

DUNGEON WORLD planarch codeX

LEVEL :: NAME []

str	int
dex	wis
con	cha

ALIGNMENT & BONDS

COUNTDOWNS & NOTES

[]	□□□□□□
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DAMAGE DIE



WEALTH :: ARMOR



xp

MAX HP

hp



BACKGROUND AND CLASS

YOU ARE A FREEBOOTER AND THAT IS USUALLY ENOUGH,
BUT MARK AS MANY OF THE FOLLOWING AS APPLY:

- SCOUNDREL (BARD)
- APOSTATE (CLERIC)
- HEATHEN (DRUID)
- SELL-SWORD (FIGHTER)
- ZEALOT (PALADIN)
- SAVAGE (RANGER)
- CUT-PURSE (THIEF)
- DIABOLIST (WIZARD)

FREEBOOTERS CAN CHOOSE MOVES FROM
ANY CLASS, STARTING AT FIRST LEVEL
(TRADE YOUR STARTING CLASS MOVES).

HERITAGE :: HOLD



AT THE START OF A SESSION OR
WHEN YOU INVOKE YOUR RIGHTS OF BLOOD AND/OR
TRADITION, ROLL+WIS. 10+, HOLD 3; 7-9, 2; 6-, 1.

DESC:

MOVE []

MOVE []

MOVE []

WEAPONS & EQUIPMENT

START WITH 25 SILVER + CLOTHES ON YOUR BACK.

LOOK

MOVES

JOBS & PATRONS

SPELLS & RITUALS

FAVORS, DEBTS, SCARS, & CURSES

DISEASES, PARASITES, & SYMBIOTES