly tethered to you can communicate with you over the tether as if you were in the room with them.

GREATER MAGIC EMPOWERMENT

Replaces: Magic Empowerment

When you **Cast a Spell and get a result of 10-11**, you take +1 forward. **On a 12+**, you take +1 ongoing to all rolls until you get a 6-, you take damage, or you take a short rest.

HIGHLY LOGICAL

Replaces: Logical

When you **use strict deduction to analyze your surroundings**, you can Discern Realities with +INT instead of +WIS. **On a 12+**, you get to ask the GM any three questions, not limited by the list.

MYSTICAL PUPPET STRINGS

When you **use magic to control a person's actions**, they have no memory of what you had them do and bear you no ill will.

PERFECT COUNTERSPELL

Add the following to your list of Counterspell options:

- The spell affects its caster at full strength.

RITUAL MASTER

Requires: Ritual

When **the GM tells you the requirements you need to perform a Ritual**, you can veto one of those requirements.

SPELL MASTERY

When you **Cast a Spell and get a result of 12+**, you do not need to select any options from the list.

NAME

LOOK

Dwarf: Durga, Aelfar, Gerda, Rurgosh, Bjorn, Drummond, Helga, Siggrun, Freya

Human: Wesley, Brinton, Jon, Sara, Hawthorn, Elise, Clarke, Lenore, Piotr, Dahlia, Carmine

Kind Eyes, Sharp Eyes, or Sad Eyes




Tonsure, Strange Hair, or Bald

Flowing Robes, Habit, or Common Garb

Thin Body, Knobby Body, or Flabby Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+1), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION

ALIGNMENT

- GOOD
Endanger yourself to heal another.
- LAWFUL
Endanger yourself following the precepts of your church or god.
- EVIL
Harm another to prove the superiority of your church or god.

STARTING MOVES

INVOCATION

When you **call out for your deity's aid in a time of need**, choose a Blessing and roll +WIS. **On a 10+**, your deity will intervene on your behalf - the GM will tell you how. **On a 7-9**, your deity will grant your Blessing, but you will also need to choose a Requirement.

Blessing

- Your invocation manipulates the realm your deity Controls.
- Your invocation commands something your deity Represents.
- Your invocation bolsters your deity's Worshippers.
- Your invocation rebukes your deity's Enemies.

Requirement

- Your invocation is obvious and immediate, drawing attention to you.
- The intervention is subtle or takes a while to manifest.
- Your deity demands something in return. The GM will tell you what.
- The divine experience leaves you dizzy with euphoria (or terror). You take -1 ongoing to Invoke until you have time to pray quietly for a while.

DIVINE WARD

When you **call upon your deity for protection for yourself or an ally**, roll +WIS. **On a 10+**, gain 3 Hold. **On a 7-9**, gain 1 Hold. Spend your hold 1-for-1 to grant the following to the subject of your prayers:

- Take +2 forward to armor
- Heal 1d8 damage
- Take +1 forward to Defy Danger
- An approaching enemy is driven back

LEAD THE FLOCK

When you **preach to a mob**, roll +CHA. **On a 10+**, hold 3. **On a 7-9**, hold 1. **On a miss**, the mob turns on you. Spend your hold 1-for-1 on the following:

- bring people forward and deliver them to you.
- bring forward all their precious things.
- unite and fight for you.
- fall into a frenzy of emotion: joy, sorrow, or rage, as you choose.
- go quietly back to their lives.

RACE

- DWARF
When you **use your Divine Ward on someone else**, you take +1 Armor forward.
- HUMAN
When you **Defy Danger from something related to your deity's domain**, take +1 forward.

BONDS

Fill in the name of one of your companions in at least one:

_____ has insulted my deity; I do not trust them.

I trust _____ implicitly; they are good and faithful.

_____ is in constant danger, I will keep them safe.

I am working on converting _____ to my faith.

DEITY

You serve and worship some deity, who grants you power. Give your god a name (maybe Helferth, Sucellus, Zorica or Krugon the Bleak) and define your deity's domain by filling in each answer:

- Controls (the sun, the seas, the skies): _____
- Represents (love, death, war, wind): _____
- Worshippers (nobles, dwarves, wizards): _____
- Enemies (demons, undead, heretics): _____
- Demands (sacrifices, secrets, victory): _____

THE PRIEST

LEVEL

XP

GEAR

Your Load is 7+STR. You carry dungeon rations (5 uses, 1 weight), a priest's robes (weight 0), and a symbol of your deity, describe it (weight 0).

Choose your armament:

- Divine Weapon (hand or close, 1 weight) - you wield the favored weapon of your deity. Describe it.
- Staff (close, two-handed, 1 weight) and bandages (3 uses, 0 weight)

Choose two:

- Adventuring gear (1 weight) and dungeon rations (5 uses, 1 weight)
- Healing potion (0 weight)
- Blessed leather armor (1 armor, 1 weight)
- Bag of books (5 uses, 2 weight) and bandages (3 uses, 0 weight)

ADVANCED MOVES

When you gain a level from 2–5, choose from these moves.

DEITY'S INSIGHT

When you **take a moment to consult your deity**, you can Spout Lore using +WIS instead of +INT.

DEVOTED HEALER

When you **heal someone else of damage**, add your level to the amount of damage healed.

DIVINE AURA

When you **use Divine Ward**, you no longer have to specify a single person as the subject of your prayers. You can spend hold from Divine Ward on anyone nearby, as you need to. In addition, gain +1 hold when using Divine Ward, even if you roll a 6-.

DIVINE PROTECTION

When you **wear no armor or shield**, you get 2 armor.

FIRST AID

You ignore the Slow tag on Bandages and Poultices & Herbs. In addition, you take +1 armor if you are attacked while you are healing someone.

HOLY FERVOR

Choose one move from the Templar class list.

INVIGORATE

When you **heal someone**, they take +2 forward to the cause of their damage.

MIRACLE WORKER

Choose one move from the Mage class list. If you choose Cast a Spell, your Spell Focus must relate to your deity.

ORISON FOR GUIDANCE

When you **sacrifice something of value to your deity and pray for guidance**, your deity tells you what it would have you do. If you do it, mark experience.

PENITENT

When you **take damage and embrace the pain**, you may take +1d4 damage (ignoring armor). If you do, take +1 forward.

SERENITY

When you **calmly walk through a dangerous situation**, take +1 to Defy Danger.

THE SCALES OF LIFE AND DEATH

When **someone else takes their Last Breath in your presence**, they take +1 to the roll.

When you gain a level from 6–10, choose from these moves or the level 2–5 moves.

ANATHEMA

When you **strike down an Enemy of your deity**, roll +WIS. **On a 10+**, that enemy is disintegrated, struck down by the power of your faith. **On a 7-9**, the enemy is still destroyed, but choose one:

- your deity's wrath is not yet over. It causes massive collateral damage.
- your deity draws upon your strength for this act. Take -1 forward.

On a miss, your deity cannot destroy this Enemy. The GM will tell you why.

APOTHEOSIS

The next time you spend time in prayer after taking this move, choose a feature associated with your deity (rending claws, wings of sapphire feathers, an all-seeing third eye, etc.). When you emerge from prayer, you permanently gain that physical feature.

DIVINE ARMOR

Replaces: Divine Protection

When you **wear no armor or shield**, you get 3 armor.

GAZE NOT UPON HIM

When you **use Invocation and get a result of 12+**, your deity's magnificence inspires awe from all who see it. Allies take +1 forward and NPCs cower in awe, fear, or ecstasy, as is appropriate.

MARTYR

Replaces: Penitent

When you **take damage and embrace the pain**, you may take +1d4 damage (ignoring armor). If you do, take +1 ongoing until you roll a 10+.

MULTICLASS DABBLER

Get one move from another class. Treat your level as one lower for choosing the move.

PRAYER OF UNITY

Requires: Divine Aura

When you **spend hold from Divine Ward to protect a group**, the chosen effect applies to everyone in the group.

PROVIDENCE

Requires: Divine Aura

Add the following option to the Divine Ward list:

- An enemy move fails due to a moment of divine providence, related to your deity's domain (a gust of wind, a flash of light, or something similar)

REAPER

When you **take time after a conflict to dedicate your victory to your deity and deal with the dead**, take +1 forward.

NAME

LOOK

Human: Arthur, Gwenivere, Hadrian, Logan, Lucia, Octavia, Regulus, Valeria, Viktor
Elf: Augustine, Cassius, Celeste, Magiere, Sanguinus, Sayas, Thaddeus, Titanius, Yamaxanadu
Dwarf: Ciaphas, Erdas, Gressa, Holt, Ibram, Kerry, Kovacs, Lux, Ogram, Petrov, Tyrae

Harsh Eyes, Fiery Eyes, or Glowing Eyes
 Helmet, Styled Hair, or Bald
 Worn Holy Symbol or Fancy Holy Symbol
 Fit Body, Bulky Body, or Iron Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+1), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE		ARMOR		HP	
				CURRENT MAX	YOUR MAX HP IS 10+CONSTITUTION

ALIGNMENT

- LAWFUL**
Deny mercy to a criminal or unbeliever.
- GOOD**
Endanger yourself to protect someone weaker than you.
- EVIL**
Disregard casualties in pursuit of your objective.

STARTING MOVES

IT'S NOT THEM YOU SHOULD BE AFRAID OF

When you **are at an ally's back and they flounder**, you can give them some "encouragement." You can Aid an ally with any action as long as they can hear you threatening them. If you are also close enough you could hurt them, take +1 to your Aid roll.

ARMORED

You ignore the clumsy tag on armor you wear.

I AM THE LAW

When you **give an NPC an order based on your position of power**, roll+CHA. **On a hit**, choose how they respond:

- Do what you say
- Back away cautiously, then flee
- Attack you

On a 10+, you also take +1 forward against them. **On a miss**, they do as they please and you take -1 forward against them.

INQUISITION

When you **and an NPC have a private chat**, roll+CHA. **On a 10+**, hold 3. **On a 7-9**, hold 2. **On a 6-**, hold 1, but the NPC will try to run away or attack you. Spend your hold 1 for 1 on the following:

- You find out who they work for and why.
- You find out their goal and how far they'll go to get it.
- You find out if they intend to harm anyone, and if so, who.
- You find out if they are hiding something, and if so, what.

After hearing their answers, you can put serious pressure on them for more - break some bones, threaten loved ones, or something similar. If you do, take +1 hold, but the NPC will never want anything to do with you ever again.

UNRELENTING

When you **are in no condition to continue but do so anyway**, roll +CON. **On a 10+**, choose both. **On a 7-9**, choose one. **On a miss**, choose one, but your condition worsens significantly: you take 1d8 damage as you push yourself beyond your limits.

- You ignore your debilities and injuries until the moment before you accomplish your immediate goal. Until then, you take action as if you were perfectly fine.
- You stay standing and will not fall. One ally of your choice gets +1 ongoing as long as you stay standing.

When you **hit 0 HP while you are Unrelenting**, you keep going and do not take your Last Breath until you fall or your goal is accomplished, whichever comes first.

When you **die while you are Unrelenting**, take +1 to your Last Breath.

RACE

- HUMAN**
You tend to ignore wounds you shouldn't. When you **suffer a debility**, you may take 2 damage to take +1 forward to your next roll using that stat.
- ELF**
You cling to life with sheer willpower. You roll +WIS instead of +CON when using Unrelenting.
- DWARF**
You're tough, so tough it's scary. You roll +CON instead of +CHA when using Inquisition.

BONDS

Fill in the name of one of your companions in at least one:

_____ 's misguided behavior could be a problem.

_____ ratted out a heretic. I can trust them.

_____ is suspicious. I've put them on my list.

I want to take _____ under my wing.

I won't take any flak from _____. They need to know their place.



THE TEMPLAR

LEVEL

XP

GEAR

Your Load is 12+STR. You start with dungeon rations (5 uses, 1 weight), 3 sets of manacles (1 weight each), and some mark of faith, describe it (0 weight).

Choose your armament:

- Short sword (Close, +1 damage, 1 weight) and flintlock pistol (Near, reload, unreliable, +1 damage, 1 weight) with 3 ammo
- Long sword (Close, +1 damage, 1 weight) and shield (+1 armor, 2 weight)

Choose your armor:

- Templar's armor (2 armor, clumsy, 3 weight)
- Inquisitor's overcoat (1 armor, 1 weight) and healing potion

Choose two:

- Adventuring gear (5 uses, 1 weight) and antitoxin
- Dungeon rations (5 uses, 1 weight) and bandages (3 uses, 0 weight)
- Spare Dagger (Hand, thrown, 1 weight) and 5 coin
- Spare Pistol (Near, 1 use, +1 damage, 1 weight) with 3 ammo

ADVANCED MOVES

When you gain a level from 2–5, choose from these moves.

BLOODY AEGIS

When you **take damage**, you can grit your teeth and accept the blow. If you do, you take no damage but instead suffer a debility of your choice. If you already have all six debilities, you can't use this move.

CHARGE!

When you **lead the charge into combat**, those you lead take +1 forward.

COMBAT INQUISITION

You may use the Inquisition move on an enemy while you fight them.

HERETICAL DABBING

Take one move from the Thief or Ranger class list.

HOLY SCRIPTS

Choose one move from the Priest class list.

PROFESSIONAL COURTESY

You and Death have an understanding. When you **take your Last Breath**, take +1. When **an ally takes their Last Breath while you are close enough to rush to their side**, you can Aid with their Last Breath roll. Be warned: Death will try to rope you into any bargains involving your comrade.

SMITE

While you are Unrelenting, you deal +1d4 damage.

THERE IS NO WAR IN BA-SING-SEI

Add the following option to the Inquisition move list:

- The NPC will willfully ignore all evidence that an event of your choice ever happened.

UNFAILING COMMITMENT

While you are Unrelenting, you get +1 armor and gain +1 hold when you Defend.

VOICE OF AUTHORITY

You gain followers. You have 3 of them at any given time, and they are all Hirelings with +2 Loyalty, no skills, and Cost: Blind Religious Fervor. Should any of them die, you get replacements the next time you visit a holy temple of your order.

WHO TOLD YOU TO STOP

When you **Aid an ally**, you push them beyond their limits. **On a 7-9**, your ally may mark a debility to select one of the following options. **On a 10+**, they may mark a debility to select two of the following options.

- They take +3 Armor forward.
- They deal +1d6 damage forward.
- They heal 2d6 damage.
- They ignore a debility, effect, or condition for a short while.

When you gain a level from 6–10, choose from these moves or the level 2–5 moves.

EVER ONWARD

Replaces: Charge!

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

EXTERMINATUS

When you **speak aloud your promise to defeat an enemy or specific group of enemies**, you deal +2d4 damage against them and -4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.

INDOMITABLE

When you **suffer a debility (even through Bloody Aegis)**, take +1 forward against whatever caused the debility.

MULTICLASS DABBLER

Get one move from another class. Treat your level as one lower for choosing the move.

NEVER BACK DOWN

Requires: Unfailing Commitment

When you **Defend and get a result of 12+**, instead of gaining hold, the attacker is simply held off, no matter the odds. In addition, they fear you - you gain +1 forward against them.

RALLYING POINT

When you **Defend**, any allies who also commit to defending with you gain 1 hold each. They can spend this hold at any time to give +2 armor forward to an ally or to whatever is being defended.

SHINING BEACON

Change the second option of Unrelenting to the following:

- You stay standing and will not fall. Your allies gets +1 ongoing as long as you stay standing. If you hit 0 HP, you keep going and do not take your Last Breath until you fall or your goal is accomplished, whichever comes first.

TO HELL WITH YOU

Replaces: Smite

While you are Unrelenting, you deal +1d8 damage.

UNQUESTIONED AUTHORITY

Requires: Voice of Authority

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.

NAME




Gnome: Dremot, Jannist, Pytri, Seliin, Svell, Tenrissa, Tesla, Toryth, Vesimoth
Human: Carrie, Creet, Hellsing, Janos, Malchior, Shaya, Terra, Vincent, Watson
Dwarf: Brellin, Dema, Doran, Gessat, Grant, Jax, Morand, Tessok, Urist, Verma

LOOK

Devious Eyes, Mad Eyes, or Curious Eyes
Spiky Hair, Greasy Hair, or Frizzy Hair
Burnt Skin, Wrapped Skin, or Pallid Skin
Pudgy Body, Lanky Body, or Small Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+1), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 4+CONSTITUTION

ALIGNMENT

- LAWFUL**
Prove the value of your inventions to others.
- GOOD**
Help out a community using technology.
- NEUTRAL**
Salvage a lost or forgotten piece of technology.
- CHAOTIC**
Use a Gadget in a new and surprising way.

STARTING MOVES

GADGET BELT (INT)

You have a Gadget Belt containing 3 Arcane Gadgets. For each Gadget, pick one option from each of the following lists:

- *Etheric, hypnotic, magnetic, anbaric, ectoplasmic, steam, pressure, clockwork, alchemic*
- *Matrix, coil, emitter, compensator, array, projector, regulator, sprocket, valve, detector*
- *Glove, torch, apparatus, device, bracelet, periapt, flask, goggles, wand, mechanism*

When you **use one of your gadgets to get out of a tight spot**, tell us what it does and roll +INT. **On a hit**, it works as expected and you spend 1 Charge. **On a 7-9**, you also choose 1:

- The device is damaged. You can repair it, but it will take some time and concentration.
- The device has a weird, unwanted side effect.
- The device attracts attention.

One of your gadgets is also a weapon of some kind. Pick which one, and it gains the Near and Pierce 1 tags. When you **mark ammo when Volleying with a gadget**, spend 1 Charge instead.

When you **have less than three gadgets or want to replace one of your existing gadgets for any reason**, you can make a replacement by spending an hour or so in your workshop.

JURY-RIG (INT)

When you **quickly fix or create a device without proper supplies, tools, or time**, roll +INT. **On a 10+**, it works just fine. **On a 7-9**, choose one:

- It'll work, but only for one use or a short amount of time.
- You will need to cannibalize one of your gadgets.
- It needs some juice. Spend 1 Charge.

MASTER ARTIFICER

When you **spend an hour or so in your workshop contemplating an engineering challenge**, tell the DM what you're trying to achieve. The DM will tell you "yes, you can do that, but..." and then 1 to 4 of the following:

- It's going to take days/weeks/months
- First you must _____
- You'll need help from _____
- It will require a lot of money
- You will risk danger from _____
- You'll have to add X to your workshop first
- The best you can do is a lesser version
- You'll need detailed instructions from _____

RACE

- DWARF**
Your Gadgets are built to last, and can be used as Hand weapons.
- GNOME**
When you **try to avoid an alchemical or mechanical effect**, take +1 to Defy Danger.
- HUMAN**
You have one more gadget than whatever your moves tell you.

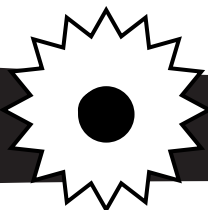
BONDS

Fill in the name of one of your companions in at least one:

I have shown _____ the secrets of my inventions.
 _____ helped me with one of my projects. I owe them.
 _____ called me mad. Mad! I'll show them!
 _____ is my personal assistant.

GEOMANTIC CHARGE

When you spend an uninterrupted period of time manipulating elemental fields and ley lines (usually about an hour), hold 3-Charge. You can have a maximum of 3-Charge held at any time. This Charge is used to power your Gadgets.



THE ARTIFICER

LEVEL
 XP

*When a player takes the Gadget Belt move using a multiclass move, they also gain the Geomantic Charge move.

GEAR

Your Load is 9 + STR. You start with Dungeon Rations (5 uses, 1 weight), your 3

Choose your method of self defense:

- Caustic Chemicals (Reach, Dangerous, Pierce 1, 1 Weight), 3 Ammo
- Engineering Tools (Hand, Close, 1 Weight)

Choose a ranged weapon:

- Clockwork Crossbow (Near, 2 Weight) and Quiver, 3 Ammo
- Bag of Explosives (Near, Dangerous, Messy, 3 Weight), 3 Ammo

Choose two:

- Adventuring gear (5 uses, 1 weight)
- Protective Clothing (1 Armor, 1 Weight)
- Bag of Books (5 Uses, 2 Weight)
- Bandages (3 Uses, 0 Weight)

Record your Gadgets here.

-
-
-
-

ADVANCED MOVES

When you gain a level from 2–5, choose from these moves.

ANBARIC CHARGE*

When you are **subjected to a magical effect**, gain +1-Charge.

CARRYING HARNESS

You affix mechanical tools, plates, chains, and flippy gizmos to yourself. Everything you carry is attached to you, and you can never drop anything or be disarmed without your consent. You also gain +5 Load.

CONSTRUCT COMPANION

You have crafted a mechanical companion. Choose a specialization:

- **Assistant:** Your construct will always give you whatever you need the moment you need it, if it's somewhere he can get it for you. You never need to reload or dig through your pouches in a tight spot.
- **Guard:** While your Companion is with you, take +1 ongoing when you Defend.
- **Research:** While your Companion is with you, take +1 ongoing to Spout Lore.
- **Scout:** While your Companion is with you, take +1 ongoing when you Undertake a Perilous Journey, and you can take 2 jobs for the exploration.

ETHERIC FIELD*

You have a portable, energized force field of your own design. As long as you hold at least 1-Charge, you have +1 Armor.

GADGETEER

Add 2 more Gadgets to your Gadget Belt. When you have less than five gadgets or want to replace one of your existing gadgets for any reason, you can make a replacement by spending an hour or so in your workshop.

IT'S TOO DANGEROUS TO GO ALONE

When you **Aid an ally**, you can spend 1-Charge and give them one of your Gadgets to automatically succeed on the Aid roll. Explain how your Gadget helps them out.

LOGICAL

When you **use strict deduction to analyze your surroundings**, you can Discern Realities with +INT instead of +WIS.

MASTER OF THE UNKNOWN

When you **brandish one of your gadgets as if it were a weapon**, everyone will believe it is the most dangerous thing in the room. This can be used as leverage for the Parley move.

OVERLOAD*

You can expend 1 Charge to inflict 1d8 damage to anyone touching you or one of your gadgets.

SHADY ENGINEER

Choose one move from the Thief class list.

When you gain a level from 6–10, choose from these moves or the level 2–5 moves.

BIONIC BODY*

You can spend 1 Charge to heal yourself 6 HP, or take +1d8 forward to your next damage roll.

CRAFTY MECHANIC

Choose one move from the Thief class list.

FORCEFIELD UPGRADE

Replaces: Etheric Field

You have +Armor equal to your Charge.

GREATER CONSTRUCT

Requires: Construct Companion

Your Construct is capable of helping you more directly. It gains one of the following Hireling traits:

- Burglar +3
- Priest +3
- Protector+3
- Warrior +3

Your Companion has no Loyalty or Cost. If it is ever destroyed, you can rebuild it in a couple of days.

HIGHLY LOGICAL

Replaces: Logical

When you **use strict deduction to analyze your surroundings**, you can Discern Realities with +INT instead of +WIS. **On a 12+**, you get to ask the GM any three questions, not limited by the list.

INCREASED VOLTAGE*

When you **use Geomantic Charge**, gain 4-Charge. Your max held charge is 4.

MAXIMUM OVERLOAD

Replaces: Overload

You can expend 1 Charge to inflict 2d8 damage to anyone touching you or one of your gadgets.

OLD CONSTRUCT, NEW TRICKS

Requires: Construct Companion

You have improved your old Construct. Choose another Specialization for your Companion.

ROCKET MAN*

When you **need to be somewhere really quickly**, spend 1 Charge and you are there the moment before you need to be.

UNPARALLELED CRAFTSMAN

When the **GM tells you the requirements you need for Master Artificer**, you can veto one of them.

*When a player takes this move using a multiclass move, they also gain the Geomantic Charge move.