

# Class Warfare

Alternate character and class creation rules  
for Dungeon World

by  
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# **Class Warfare**

Edited by Johnstone Metzger.

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## **Making Characters**

1. Choose an archetype: adventurer, disciple, magician, rogue, or warrior. Each class comes with a list of specialties you can take.
2. Choose three specialties. This gives you your starting moves.
3. Set your damage die, load, and maximum HP based on your class and any modifiers from your specialties.
4. Choose a race from the basic options, the extras that come with your specialties, and any that your group decides to add.
5. Assign stats and modifiers as normal.
6. Choose alignment from the basic options, the extras that come with your specialties, and anything else your group decides to add.
7. Choose gear, however that ends up working.
8. Introduce your character. For each of your specialties, tell the other players what you did to gain these abilities.
9. Write bonds. You have a maximum number of bonds determined by your archetype; choose from the bonds offered by your archetype and your specialties.



# Disciples

# Strength of Will

The disciple follows the narrow path of devotion. Whether to a code of honour or a sentient deity, the disciples faith is a beacon in the darkness, a strength that moves mountains—an inspiration.

## Stats

**The specialties you choose may modify these scores:**

Your base damage is d6.

Your load is 9+STR.

Your maximum HP is 8+Constitution.

## Starting Moves

**Choose three disciple specialties.** You get all the starting moves from each. Make a note of any stat modifiers from your specialties. Each time you level up, choose one advanced move from those offered by your three specialties.

**You may instead choose only two disciple specialties instead of three.** Take a level 2-5 move from either one of them right away, but no other bonuses.

**You may instead choose two disciple specialties and one specialty from another archetype, but:**

- If you choose a magician specialty, reduce both your base damage by one die size (from d8 to d6) and your maximum hit points by 2.
- If you choose a psychic, rogue or adventurer specialty, reduce your maximum hit points by 2.
- If you choose a warrior specialty, your stats do not change.

**Disciples also start with this move in addition to starting moves from specialties:**

## **Devotion**

You are devoted to something larger than yourself: a calling, a deity, a mission, or a philosophy. Whatever it is, it fills your life with purpose, your soul with enthusiasm, and your limbs with strength. Choose up to three spheres of influence (but always at least one) that your devotion gives you special insight into:

- Animals.
- Death (or any specific aspect of it).
- The Earth (or the chthonic goddesses, or nature).
- Healing (or fertility, medicine, or renewal).
- Judgment (or conquest, law, or social order).
- Protection (or mercy).
- Revelation (or knowledge, learning, or truth).
- The Sky (or weather).
- Wisdom.

Also, choose some codes, strictures or tenets that you live by—some things you are supposed to do, some things you are forbidden to do. You can also flesh out your lifestyle during play.

Choose up to three ideals (but always at least one) that you are dedicated to, as a result of your devotion:

## Advanced Moves

**Each time you level up, choose an advanced move from one of your specialties.** Or choose one of the following options:

- At any level, instead of a move from one of your specialties, you may choose a move from one of the other disciple specialties. You may do this twice only.
- Twice between levels 6-10, instead of a move from one of your specialties, you may choose a move from any other archetype.

## Disciple Alignments

**Choose one of these alignments, or one from those offered by your specialties:**

### **Evil**

Harm another to prove the superiority of your devotion.

### **Good**

Give someone aid according to the spheres you have insight into.

### **Lawful**

Endanger yourself in order to follow the precepts you are devoted to.

### **Neutral**

Avoid trouble or loss by following your ideals.

## Disciple Bonds

**As a disciple, you may have up to four bonds at a time. Choose from the following, and from those offered by your specialties:**

- I am working on getting \_\_\_\_ to share my ideals.
- I have heard of \_\_\_\_'s exploits and am suitably impressed.
- I have shared the secrets of my devotion with \_\_\_\_.
- \_\_\_\_ does not understand my faith and devotion. I will help them understand, no matter how long it takes.
- \_\_\_\_ has been through hardships that would break me. They can stand against the darkness I see looming over the world.
- \_\_\_\_ has insulted my devotion. I do not trust them.
- \_\_\_\_ is a good and faithful person. I trust them implicitly.
- \_\_\_\_ showed me true insights into the path I must follow.



## Disciple Gear

You have clothes appropriate to your calling, dungeon rations (5 uses, 1 weight), a symbol of your devotion (0 weight), and choose one:

- Adventuring gear (5 uses, 1 weight).
- Bandages (0 weight) and a healing potion (0 weight).
- Chainmail (1 armour, 1 weight).
- Shield (+1 armour, 2 weight).
- Staff (close, two-handed, 1 weight).

## Disciple Races

You may choose one of these races or one of the race options provided by your specialties. Once you have chosen your race, gain the corresponding move:

### Dwarf

When you swear an oath according to the precepts of your faith, take +1 forward to accomplish it. If you fail to do so, or you turn away from your oath (to swear another one, for example), take -1 forward.

### Halfling

You sing the healing songs of spring and brook. When you make camp, you and your allies heal +1d6.

### Human

When you pray for guidance, even for a moment, if you ask “What here is evil?” the GM will tell you, honestly.

# Crusader

You have a crusade to lead and you will not stop fighting for it!

## Stats

Crusader gives you +1 Load, and increases your damage die by one size (from d6 to d8).

## Starting Moves

**You start with this move:**

### **Lay on Hands**

When you touch someone, skin to skin, and pray for their well-being, roll+CHA. On a 10+, you heal 1d8 damage or remove one disease. On a 7-9, they are healed, but the damage or disease is transferred to you.

(DW 120)

## Advanced Moves

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

### **Charge!**

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

(DW 123)

### **First Aid**

*Requires: Cast a Spell and Commune*

Cure Light Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.

(DW 93)

## Hospitaller

When you heal an ally, you heal +1d8 damage.

(DW 123)

## Invigorate

When you heal someone, they take +2 forward to their damage.

(DW 93)

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Ever Onward

*Replaces: Charge!*

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

(DW 124)

## Greater First Aid

*Requires: First Aid*

Cure Moderate Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.

(DW 95)

## Perfect Hospitaller

*Replaces: Hospitaller*

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

(DW 125)

## Crusader Alignments

You may choose one of these instead of a disciple alignment:

### **Chaotic**

Deny the authorities power over your actions.

### **Good**

Endanger yourself to protect someone weaker than you.

### **Lawful**

Deny mercy to a criminal or unbeliever.

## Crusader Bonds

- \_\_\_\_ is a brave soul, I have much to learn from them.
- \_\_\_\_ is in constant danger, but I will keep them safe.
- \_\_\_\_ has stood by me in battle and can be trusted completely.

## Crusader Gear

Choose two:

- Adventuring gear (5 uses, 1 weight) and a backpack.
- Chainmail (1 armour, 1 weight).
- Dungeon rations (5 uses, 1 weight) and a healing potion (0 weight).
- Halberd (Reach, +1 damage, two-handed, 2 weight).
- Longsword (close, +1 damage, 2 weight).

# Devoted

More than a mere philosophy, you have devoted yourself to a *god*.

## Stats

Devoted gives you +1 Load. It is a heavy burden you bear, but you have grown used to it.

## Starting Moves

**You start with both moves:**

### **Divine Guidance**

**When you petition your deity according to the precepts of your religion**, you are granted some useful knowledge or boon related to your deity's domain. The GM will tell you what.

(DW 91)

### **Personal Deity**

You serve and worship some deity or power which speaks to you and through you. Give your god a name. You may also choose an additional domain for your deity, in addition to the sphere(s) you have insight into:

- Bloody conquest.
- Civilization.
- Knowledge and hidden things.
- Mercy for the downtrodden.
- Those lost and forgotten.
- Time and the passing seasons.
- What lies beneath.

Choose one precept of your god:

- Your god believes in trial by combat, and is petitioned through personal victory.

- Your god desires sacrificial rites, and is petitioned through offerings of such.
- Your god is secretive and insular, and is petitioned through the gaining of secrets.
- Your god preaches the sanctity of suffering, and is petitioned by such.

(DW 90)

## Advanced Moves

**When you gain a level from 2-5, you may choose from these moves:**

### **Divine Intervention**

**When you commune with or petition your deity,** you get 1 hold and lose any hold you already had from this move. Spend that hold when you or an ally take damage to call on your deity, who intervenes with an appropriate manifestation and negates the damage.

(DW 93)

### **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.

(DW 94)

**When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:**

### **Apotheosis**

The first time you spend time in prayer as appropriate to your god 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.

(DW 94)

## **Divine Invincibility**

*Replaces: Divine Intervention*

**When you commune with or petition your deity**, you gain 2 hold and lose any hold you already had. Spend one hold when you or an ally takes damage to call on your deity, who intervenes with an appropriate manifestation and negates the damage.

(DW 95)

## **Evidence of Faith**

**When you see divine magic as it happens**, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.

(DW 124)

## Devoted Alignments

**You may choose one of these instead of a disciple alignment:**

### **Chaotic**

Disrupt the workings of authorities who do not share your faith.

### **Evil**

Gain an advantage for your deity at the expense of someone else.

### **Good**

Bring the benefits of your deity to people of a different faith.

### **Lawful**

Defend others who share your faith.

## Devoted Bonds

- I have interceded with others of my faith on behalf of \_\_\_\_ before.
- I respect the beliefs of \_\_\_\_ but hope they will someday see the true way.
- \_\_\_\_'s misguided behaviour endangers their very soul!

## Devoted Gear

Choose one piece of gear:

- An additional symbol of your devotion (0 weight or more).
- Adventuring gear (5 uses, 1 weight) and a backpack.
- Bag of book (5 uses, 2 weight).
- Mace or warhammer (close, 1 weight).

## Devoted Races

**You may choose one of these instead of a disciple race option:**

### **Dwarf**

You may also petition your deity by crafting items made of gems, metal, and stone to honour your devotion.

### **Elf**

You may also petition your deity by tending to the health of the natural world around you.

### **Halfling**

**When you spout lore concerning your deity's additional domain, take +1.**

### **Human**

**When you petition your deity, you are also told who poses the greatest threat to you or your faith, and why.**



# Embodiment

Your embody one particular domain, one aspect of the cosmos. This is what you live and breathe. In this domain, you work miracles.

## Starting Moves

**You start with this move:**

### **Cast a Holy Spell**

**When you cast a spell from your sphere of influence, roll+WIS. On a 10+, you cast the spell, but choose one consequence from the list below. On a 7-9, you cast the spell, but choose two:**

- The spell has other effects as well.
- You take -1 ongoing to cast a spell until you sleep again.
- Your spellcasting is obvious and you draw attention to yourself.

### **Sphere of Influence**

Choose one sphere of holy spells. Your faith and discipline allows you to cast any spell from the list of your level or lower.

## Advanced Moves

**When you gain a level from 2-5, you may choose from these moves:**

### **Learned and Wise**

*Requires: Sphere of Influence*

**When you spout lore about your sphere of influence, take +1.**

## Ostentation

*Requires: Cast a Holy Spell*

**When you cast a spell**, on a hit, you may also choose one of these options:

- The spell's effect is doubled.
- The spell's targets are doubled.

## Worldly Wisdom

*Requires: Cast a Holy Spell*

Choose a spell from another spell list. You can cast that spell as if it were one of your own.

**When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:**

## Exacting Discipline

*Requires: Cast a Holy Spell*

**When you cast a spell**, on a 12+, choose no consequences.

## Syncretic Faith

*Requires: Worldly Wisdom*

Choose another spell from another spell list. You can cast that spell as if it were one of your own.

## Embodiment Alignments

**You may choose one of these instead of a disciple alignment:**

### Chaotic

Defeat someone who opposes your sphere of influence.

### Good

Discredit a dangerous misconception about your sphere of influence.

## Lawful

Sacrifice something to your sphere of influence instead of accepting personal gain.

## Embodiment Bonds

- I will teach \_\_\_\_ all about my faith's sphere of influence.
- \_\_\_\_ could also become the embodiment of my faith's sphere of influence.

## Embodiment Gear

Choose one:

- An additional symbol of your faith, exhibiting your sphere of influence (0 weight or more).
- Adventuring gear (5 uses, 1 weight) and a backpack.
- Axe or sword (close, 1 weight).
- Bandages (0 weight) and dungeon rations (5 uses, 1 weight).
- Dagger (hand, 1 weight).

## Embodiment Races

You may choose one of these instead of a disciple race option:

### Dwarf

After you cast a spell underground, take +1 forward.

### Elf

After you cast a spell in a forest, take +1 forward.

### Human

Your faith is diverse. Choose a spell from another spell list: you can cast this spell as if it were part of your sphere of influence.

# EXORCIST

Who you gonna call?

## Starting Moves

**You start with this move:**

### Circle of Protection

When you draw a magical circle on the floor or ground, roll+WIS. On a 10+, it will keep a spirit, ghost, or extra-planar entity in or out until someone else breaks it. On a 7-9, it will keep them in or out momentarily, but not for long.

### Ghost Seer

When you invoke your faith by prayer, you can interact with ghostly, insubstantial, or extra-planar entities, including dealing damage to them if your faith opposes them. If they are possessing someone, though, you can't necessarily deal with them separately.

## Advanced Moves

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

### Abjuration

When you banish a creature from another plane of existence, roll+INT. On a 10+, it may not approach you further and if it lacks an anchor in this world, it must return to whence it came. On a 7-9, it may not approach you further unless you allow it to (or you let your guard down). On a miss, you cannot banish it.

### Ghost Killer

When you attack a spirit, ghost, or extra-planar entity, your damage die is a d10.

## To Know the Unknowable

When you encounter a creature, manifestation, or power from another plane of existence, you can ask the GM from whence it came and what its properties are. Take +1 when acting on the answers.

## Spiritual Connection

If you have a piece of someone's body, or a possession they hold very dear, you can interact with them as if they were a spirit, ghost, or extra-planar entity, and use moves against them as such.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Closing the Gateway

When you attack an spirit, ghost, or extra-planar entity, you deal +1d6 damage, and your foe can choose to return from whence it came instead of taking damage. When you reduce a spirit, ghost, or extra-planar creature to zero HP, its soul is henceforth barred from appearing on the material plane in any form. It can still be encountered in astral visions and on other planes, just not your world.

## Command of Injunction

When you command someone in your presence to cease from a specific activity, roll+INT. On a 10+, they must comply to the best of their ability. On a 7-9, they must comply until they leave your presence. Only one injunction you issue can stand at any one time, though you may command any and all person in your presence. Those under an indefinite injunction are not notified when it is lifted. Only activities consciously undertaken can be subject to injunction.

## Exorcist Alignments

You may choose one of these instead of a disciple alignment:

### Good

Free someone from a troublesome spirit.

### Lawful

Punish a necromancer or summoner of spirits for their misdeeds.

## Exorcist Bonds

- \_\_\_\_ helped me banish a great evil from the world, but not without cost.
- \_\_\_\_ is in constant danger, but I will keep them safe.

## Exorcist Gear

Choose one:

- Bag of books (5 uses, 2 weight).
- bandages (0 weight).
- Fifty feet of rope (1 weight).
- Lead-lined gloves (hand, +1 damage, 1 weight).
- A special uniform.

## Exorcist Races

You may choose one of these instead of a disciple race option:

### Elf

**When you discern realities**, on a hit, your keen senses also tell you if there are any spirits, ghost, or extra-planar entities around.

### Human

**When you touch someone**, you can always tell if they are possessed, and if so, by what.

# Impervious

Your path in life is to face danger head on, and defy it.

## Starting Moves

You start with this move:

### **Unbowed, Unbent, Unbroken**

When you prepare yourself to endure some hardship without fighting back, roll+CON. On a hit, you can either take half damage or you can ignore any other ill effects. On a 10+, you can also defeat, expose, or frustrate your oppressor with your stubbornness.

## Advanced Moves

When you gain a level from 2-5, you may 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.

(DW 122)

### **By Nature Sustained**

You don't need to eat or drink. If a move tells you to mark off a ration just ignore it.

(DW 105)

### **Divine Protection**

When you wear no armour or shield, you get 2 armour.

(DW 94)

## Staunch Defender

**When you defend**, you always get +1 hold, even on a miss.

(DW 123)

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Divine Armour

*Replaces: Divine Protection*

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

(DW 95)

## Healthy Distrust

**Whenever the unclean magic wielded by mortal men causes you to defy danger**, treat a miss as a 7-9 instead.

(Barbarian)

## Impervious Defender

*Replaces: Staunch Defender*

**When you defend**, you always get +1 hold, even on a miss. **On a 12+**, instead of getting hold the nearest attacking creature is stymied giving you a clear advantage, the GM will describe it.

(DW 124)

## Indomitable

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

(DW 125)

## Iron Will

**When you are subject to mind control or magic that influences your feelings**, you may choose to take 1d4 damage (ignores armour) and ignore the influence.



## Impervious Alignments

You may choose one of these instead of a disciple alignment:

### **Good**

Endanger yourself to protect someone weaker than you.

### **Lawful**

Stand up to an illegitimate authority figure.

## Impervious Bonds

- \_\_\_\_ is a brave soul, I have much to learn from them.
- \_\_\_\_ is hiding something, but that is okay. We've all got scars we're not willing to bare.
- \_\_\_\_ is tougher than they think. I will prove it to them.

## Impervious Gear

You don't need any more gear, you're impervious.

## Impervious Races

You may choose one of these instead of a disciple race option:

### **Dwarf**

**When you defend**, you cannot be moved if your feet are planted firmly upon the ground.

### **Elf**

You know what patience is. For you, non-violent protest counts as making camp and recovering, even under harsh conditions.

### **Halfling**

It takes only two days of recovery for you to remove a debility.

### **Human**

**When you suffer a debility**, take +1 forward to do anything other than fight back.

# Martial Hero

You are a fighter, for sure. But you fight with honour!

## Starting Moves

**You start with this move:**

### **Fight with Honour**

**When you enter a fight**, roll+CON. **On a 10+**, hold three chi. **On a 7-9**, hold two chi. **On a miss**, hold one anyway, but your enemies already have the drop on you. Spend a chi during the fight to achieve one of the following effects:

- Block a blow meant for you or someone else (you take half damage).
- Break free from bonds or other confinement.
- Cross the distance between you and a foe, bypassing all obstacles.
- Deal your damage to a foe within reach.
- Leap over or across a physical obstacle.

You lose any remaining chi once the fight is over.

## Advanced Moves

**When you gain a level from 2-5**, you may choose from these moves:

### **Arrows in Hand**

**When you defend against a missile attack**, roll+DEX. **On a 10+**, you snatch the missile out of the air and it deals no damage. **On a 7-9**, choose one:

- You avoid the attack completely.
- You snatch the missile out of the air and take half damage.

## Fuelled by Honour

Requires: Fight with Honour

If you accomplish your alignment condition during a fight, gain one chi, up to a maximum of three total.

## Hand of Monkey

If you are unarmoured and carry no shield, you have 2 armour against hand-held weapons. If this reduces the damage you take to zero, you may also disarm your foe.

## Honourable Society

You are a respected member of an honourable fighting society. When you send word to them for aid, you may recruit as if you have a useful reputation and are paying generously, even though you are not paying at all. An hirelings they send you have at least loyalty +1 and warrior +1.

## Light as a Feather

When you run across a surface that cannot hold your weight, roll+DEX. On a 10+, you do it gracefully and without trouble. On a 7-9, you make it across, but with consequences. The GM will tell you what.

(Josh Krutt, the Initiate class)

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Glorious Honour

Requires: Fight with Honour

When you fight with honour, hold +1 chi, even on a miss.

## Hands of the Monkey King

Replaces: Hand of Monkey

If you are unarmoured and carry no shield, you have 4 armour against hand-held weapons. If this reduces the damage you take to zero, you may also disarm your foe.

## Superior Technique

*Requires: Fight with Honour*

Add the following to the list of deeds you can spend a chi to perform:

- Break through a physical obstacle.
- Deal your damage to a foe within sight.
- Grab an item within reach. Now it is yours.

## Martial Hero Alignments

**You may choose one of these instead of a disciple alignment:**

### Chaotic

Fight agents of the oppressive status quo.

### Good

Fight honourably on behalf of someone who does not deserve the misfortunes they have suffered.

### Lawful

Expose corruption amongst the authorities.

### Neutral

Bring fame and renown to your honourable fighting society.

## Martial Hero Bonds

- \_\_\_\_ is in constant danger, but I will keep them safe.
- \_\_\_\_ would benefit greatly from following my path.
- \_\_\_\_ has stood by me in battle and can be trusted completely.

## Martial Hero Gear

If you belong to an honourable fighting society, you have a token of your membership, such as a robe, sash, or scroll.

## Martial Hero Races

You may choose one of these instead of a disciple race option:

### **Dwarf**

As long as you have chi left, you cannot be pushed, thrown, tripped, or knocked over.

### **Elf**

As long as you have chi left, you may defend with DEX instead of CON, and hack and slash with DEX instead of STR.

### **Halfling**

When you fight with honour, add this to the list of deeds you can spend a chi to perform:

- Dodge a blow meant for you.

### **Human**

When you arrive at a new settlement, an honourable fighting society will accept you as their guest and provide you with friendship, hospitality, and advice. If you also agree to help them solve a problem they have, take +1 forward.

# Miracle Worker

You have been imbued with divine abilities as a reward for your faith in a higher power. These abilities take the form of spells.

## Starting Moves

You start with both of these:

### **Cast a Miraculous Spell**

When you unleash a spell granted to you by your devotion, roll+WIS. On a 10+, the spell is successfully cast and your devotion does not revoke the spell, so you may cast it again. On a 7-9, the spell is cast, but choose one:

- After you cast it, the spell is revoked. You cannot cast the spell again until you commune and have it granted to you.
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- Your casting strains your devotion—take -1 ongoing to cast a spell until the next time you commune.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to cast a spell.

(DW 91)

### **Commune**

When you spend uninterrupted time (an hour or so) in quiet contemplation of your devotion, you:

- Lose any spells already granted to you.
- Are granted new spells of your choice, whose total levels don't exceed your own level+1, and none of which is a higher level than your own level.
- Prepare all of your rites, which never count against your limit.

Your spheres of insight determine which spells you can cast—you cannot be granted spells from other spheres, or from other classes.

(DW 91)

## Advanced Moves

**When you gain a level between 2-5, you may choose from these moves:**

### **Chosen One**

Choose one spell. You are granted that spell as if it was one level lower.

(DW 93)

### **Empower**

*Requires: Cast a Miraculous Spell*

**When you cast a miraculous spell**, on a 10+, you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well:

- The spell's effects are doubled.
- The spell's targets are doubled.

### **Serenity**

*Requires: Cast a Miraculous Spell*

**When you cast a spell**, you ignore the first -1 penalty from ongoing spells.

(DW 93)

**When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:**

### **Anointed**

*Requires: Chosen One*

Choose one spell in addition to the one you picked for chosen one. You are granted that spell as if it was one level lower.

(DW 94)



## Evidence of Faith

When you see divine magic as it happens, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.

(DW 124)

## Greater Empower

*Replaces: Empower*

**When you cast a spell**, on a 10-11 you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. **On a 12+**, you get to choose one of these effects for free.

- The spell's effects are doubled.
- The spell's targets are doubled.

## Providence

*Replaces: Serenity*

You ignore the -1 penalty from two spells you maintain.

(DW 94)

## Miracle Worker Alignments

**You may choose one of these instead of a disciple alignment:**

### Chaotic

Disrupt the natural order with the power of your miracles.

### Evil

Use your miraculous powers to harm or endanger another.

### Good

Assist someone whose cause you believe in.

## Miracle Worker Bonds

- \_\_\_\_ is in constant danger, but I will keep them safe.
- \_\_\_\_ would benefit greatly from following my path.
- \_\_\_\_ has stood by me in battle and can be trusted completely.
- \_\_\_\_ helped my complete an important task.

## Miracle Worker Gear

Choose one:

- Adventuring gear (5 uses, 1 weight) and a backpack.
- Antitoxin (0 weight) and 12 coins.
- Healing potion (0 weight).
- Keg of Dwarven Stout (4 weight).

## Miracle Worker Races

**You may choose one of these instead of a disciple race option:**

### **Dwarf**

You are one with stone. **When you commune**, you are also granted a special version of Words of the Unspeaking as a rote which only works on stone.

(DW 90)

### **Human**

Your faith is diverse. Choose one spell from another sphere or class. You can cast and be granted that spell as if it belonged to your own spheres of influence.

(DW 90)

# Psychopomp

Your work is done on the borderlands between life and death.

## Starting Moves

You start with this move:

### Turn Undead

When you hold your holy symbol aloft and call on your devotion for protection, roll+WIS. **On a hit**, so long as you continue to pray and brandish your holy symbol, no undead may come within reach of you. **On a 10+**, you also momentarily daze intelligent undead and cause mindless undead to flee. Aggression breaks the effects and they are able to act as normal. Intelligent undead may still find ways to harm you from afar. They're clever like that.

(DW 91)

## Advanced Moves

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

### Ashes to Ashes

*Requires: Turn Undead*

**The first time you brandish your holy symbol at an undead creature**, deal your damage (ignores armour).

### Ghost Talker

You can see and interact with all ghosts and spirits of the dead, and peer into the spiritual workings of the undead, even if they are mindless. **When you study an undead creature**, ask whatever questions you like, from the discern realities list or not.

## Necromancy

*Requires: Cast a Spell and Commune*

When you cast a spell from the sphere of death, take +1.

## The Scales of Life and Death

When someone takes their last breath in your presence, they take +1 to their roll.

(DW 93)

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Armour of Faith

*Requires: Turn Undead*

While you are turning the undead, you and any allies you are protecting get +2 armour.

## Cheat Death Again

When you have zero HP, instead of taking your last breath, roll+WIS. On a 10+, you live and choose one:

- You discover one of Death's dark secrets.
- You have a moment with a soul that has already passed on.
- You manage to stay beneath Death's notice.

On a 7-9, you live but Death takes notice and you discover something terrible. On a miss, you can cheat death no longer and you must pass through the Black Gate forever.

(inspired by Chris Sakkas)

## Dust to Dust

*Requires: Ashes to Ashes*

When you reduce a creature to zero HP, its soul is put to rest and it cannot be raised again as any kind of undead creature. If the creature is already undead, its evil influence is also defeated, at least in part.

## Reaper

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

(DW 94)

## Psychopomp Alignments

You may choose one of these instead of a disciple alignment:

### Evil

use your knowledge of death to frighten or intimidate someone.

### Good

Save someone from a premature death.

### Lawful

Put the undead to their rightful rest.

## Psychopomp Bonds

- I have shown \_\_\_\_ a glimpse of what lies beyond.
- \_\_\_\_'s misguided behaviour endangers their very soul!

## Psychopomp Gear

You have a symbol of your understanding of death: a shirt made of bones, a drinking cup made from a skull, or a map of the shadowlands, for instance. Describe it.

## Psychopomp Races

You may choose one of these instead of a disciple race option:

### Elf

When you discern realities, on a hit, your keen senses also tell you what here is dead or undead.

# Sacred Lamb

Your suffering is a sacrifice, to save others from pain. It is your gift.

## Starting Moves

**You start with this move:**

### **Sacrifice**

**When you touch someone and make a demand of them**, if they do what you ask, they are healed of an injury or regain half your current HP and you take the debility of your choice. You must ask for something immediate, not long-term, and if you already have all six debilities you cannot heal them.

## Advanced Moves

**When you gain a level from 2-5, you may choose from these moves:**

### **Devoted Healer**

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

(DW 94)

### **Divine Protection**

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

(DW 94)

### **First Aid**

*Requires: Cast a Spell and Commune*

Cure Light Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.

(DW 93)

## Penitent

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

(DW 93)

## Stigmata

When you display your bleeding, take 1d4 damage (ignores armour) and choose one person who can see. They heal 2d6 damage. Your wounds leave bloody stains that do not come out until the damage caused by their infliction is repaired.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Caretaker's Insight

When you discern realities, if you study someone who is afflicted, injured, or in pain, you may ask questions from this list instead:

- What do you hope for the future?
- What do you intend to do now?
- What do you want from me?
- What makes you feel beautiful or loved?
- What's wrong with you and how could I help you?

When you heal someone, also ask one of these questions.

## Divine Armour

*Replaces: Divine Protection*

When you wear no armour or shield, you get 3 armour.

(DW 95)

## Greater First Aid

*Requires: First Aid*

Cure Moderate Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.

(DW 95)

## Greater Stigmata

*Replaces: Stigmata*

**When you display your bleeding**, take 1d4 damage (ignores armour) and choose one person who can see. They heal 2d6 damage, and all your other allies who can see you heal 1d6 damage each. Your wounds leave bloody stains that do not come out until the damage caused by their infliction is repaired.

## Martyr

*Replaces: Penitent*

**When you take damage and embrace the pain**, you may take +1d4 damage (ignoring armour). If you do, take +1 forward and add your level to any damage done or healed by your next action. (DW 95)

## Sacred Lamb Alignment

**You may choose one of these instead of a disciple alignment:**

### Chaotic

Help someone take impulsive, even reckless action.

### Good

Endanger yourself to heal another.

## Sacred Lamb Bonds

- I respect the beliefs of \_\_\_\_ but hope they will someday see the true way.
- I would die for \_\_\_\_.
- \_\_\_\_ has hurt me before, but I forgave them.
- \_\_\_\_ is not worth suffering for, not yet.

## Sacred Lamb Gear

You get bandages (0 weight) and a backpack or shoulderbag, which is empty.



## Sacred Lamb Races

You may choose one of these instead of a disciple race option:

### **Dwarf**

When you are wounded or suffer a debility, you may choose to take an additional 1d4 damage (ignores armour) and +1 forward.

### **Elf**

You are always graceful, even in suffering. When you take the debility **shaky**, also take +1 forward. While you have the **shaky debility**, you suffer a -1 penalty to another stat of your choice, but never to DEX.

### **Halfling**

When you are wounded and bleeding, you get +DEX armour.

### **Human**

You can have two debilities affecting your WIS score. Each gives you a -1 penalty, and having both gives you a -2 penalty. This brings your maximum number of debilities up to seven.



# Holy Spells

Some disciple specialties give you the ability to cast spells. You can prepare and cast the spells granted by your devotion's three spheres of influence (or just one of them, in the case of the Embodiment). Each sphere of influence is a different list of spells.

# Animals

## Rote

### **Find the Beast**

ROTE

ONGOING

You can sense the presence of a type of animal you name, or a particular animal you have met before. You know what direction to look in, and vaguely how far away they are.

## First Level

### **Charm Animal**

LEVEL 1

One animal in your presence regards you as a friend and will perform a single favour for you, such as tracking someone's passage, showing you something hidden, or allowing you to pass by safely.

### **Repel Creature**

LEVEL 1

ONGOING

Name a type of beast or animal (but not a person or a monster). While this spell is ongoing, creatures of that type cannot approach or attack you, and you take -1 to cast a spell.

## Third Level

### **Animal Summons**

LEVEL 3

Name a species or type of animal. One specimen of that type is summoned to your presence. It must make its way to you of its own power, but unless its kind are all extinct, one will come.

## Fifth Level

### Conjure Beast

LEVEL 5

ONGOING

An animal appears and aids you as best it can. Treat it as your character, but with access to only the basic moves (though it can't speak to people). It has a +1 modifier for all stats, 1 HP, and uses your damage dice. The animal also gets your choice of 1d6 of these traits:

- It does 1d8 damage.
- It has +2 instead of +1 for one stat.
- It has some useful adaptation.
- It's clever.
- It's tough: +2 HP for each level you have.

The GM will tell you the type of animal you conjure based on the traits you select. The animal remains until it dies or you dismiss it. While this spell is ongoing, you take -1 to cast a spell.

### Spirits of the Wild

LEVEL 5

ONGOING

You call upon the power of an animal spirit to aid you. Name the animal. While this spell is ongoing, you gain the use of one of that animal's abilities and take -1 to cast a spell. Unless this spell is revoked, you may use it to call upon another animal spirit.

## Seventh Level

### Summon Swarm

LEVEL 7

ONGOING

Name a location you can see. An immense swarm of small animals (your choice what kind) descends upon this location immediately. While this spell is ongoing, these animals do not cease to infest this location, and you take -1 to cast a spell.

## Ninth Level

### **Altered Beast**

LEVEL 9

You permanently alter the form of an animal you touch. You can give it the traits of another animal you are touching, grant the animal traits that describe you, or remove unwanted traits. The only limit is that you cannot give an animal the intelligence of a person.

# Death

## Rote

### **Corpse Whispers**

ROTE

Cast this spell when you touch a corpse. You experience that person's last moments of life through one of their senses—you see what they saw or hear what they heard, for example.

## First Level

### **Ghost Sight**

LEVEL 1

ONGOING

By peering into the Shadowlands, you are able to see or sense the presence of any ghost, restless spirit, or other undead. While this spell is ongoing, you take -1 to cast a spell.

### **Mask of Death**

LEVEL 1

ONGOING

You can assume the visage of death, and use it to attract insects, pass as a corpse, or to become invisible to the undead. While this spell is ongoing, you take -1 to cast a spell.

### **Speak With Dead**

LEVEL 1

A corpse converses with you briefly. It will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death.

(DW 97)

## Third Level

### Animate Dead

LEVEL 3

ONGOING

You invoke a hungry spirit to possess a recently-dead body and serve you. This creates a zombie that follows your orders to the best of its limited abilities. Treat the zombie as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 HP. The zombie also gets your choice of 1d4 of these traits:

- It does not appear obviously dead, at least for a day or two.
- It has a functioning brain and can complete complex tasks.
- It's durable. It has +2 HP for each level you have.
- It's talented. Give one stat a +2 modifier.

The zombie lasts until it is destroyed by taking damage in excess of its HP, or until you end the spell. While this spell is ongoing you take -1 to cast a spell.

(DW 98)

### Resurrection

LEVEL 3

Tell the GM you would like to resurrect a corpse whose soul has not yet fully departed this world. Resurrection is always possible, but the GM will give you one or more (possibly all) of these conditions to fulfill:

- It will require a lot of money.
- It's going to take days/weeks/months.
- You must get help from \_\_\_\_.
- You must sacrifice \_\_\_\_ to do it.

The GM may, depending on the circumstances, allow you to resurrect the corpse now, with the understanding that the conditions must be met before it's permanent, or require you to meet the conditions before the corpse is resurrected.

(DW 98)



## Fifth Level

### **Trap Soul**

LEVEL 5

You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

(DW 99)

## Seventh Level

### **Mark of Death**

LEVEL 7

Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.

(DW 100)

## Ninth Level

### **Consume Unlife**

LEVEL 9

The mindless undead creature you touch is destroyed and you steal its death energy to heal yourself or the next ally you touch. The amount of damage healed is equal to the HP that the creature had remaining before you destroyed it.

(DW 101)

# The Earth

## Rote

### **Pass Without Trace**

ROTE

ONGOING

You or an ally you touch may pass over natural terrain without leaving footprints, a scent, or any other trail.

## First Level

### **Entangle**

LEVEL 1

You cause your target to become entangled in any nearby vegetation, which moves to accomplish this goal. These plants are not strengthened by this spell, and the target can break free as if they had become entangled normally.

### **The Fog**

LEVEL 1

ONGOING

Name a location you can see. It is completely blanketed in thick fog that prevents anyone from seeing further than a foot in front of them. While this spell is ongoing, the fog will not dissipate and cannot be blown away by wind, and you take -1 to cast a spell.

### **Stonespeak**

LEVEL 1

With a touch you speak to the spirits within the earth. A piece of stone you touch answers one question you pose, as best it can.

## Third Level

### **Darkness**

LEVEL 3

ONGOING

Choose an area you can see: it's filled with supernatural darkness and shadow. While this spell is ongoing you take -1 to cast a spell.

(DW 98)

### **Plant Whispers**

LEVEL 3

You speak with the spirits of the green world. One living plant you touch will answer three questions you pose, as best it can.

## Fifth Level

### **Cold Snap**

LEVEL 5

With a snap of your fingers, the temperature in a location you can see plummets below freezing. Crops die, animals flee, and people who aren't protected may suffer frostbite if they remain in the cold. The temperature and weather does not return to normal for the remainder of the day, unless you wish it to.

### **Find the Way**

LEVEL 5

The earth shows you or an ally you touch the quickest and shortest path, either to a desired destination, or out of the present location. If used during a perilous journey, this counts as being the trailblazer and rolling a 10+.

### **Wall of Thorns**

LEVEL 5

You call up thorny vines and brambles from the earth. They can loosely cover a location within sight, or form a thick wall in the middle of it. These plants are hard to get rid of, resistant to fire, and their thorns cause deep gashes.

## Seventh Level

### Part the Seas

LEVEL 7

ONGOING

You cause a body of water to part before you, revealing a pathway across its floor. It can be wide enough for you and twice your level in companions to walk abreast, if you like. While this spell is ongoing, you take -1 to cast a spell.

### Servant of the Earth

LEVEL 7

ONGOING

You summon an elemental being from the earth itself. It is made of one type of chthonic substance (dust, plants, soil, stone, wood, etc). The GM will give the elemental one or two special abilities based on its composition. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 6 HP, and uses your damage dice. The elemental also gets your choice of two of the following traits:

- It deals +1d6 damage.
- It has +2 for two stats instead of +1.
- It has 16 HP instead of 6.
- It has protection worth 3 armour.

The elemental remains until it is destroyed or you dismiss it. While this spell is ongoing, you take -1 to cast a spell.

## Ninth Level

### Commune with Nature

LEVEL 9

You attune yourself to a location and the earth answers you. Spirits of this location will answer any three questions you pose to them. Anything the land can know, it will tell you.

### Earthquake

LEVEL 9

ONGOING

A location you can see begins to shake violently. The earth heaves and shudders, tearing itself asunder for miles around. While this spell is ongoing, take -1 to cast a spell.

# Healing

## Rotes

### **Sanctify**

ROTE

Food or water you hold in your hands while you cast this spell is consecrated by your deity. In addition to now being holy or unholy, the affected substance is purified of any mundane spoilage.

(DW 96)

## First Level

### **Cure Light Wounds**

LEVEL 1

At your touch wounds scab and bones cease to ache. Heal an ally you touch of 1d8 damage.

(DW 97)

### **Invigorate**

LEVEL 1

One ally you touch is cured of fainting, lethargy, paralysis, or unconsciousness, and are instantly able to move again.

## Third Level

### **Analgesia**

LEVEL 3

ONGOING

You touch an ally for a second and they are cured of all fear, nausea, and pain, be it mundane or magical. While this spell is ongoing, you take -1 to cast a spell.

### **Cure Moderate Wounds**

LEVEL 3

You staunch bleeding and set bones through magic. Heal an ally you touch of 2d8 damage.

(DW 98)

## Fifth Level

### **Cure Critical Wounds**

LEVEL 5

Heal an ally you touch of 3d8 damage.

(DW 99)

### **Reverse Poison**

LEVEL 5

With a touch, you cure an ally of any ill effects caused by a poisonous substance, short of death itself. Damage caused by the poison itself is healed, but damage caused by other sources that was enhanced by the poison remains.

## Seventh Level

### **Heal**

LEVEL 7

Touch an ally and you may heal their damage a number of points up to your maximum HP.

(DW 100)

## Ninth Level

### **Repair**

LEVEL 9

Choose one event in the target's past. All effects of that event, including damage, poison, disease, and magical effects, are ended and repaired. HP and diseases are healed, poisons are neutralized, magical effects are ended.

(DW 101)

# Judgment

## Rotes

### **Contract**

ROTE

When you sign a contract you have cast this spell upon, you are mystically notified if the other party breaks it.

## First Level

### **Bless**

LEVEL 1

ONGOING

Your deity smiles upon a combatant of your choice. They take +1 ongoing so long as battle continues and they stand and fight. While this spell is ongoing you take -1 to cast a spell.

(DW 97)

### **Cause Fear**

LEVEL 1

ONGOING

Choose a target you can see and a nearby object. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, fight. While this spell is ongoing you take -1 to cast a spell. You cannot target entities with less than animal intelligence (magical constructs, undead, automatons, and the like).

(DW 97)

### **Magic Weapon**

LEVEL 1

ONGOING

The weapon you hold while casting does +1d4 damage until you dismiss this spell. While this spell is ongoing you take -1 to cast a spell.

(DW 97)

## Third Level

### **Dispel Magic**

LEVEL 3

Choose a spell or magic effect in your presence: this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened so long as you are nearby.

(DW 154)

### **Hold Person**

LEVEL 3

ONGOING

Choose a person you can see. Until you cast a spell or leave their presence they cannot act except to speak. This effect ends immediately if the target takes damage from any source.

(DW 98)

## Fifth Level

### **Contagion**

LEVEL 5

ONGOING

Choose a creature you can see. Until you end this spell, the target suffers from a disease of your choice. While this spell is ongoing you take -1 to cast a spell.

(DW 99)



## Seventh Level

### Harm

LEVEL 7

Touch an enemy and strike them with divine wrath—deal 2d8 damage to them and 1d6 damage to yourself. This damage ignores armour.

(DW 100)

### Sever

LEVEL 7

ONGOING

Choose an appendage on the target such as an arm, tentacle, or wing. The appendage is magically severed from their body, causing no damage but considerable pain. Missing an appendage may, for example, keep a winged creature from flying, or a bull from goring you on its horns. While this spell is ongoing you take -1 to cast a spell.

(DW 100)

## Ninth Level

### False World

LEVEL 9

ONGOING

With a touch, you can put someone's body into an enchanted sleep and their mind into a false world that they believe is real. Until the spell is ended, they continue to live on in a world entirely of your creation, never knowing it is a lie and that their body lies sleeping somewhere else.

(DnPl 49)

### Plague

LEVEL 9

ONGOING

Name a city, town, encampment, or other place where people live. As long as this spell is active that place is beset by a plague appropriate to your deity's domains (locusts, death of the first born, etc.) While this spell is ongoing you take -1 to cast a spell.

(DW 101)

# Protection

## Rotes

### Endure

ROTE

ONGOING

As long as this spell is ongoing, you or an ally you touch can endure extremes of heat or cold that would normally cause harm, like walking across burning sands or swimming through arctic waters.

## First Level

### Sanctuary

LEVEL 1

As you cast this spell, you walk the perimeter of an area, consecrating it to your deity. As long as you stay within that area you are alerted whenever someone acts with malice within the sanctuary (including entering with harmful intent). Anyone who receives healing within a sanctuary heals +1d4 HP.

(DW 97)

### Ward of Protection

LEVEL 1

By drawing a simple glyph on one of your possessions, you will always know if and when it is taken from you, and generally where it is located if that should happen. You may only have one Ward active at a time.

## Third Level

### Immunity

LEVEL 3

ONGOING

Name one specific source of harm, such as burning, cutting, lightning, or poisonous gas, for example. While this spell is ongoing, you are immune to harm from that source, and you take -1 to cast a spell. You may still be subject to secondary effects—fire that does not burn you produces smoke that can still choke you, and drowning is still uncomfortable, to say the least.

**Silence**

LEVEL 3

ONGOING

Name a location you can see. While this spell is ongoing, no sound can be made in that place, and you take -1 to cast a spell (assuming the silence does not prevent spellcasting outright).

## Fifth Level

**Circle of Protection**

LEVEL 5

ONGOING

Draw a circle upon the ground around you or someone else. Until that person leaves the confines of the circle, no extraplanar entity can cross it or extend their influence beyond it. While this spell is ongoing, take -1 to cast a spell.

## Seventh Level

**Word of Recall**

LEVEL 7

Choose a word. The first time after casting this spell that you speak the chosen word, you and any allies touching you when you cast the spell are immediately returned to the exact spot where you cast the spell. You can only maintain a single location; casting Word of Recall again before speaking the word replaces the earlier spell.

(DW 100)

## Ninth Level

**Divine Presence**

LEVEL 9

ONGOING

Every creature must ask your leave to enter your presence, and you must give permission aloud for them to enter. Any creature without your leave takes an extra 1d10 damage whenever they take damage in your presence. While this spell is ongoing you take -1 to cast a spell.

(DW 101)

# Revelation

## Rotes

### Light

ROTE

An item you touch glows with divine light, about as bright as a torch. It gives off no heat or sound and requires no fuel but is otherwise like a mundane torch. You have complete control of the colour of the flame. The spell lasts as long as it is in your presence. (DW 96)

## First Level

### Detect Magic

LEVEL 1

One of your senses is briefly attuned to magic. The GM will tell you what here is magical. (DW 153)

### Faerie Fire

LEVEL 1

ONGOING

One target you can see is outlined in pale, glowing light that produces no heat but makes the target highly visible, especially in darkness. While this spell is ongoing, the target also leaves a faint trail of fading light and you take -1 to cast a spell.

## Third Level

### Locate Object

LEVEL 3

ONGOING

Name a specific object or a type of object. While you concentrate, this spell will indicate which direction it is in, and where it is exactly if it is within a short walking distance. If you name a type of object, the spell points you toward the nearest one. While this spell is ongoing, take -1 to cast a spell.

## Fifth Level

**Divination**

LEVEL 5

Name a person, place, or thing you want to learn about. Your devotion grants you visions of the target, as clear as if you were there.

(DW 99)

**Revelation**

LEVEL 5

Your devotion is answered with a moment of perfect understanding. The GM will shed light on the current situation. When acting on the information, you take +1 forward.

(DW 99)

## Seventh Level

**Prophecy**

LEVEL 7

Name someone who poses a threat to you. The GM will reveal one aspect of a danger they are involved with. It could be a grim portent, the impending doom, someone else connected to that danger, a custom move or some other detail that gives you insight into how to stop it from achieving its goal.

## Ninth Level

**Alert**

LEVEL 9

Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. If you choose, you can view the location of the event as though you were there in person. You can only have one Alert active at a time.

(DW 157)

# The Sky

## Rote

### **Gust of Wind**

ROTE

You summon a gust of wind to blow in the direction of your choosing, scattering light objects before it.

## First Level

### **Perfume**

LEVEL 1

Name a location you can see. The aroma of your choice, pleasant or putrid, descends from the air above and saturates the area. This smell can be dispersed as all scents can, once the spell has been cast.

### **Skysight**

LEVEL 1

For a moment, you see things from the sky's perspective, looking down at yourself and your surroundings with the eyes of an eagle.

### **Sunbeam**

LEVEL 1

An object you hold glows or projects a warm yellow light that functions as sunlight does—illuminating the darkness, nourishing plants, and burning vampires. While this spell is ongoing, you take -1 to cast a spell.

## Third Level

### **Lightning**

LEVEL 3

A bolt of lightning strikes down from the sky, the clouds, or from out of your own body, striking the target and everyone nearby, inflicting 2d6 damage which ignores armour.

## Fifth Level

### **Fly**

LEVEL 5

ONGOING

You take to the air, soaring on a gust of wind or floating on a puffy cloud. While this spell is ongoing, take -1 to cast a spell.

### **Starlight**

LEVEL 5

You commune with the stars above and name a location. Whether you can see them or not, the stars tell you where you are now and which way you need to go to get to the stated location.

## Seventh Level

### **Control Weather**

LEVEL 7

Pray for rain—or sun, wind, or snow. Within a day or so, the sky will answer. The weather will change according to your will and last a handful of days.

(DW 100)

### **Rainbow Bridge**

LEVEL 9

Name a location, describing it with a number of words up to your level. A bridge made of rainbows bursts forth from the ground in front of you—walking across it leads you and any allies present to the location you described. The bridge may only be used once by each person.

## Ninth Level

### **Storm of Vengeance**

LEVEL 9

The sky brings the unnatural weather of your choice to pass. Rain of blood or acid, clouds of souls, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.

(DW 101)

# Wisdom

## Rotes

### Guidance

ROTE

The symbol of your deity appears before you and gestures towards the direction or course of action your deity would have you take then disappears. The message is through gesture only; your communication through this spell is severely limited.

(DW 96)

## First Level

### Detect Alignment

LEVEL 1

When you cast this spell choose an alignment: Good, Evil, Lawful, or Chaotic. One of your senses is briefly able to detect that alignment. The GM will tell you what here is of that alignment.

(DW 97)

### Mending

LEVEL 1

Your devotion allows you to fix some mundane object, without needing tools or expertise.

### Planning

LEVEL 1

ONGOING

Cast this spell when you devise a plan to better your understanding of the situation. When you carry out that plan, take +1 forward. You can only have a heightened understanding of one plan at a time.



## Third Level

### **Inquiry**

LEVEL 3

Cast this spell on a person you can see and ask one question about them from the list below:

- What does this person intend to do?
- What does this person need or desire?
- What is false about this person?
- Who does this person associate with?

Take +1 forward when you act on the answer.

## Fifth Level

### **True Seeing**

LEVEL 5

ONGOING

Your vision is opened to the true nature of everything you lay your eyes on. You pierce illusions and see things that have been hidden. The GM will describe the area before you ignoring any illusions and falsehoods, magical or otherwise. While this spell is ongoing you take -1 to cast a spell.

(DW 99)

### **Words of the Unspeaking**

LEVEL 5

With a touch you speak to the spirits within things. The non-living object you touch answers three questions you pose, as best it can.

(DW 99)

## Seventh Level

### **True Discernment**

LEVEL 7

When you cast this spell on the evidence left by some creature or event, or something removed from a faraway location, you may study that creature, event, or location as if you had discerned realities and rolled 10+.

## Ninth Level

### **Questing**

LEVEL 9

Describe an objective, however complicated. The GM will tell you what it would take to accomplish normally. You can choose one of those requirements, and the GM will tell you an easier—and possible—way to achieve it.





# Magicians

# The Colour of Magic

Magicians handle sources of power that no one else would dream of getting mixed up with.

## Stats

**The specialties you choose may modify these scores:**

Your base damage is d4.

Your load is 6+STR.

Your maximum HP is 4+Constitution.

## Starting Moves

**Choose two magician specialties and one of the following:**

- A level 2-5 move from either magician specialty.
- A specialty from another archetype.
- A third magician specialty.

You get all the starting moves from each specialty. Make a note of any stat modifiers from your specialties. Each time you level up, choose one advanced move from those offered by your specialties.

## Advanced Moves

**Each time you level up, choose an advanced move from one of your specialties.** Or choose one of the following options:

- At any level, instead of a move from one of your specialties, you may choose a move from one of the other magician specialties. You may do this twice only.
- Once between levels 2-5, instead of a move from one of your specialties, you may choose a move from any other archetype.
- Once between levels 6-10, instead of a move from one of your specialties, you may choose a move from any other archetype.

## Magician Alignments

**Choose one of these alignments, or one from those offered by your specialties:**

### **Chaotic**

Add more magic to the civilized world.

### **Evil**

Use magic to cause terror and fear.

### **Good**

Use magic to directly aid another.

### **Neutral**

Discover something about a magical mystery.

## Magician Bonds

**As a magician, you may have up to three bonds at a time. Choose from the following, and from those offered by your specialties:**

- I have used my magic on behalf of \_\_\_\_ before.
- This is not my first adventure with \_\_\_\_.
- \_\_\_\_ does not trust me, and for good reason.
- \_\_\_\_ has supplied me with forbidden tomes.
- \_\_\_\_ seems suitably impressed by my powers and I just can't help showing off in front of them.
- \_\_\_\_ will play an important role in the events to come. I have foreseen it!

## Magician Gear

You start with your clothes, a backpack or shoulder bag, dungeon rations (5 uses, 1 weight), and choose one:

- Bag of books (5 uses, 2 weight).
- Dagger (hand, 1 weight).
- Staff (close, two-handed, 1 weight).
- Three healing potions (0 weight).

## Magician Races

**Choose a race and gain the corresponding move:**

### Dwarf

Your race is hardy, even in the face of sorcery. **When you are the target of a magical effect or spell**, you get +1 armour forward.  
(or +1 armour until it wears off?)

### Elf

Magic is as natural as breath to you. **When you discern realities**, on a hit, the GM will also tell you if anything you are studying is magical.

### Halfling

You sing the healing songs of spring and brook. **When you make camp**, you and your allies heal +1d6.

### Human

Battle magic is like food and drink to you. **When you cause harm with magic**, deal +1d4 damage.

(maybe i should save that for a specialty?)

or maybe your damage die is d6 instead of d4? that's not very much though. add the forceful and messy tags to your attacks that have anything to do with magic?



# Arcane Ritualist

Take the time to do it right.

## Starting Moves

**You start with this move:**

### **Ritual**

**When you draw on a place of power to create a 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:

- First you must \_\_\_\_.
- It will require a lot of money.
- It will take days/weeks/months.
- The best you can do is a lesser version, unreliable and limited.
- You and your allies will risk danger from \_\_\_\_.
- You'll have to disenchant \_\_\_\_ to do it.
- You'll need help from \_\_\_\_.

## Advanced Moves

**When you gain a level from 2-5, you may choose from these moves:**

### **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.

(DW 147)

### **Logical**

**When you use strict deduction or logic to analyze your surroundings,** you can discern realities with INT instead of WIS.

(DW 147)

## Scrying Pool

When you perform a ritual to investigate the doings of someone, and you have a piece of their body or an item that is important to them, roll+INT. On a 10+, ask the GM two questions from the list. On a 7-9, ask one. On a miss, they get to ask two questions about you:

- How could I get to them, physically or emotionally?
- What are they really up to?
- What is their weakness?
- Who are their allies?
- Who are their enemies?

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Astral Scryer

*Requires: Scrying Pool*

When you use your scrying pool, you can ask an extra question, even on a miss.

## 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 its effects are amplified the next time you use it. The GM will tell you exactly how.

(DW 148)

## 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.

(DW 149)

## 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.

(DW 148)

## Self-Powered

**When you have time, arcane materials, and a safe space,** you can create your own place of power. Describe to the GM what kind of power it is and how you're binding it to this place, the GM will tell you one kind of creature that will have an interest in your workings.

(DW 149)

## Arcane Ritualist Alignments

**You may choose one of these instead of a magician alignment:**

### Lawful

Exploit the letter of the law (or an agreement) for your own benefit.

### Neutral

Make an ally of someone powerful.

## Arcane Ritualist Bonds

- I need \_\_\_\_'s help to perform a particularly important ritual.
- I went to school with \_\_\_\_.
- \_\_\_\_ and I shared a mystical vision, after performing a ritual together.

## Arcane Ritualist Gear

### Choose one:

- Bag of books (5 uses, 2 weight).
- Ritual carpet (2 weight).
- Ritual dagger (hand, 1 weight).
- Small mirror (0 weight).
- Staff (close, two-handed, 1 weight).
- Sword (close, 1 weight).
- Small pet animal.

## Arcane Ritualist Races

You may choose one of these instead of a magician race option:

### **Dwarf**

You never need a lot of money to successfully perform a ritual.

# Conjurer

Parlour tricks? Pulling rabbits out of hats? I don't think so.

## Starting Moves

You start with this move:

### Conjuration

When you conjure an item, hand-sized and neither unique nor extremely valuable, roll+INT. On a 10+, it appears in your hand or on your person somewhere. On a 7-9, it's not quite what you had in mind, but vaguely similar. On a miss, what you conjure up is the opposite of useful.

## Advanced Moves

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

### Abjuration

When you banish a creature from another plane of existence, roll+INT. On a 10+, it may not approach you further and if it lacks an anchor in this world, it must return to whence it came. On a 7-9, it may not approach you further unless you allow it to (or you let your guard down). On a miss, you cannot banish it.

### From Beyond

When you summon a monster from beyond this world, say what it's for, one thing it is, and one thing it's not. Then roll+INT, and find out what comes through. On a 10+, both. On a 7-9, choose one:

- It fulfills its purpose and leaves.
- It's perfect for the job.

On a miss, it isn't what you said it is, but *it is* what you said it's not.

## The Summoner's Trick

Choose a summoning spell of your level or lower. If you cast spells, add it to your spellbook, but prepare and cast it as if it were one level lower. If you don't cast spells, you can now cast this one.

**When you do**, roll+INT. **On a hit**, it works, but **on a 7-9**, you also choose one:

- You can't cast this spell again until the next dawn or dusk.
- You lose control of the spell's effects.

## Vanishing Act

**When you obscure an item from sight for a moment**, roll+INT. **On a 10+**, it vanishes and reappears in the exact location of your choosing (but not in the same place as something else). **On a 7-9**, it vanishes and reappears in your life at some unpredictable point in the future.

## What's Mine is Mine

**When you give someone an item you'd rather keep**, roll+INT. **On a hit**, it returns to you in good time but **on a 7-9**, there are strings attached. **On a miss**, it's gone forever.

**When you gain a level from 6-10**, you may choose from these moves as well as the level 2-5 moves:

## Conjuratorium

You can dedicate a location to be a special arcane sanctum where you can summon all manner of things into existence, limited only by the size of this conjuratorium. In order to summon something, you need an antecedent that resonates with the summoned thing's true nature. Discuss what you can use as a proper antecedent with the GM. **When you use an antecedent to begin the summoning process**, roll+INT. **On a 10+**, choose two. **On a 7-9**, choose one:

- It's a secret.
- Nothing else is summoned.
- The antecedent remains in this world.

## Summons

When you **summon someone by name with magic**, roll+INT. On a 10+, choose two. On a 7-9, they come directly and choose one:

- They arrive at exactly the location you specify.
- They arrive exactly when you specify, no matter the distance.
- You have some form of defence when they arrive.

## Conjurer Alignments

You may choose one of these instead of a magician alignment:

### Chaotic

Upset the existing social order.

### Evil

Bring something evil into the world that other people have to deal with.

## Conjurer Bonds

- I was summoned here by \_\_\_\_.
- \_\_\_\_ knows a secret about my powers that no one else does.

## Conjurer Gear

Choose one:

- Fancy robes.
- Painted box.
- Strange hat.
- Wand.
- White gloves.

## Conjurer Races

**You may choose one of these instead of a magician race option:**

### **Human**

You can roll with DEX for Conjunction and Vanishing Act, instead of with INT.



# Prepared Caster

You are the kind of wizard who prepares spells and holds onto them, so you can use them later. Spells are like tools for you—make sure you choose which ones to pack with care and forethought, and try not to wear them out.

## Stats

You get +1 load.

## Starting Moves

**You start with all three of these moves:**

### **Cast a Magic Spell**

**When you release a spell you've prepared**, roll+INT. **On a 10+**, the spell is successfully cast and you do not forget the spell—you may cast it again later. **On a 7-9**, the spell is cast, but choose one:

- After it is cast, the spell is forgotten. You cannot cast the spell again until you prepare spells.
- The spell disturbs the fabric of reality as it is cast—take -1 ongoing to cast a spell until the next time you prepare spells.
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to cast a spell.

(DW 144)

## Magic Spellbook

You have mastered several spells and inscribed them in your spellbook. Choose three schools of magic. You start with all the cantrips from each school and three first level spells chosen from those offered by your three schools. **When you gain a level**, add a new spell of your level or lower to your spellbook, chosen from those offered by your three schools. Your spellbook is 1 weight.

(DW 144)

## Prepare Magic Spells

**When you spend uninterrupted time (an hour or so) in quiet contemplation of your spellbook**, you:

- Lose any spells you already have prepared.
- Prepare new spells of your choice from your spellbook whose total levels don't exceed your own level+1.
- Prepare your cantrips which never count against your limit.

(DW 144)

## Advanced Moves

**When you gain a level from 2-5, you may choose from these moves:**

### Empowered Magic

*Requires: Cast a Magic Spell*

**When you cast a spell**, on a 10+, you have the option of choosing from the 7-9 list. If you do, you may choose one of these as well:

- The spell's effects are maximized.
- The spell's targets are doubled.

(DW 146)

### Expanded Spellbook

*Requires: Magic Spellbook*

Add a new spell from the spell list of any class or archetype to your spellbook.

(DW 147)

## Prodigy

*Requires: Prepare a Magic Spell*

Choose a spell. You prepare that spell as if it were one level lower. (DW 146)

## Quick Study

When you see the effects of an arcane spell, ask the GM the name of the spell and its effects. You take +1 when acting on the answers.

(DW 147)

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Greater Empowered Magic

*Replaces: Empowered Magic*

When you cast a spell, on a 10-11, you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+, you get to choose one of these effects for free:

- The spell's effects are doubled.
- The spell's targets are doubled.

(DW 148)

## Greater Empowered Magic

*Replaces: Empowered Magic*

When you cast a spell, on a 10-11, you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+, you get to choose one of these effects for free:

- The spell's effects are doubled.
- The spell's targets are doubled.

(DW 148)

## Master

*Requires: Prodigy*

Choose one spell in addition to the one you picked for prodigy. You prepare that spell as if it were one level lower.

(DW 148)

## Spell Augmentation

*Requires: Cast a Magic Spell*

**When you deal damage to a creature**, you can shunt a spell's energy into them—end one of your ongoing spells and add the spell's level to the damage dealt.

(DW 149).

## Prepared Caster Bonds

- \_\_\_\_ is keeping an important secret from me.
- \_\_\_\_ is woefully misinformed about the world. I will teach them what I can.
- \_\_\_\_ once saw me safely through a dangerous situation.

## Prepared Caster Races

**You may choose one of these instead of a magician race option:**

### Elf

Magic is as natural as breath to you. You know Detect Magic in addition to your other spells, and you cast it as if it were a cantrip.

### Human

Choose one spell from another archetype, or from a school of magic you have not studied. You can cast it as if it were one of your own spells.

# Shadowmancer

Night air has the sweetest flavour.

## Starting Moves

**You start with this move:**

### **Gather Darkness**

You can gather shadows and darkness around you, as long as you are not in direct sunlight, making light sources less effective and you harder to notice. You can also snuff out small flames or other light sources within your presence, or cause large fires to dim, by concentrating on them.

**And either one of these two:**

### **Dark, Dark Hands**

**When you call forth a piece of the shadows**, roll+INT. **On a hit**, a solid limb of any kind emerges, under your command. It uses your INT in place of all stats if you need to roll for anything. As long as you command it, take -1 ongoing to use your other shadow-related moves. You may banish it at any time. **On a 10+**, it has HP equal to 5+your level and deals d8 damage. **On a 7-9**, it has HP equal to 2+your level and deals d6 damage.

### **Walking Through Darkness**

**When you step into a dark patch of shadow**, you can step out of another one less than a hundred yards away. The whole of you must step through, with all that you carry.

## Advanced Moves

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

### Artifacts of Darkness

When you reach into shadows or darkness in search of an object, roll+INT. On a 10+, you draw forth just such an object, only made of shadows and darkness. It has no other magical properties, but behaves just like the object it mimics. If you desire a unique object and you know what it looks like—a particular key, perhaps—this object will work in its stead. On a 7-9, you draw forth an object that is similar, but the GM will add a tag to it. The object lasts as long as you are using it, no longer.

### The Darkening Path

You can travel through the plane of shadows, from one patch of darkness to another. When you travel through darkness, name your destination and roll+CON. On a 10+, you emerge as close to your intended destination as possible. On a 7-9, the way is long and hard. Choose one:

- You bail out early, some distance from your intended destination.
- You bring something else out with you when you emerge into the light.
- You stick it out and emerge with a debility, the GM will tell you which.

### Fixation on the Darkness

*Requires: Dark, Dark Hands or Walking Through Darkness*

You had only one before, now you have both Dark, Dark Hands and Walking Through Darkness.

### My Shadow and Me

When your shadow attacks the same target you do, instead of their shadow, deal +1d4 damage.

## Shadow Thief

When you take someone's shadow, roll+DEX. On a 10+, you can use it for two purposes from the list below. On a 7-9, only one:

- You can command it to accompany you.
- You can command it to perform one task, which can be continuous.
- You can wear it over your face to disguise yourself as it's caster.

While you have someone's shadow, they cast none and you take -1 ongoing to use your shadow-related moves unless you seal it in a bottle or other container.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Faces in the Dark

As long as you concentrate and do little else, you may cause illusions to emerge from the shadows that can move and talk but are otherwise insubstantial.

## Gate of Darkness

*Requires: The Darkened Path*

When you open a gate between dark places far apart, others can travel through. They must each use the shadow travel move individually and you choose the destination. A gate lasts as long as it is dark or until you cancel it.

## Murder in the Shadows

*Replaces: My Shadow and Me*

When your shadow attacks the same target you do, instead of their shadow, deal +1d8 damage.

## Reaching Through Darkness

*Requires: Walking Through Darkness*

When you reach into a dark patch of shadow, you can reach out of another one less than a hundred yards away. Only part of you need reach through and you may push others through before you.

## Shadow Master

*Requires: Shadow Thief*

**When you command someone's shadow to accompany you or to perform a set task**, you do not take -1 ongoing to use your shadow-related moves, and the shadow counts as a hireling with points equal to your level.

## Shadowmancer Alignments

**You may choose one of these instead of a magician alignment:**

### Neutral

Avoid detection or infiltrate a location.

## Shadowmancer Bonds

- \_\_\_\_ is keeping an important secret from me.

## Shadowmancer Gear

**Choose one:**

- Extra set of black clothes.
- Leather armour (1 armour, 1 weight).



# Shield Arcanus

You are a master of the Omnipotent Sphere.

## Stats

Reduce your damage die by one size, but not below a d4.

## Starting Moves

**You start with this move:**

### **Spell Defence**

You may end any ongoing magical effect immediately and use the energy of its dissipation to deflect an oncoming attack. The effect ends and you subtract its level from the damage done to you, if it is a spell, or your level if not.

(DW 145)

## Advanced Moves

**When you gain a level from 2-5, you may choose from these moves:**

### **Arcane Shield**

By using arcane words and gestures, you can defend with INT instead of CON.

### **Arcane Ward**

*Requires: Prepare Spells*

**As long as you have at least one prepared spell of first level or higher, you have +2 armour.**

(DW 147)

## Counterspell

*Requires: Prepare Spells*

**When you attempt to counter an arcane spell that will otherwise affect you**, stake one of your prepared spells on the defence and roll+INT. **On a 10+**, the spell is countered and has no effect on you. **On a 7-9**, the spell is countered and you forget/lose the spell you staked. Your counterspell protects only you; if the countered spell has other targets they get its effects.

(DW 147)

## Magical Sphere

**When you make camp**, you can create a magical sphere around you. If something approaches, this sphere warns you as if it had kept watch and rolled a 10+.

**When you gain a level from 6-10**, you may choose from these moves as well as the level 2-5 moves:

### Arcane Armour

*Replaces: Arcane Ward*

**As long as you have at least one prepared spell of first level or higher**, you have +4 armour.

(DW 148)

### Dangerous Dreams

**When you demand prophetic truth from your dreams**, roll+INT. **On a hit**, the GM will describe a vision of an immanent grim portent. **On a 10+**, you also take +1 forward against it if you encounter it. **On a miss**, take -1 forward due to unpleasant visions.

### Omnipotent Sphere

*Requires: Magical Sphere*

In addition to keeping watch for you, your magical sphere can also protect you from poison gas and drowning while you keep it around yourself and up to a small handful of others.

## Protective Counter

*Requires: Counterspell*

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

(DW 148)

## Shield Arcanus Alignments

**You may choose one of these instead of a magician alignment:**

### Good

Defend those weaker than you.

### Lawful

Fulfill a promise to protect someone during a dangerous journey or situation.

## Shield Arcanus Bonds

- I have sworn to guide and protect \_\_\_\_, because of what they have done.
- \_\_\_\_ has a great destiny to fulfill—if I can keep them from getting killed, that is!
- \_\_\_\_ is woefully misinformed about the world. I will teach them what I can.

## Shield Arcanus Gear

**Choose one:**

- Healing potion (0 weight).
- Leather armour (1 armour, 1 weight).
- Longsword (close, +1 damage, 1 weight).
- Three antitoxins (0 weight).

## Shield Arcanus Races

You may choose one of these instead of a warrior race option:

### **Dwarf**

When you defend or protect someone else with your magic, take +1 armour forward.

### **Elf**

When you discern realities while protecting someone, on a hit, you can also ask this question:

- How can I get my ward out of here?

# Spellsinger

Magic and music are intimately linked inside your soul.

## Starting Moves

**You start with this move:**

### **Vox Arcanus**

**When you perform a magnificent song**, choose an ally and one effect:

- Their mind is shaken clear of one enchantment.
- They get +1d4 forward to damage.
- They get +2 instead of +1 the next time they receive aid.
- They heal 1d8 damage.

Then roll+CHA. **On a hit**, your ally gets the selected effect, but **on a 7-9**, you also draw unwanted attention or your magic reverberates to other targets, affecting them as well, GM's choice.

(DW 82)

## Advanced Moves

**When you gain a level from 2-5**, you may choose from these moves:

### **Eldritch Tones**

*Requires: Vox Arcanus*

Your arcane art is strong, allowing you to choose two effects instead of one.

(DW 85)

### **Healing Song**

*Requires: Vox Arcanus*

**When you heal with vox arcanus**, you heal +1d8 damage.

(DW 85)

## Metal Hurlant

When you shout with great force or play a shattering note, choose a target and roll+CON. On a 10+, the target takes 1d10 damage and is deafened for a few minutes. On a 7-9, you still damage your target, but they're out of control: the GM will choose an additional target nearby.

(DW 85)

## Vicious Cacophony

*Requires: Vox Arcanus*

When you grant bonus damage with vox arcanus, you grant an extra +1d4 damage.

(DW 85)

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## An Ear for Magic

When you hear an enemy cast a spell, the GM will tell you the name of the spell and its effects. Take +1 forward when acting on the answers.

(DW 87)

## Eldritch Chord

*Replaces: Eldritch Tones*

When you use vox arcanus, you choose two effects. You also get to choose one of those effects to double.

(DW 86)

## Healing Chorus

*Replaces: Healing Song*

When you heal with vox arcanus, you heal +2d8 damage.

(DW 86)

## Vicious Blast

*Replaces: Vicious Cacophony*

When you grant bonus damage with **vox arcanus**, you grant an extra +2d4 damage.

(DW 86)

## Spellsinger Alignments

You may choose one of these instead of a magician alignment:

### Chaotic

Spur others to significant and unplanned decisive action.

### Good

Provide a positive role model for someone in trouble.

### Neutral

Avoid a conflict or defuse a tense situation.

## Spellsinger Bonds

- I sang stories of \_\_\_\_ long before I ever met them in person.
- \_\_\_\_ is woefully misinformed about the world. I will teach them what I can.

## Spellsinger Gear

You get a change of clothes, a musical instrument (1+ weight), and choose one:

- Adventuring gear (5 uses, 1 weight).
- Halfling pipeleaf (0 weight).
- Rapier (close, precise, 1 weight).

## Spellsinger Races

**You may choose one of these instead of a magician race option:**

### **Human**

**When you first enter a civilized settlement,** someone who respects the custom of hospitality to minstrels will take you in as their guest.



# Vancian Caster

Spells are creatures you hold inside your memory, that flee when cast into the world.

## Stats

You get +1 load.

## Starting Moves

**You start with all three of these moves:**

### **Cast a Vancian Spell**

When you release a spell you've memorized, it is cast successfully (as if you had rolled 12+, if it matters), but you forget it and cannot cast this spell again until you re-memorize it. If a spell would give you a -1 ongoing penalty to cast a spell, ignore it and take -1 forward instead.

### **Prepare Vancian Spells**

When you spend uninterrupted time (an hour or so) in quiet contemplation of your spellbook, you:

- Forget any spells you already memorized.
- Memorize new spells whose number does not exceed your level+2, and whose total magnitude does not exceed your level+1. You cannot memorize the same spell more than once.

For you, the magnitude of a spell is equal to half its level rounded up. Cantrips are magnitude zero.

## Vancian Spellbook

You have mastered several spells and inscribed them in your spellbook. Choose three schools of magic. You start with all the cantrips from each school and three first level spells chosen from those offered by your three schools. **When you gain a level**, add to your spellbook a new spell whose magnitude is equal to your level or lower, chosen from those offered by your three schools. For you, the magnitude of a spell is equal to half its level rounded up. Your spellbook is 1 weight.

## Advanced Moves

**When you gain a level from 2-5, you may choose from these moves:**

### Expanded Spellbook

*Requires: Vancian Spellbook*

Add a new spell from the spell list of any class or archetype to your spellbook.

(DW 147)

### Prodigy

*Requires: Prepare Vancian Spells*

Choose a spell. You prepare that spell as if it were one level lower.

(DW 146)

### Quick Study

**When you see the effects of an arcane spell**, ask the GM the name of the spell and its effects. You take +1 when acting on the answers.

(DW 147)

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Master

*Requires: Prodigy*

Choose one spell in addition to the one you picked for prodigy. You prepare that spell as if it were one level lower.

(DW 148)

## Risky Magic

*Requires: Cast a Vancian Spell*

When you cast a spell, you can choose to double the spell's effects or double the number of targets affected, but you must also choose one:

- Mark a debility of your choice.
- The spell has additional, unwanted effects. The GM will tell you what.
- You draw unwanted attention or put yourself in a spot. The GM will tell you how.

## Spell Augmentation

When you deal damage to a creature, you can shunt a spell's energy into them—end one of your ongoing spells and add the spell's level to the damage dealt.

(DW 149).

# Vancian Caster Alignments

You may choose one of these instead of a magician alignment:

## Evil

Deal out gruesome, terrible vengeance to someone who has crossed you.

## Neutral

Get the better of someone in a duel of wits.

## Vancian Caster Bonds

- I have travelled long and hard through dangerous lands with \_\_\_\_\_ at my side.
- \_\_\_\_\_ and I have been to another world together.

## Vancian Caster Gear

You get your spellbook (1 weight) and whatever your other specialties give you.

## Vancian Caster Races

**You may choose one of these instead of a magician race option:**

### **Elf**

Magic is as natural as breath to you. You know Detect Magic in addition to your other spells, and you cast it as if it were a cantrip.

### **Human**

Choose one spell from another archetype, or from a school of magic you have not studied. You can cast it as if it were one of your own spells.

# Magic Spells

The Prepared Caster and Vancian Caster specialties give you the ability to cast spells. If you have one of these specialties, you have studied three schools of magic. Choose from the list:

- Divination
- Enchantment
- Evocation
- Illusions
- Necromancy
- Summoning

When you choose which spells you know, choose from those offered by your three schools of magic.

# Divination

## Cantrips

### **Identify**

CANTRIP

This spell will tell you what an item that you touch is, if you don't already know. Only mundane details are revealed.

## First Level

### **Detect Alignment**

LEVEL 1

When you cast this spell choose an alignment: Good, Evil, Lawful, or Chaotic. One of your senses is briefly able to detect that alignment. The GM will tell you what here is of that alignment.

(DW 99)

### **Detect Magic**

LEVEL 1

One of your senses is briefly attuned to magic. The GM will tell you what here is magical.

(DW 153)

### **Telepathy**

LEVEL 1

ONGOING

You form a telepathic bond with a single person you touch, enabling you to converse with that person through your thoughts. You can only have one telepathic bond at a time.

(DW 153)

## Third Level

### **Locate Object**

LEVEL 3

ONGOING

Name a specific object or a type of object. While you concentrate, this spell will indicate which direction it is in, and where it is exactly if it is within a short walking distance. If you name a type of object, the spell points you toward the nearest one. While this spell is ongoing, take -1 to cast a spell.

### **Visions Through Time**

LEVEL 3

Cast this spell and gaze into a reflective surface to see into the depths of time. The GM will reveal the details of a grim portent to you—a bleak event that will come to pass without your intervention. They'll tell you something useful about how you can interfere with the grim portent's dark outcomes. Rare is the portent that claims "You'll live happily ever after." Sorry.

(DW 154)

## Fifth Level

### **Contact Other Plane**

LEVEL 5

ONGOING

You send a request to another plane. Specify who or what you'd like to contact by location, type of creature, name, or title. You open a two-way communication with that creature. Your communication can be cut off at any time by you or the creature you contacted.

(DW 155)

### **Divination**

LEVEL 5

Name a person, place, or thing you want to learn about. This spell grants you visions of the target, as clear as if you were there.

(DW 101)

## Seventh Level

### **True Seeing**

LEVEL 7

ONGOING

You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While this spell is ongoing you take -1 to cast a spell.

(DW 156)

## Ninth Level

### **Alert**

LEVEL 9

Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. If you choose, you can view the location of the event as though you were there in person. You can only have one Alert active at a time.

(DW 157)



# Enchantment

## Cantrips

### **Emote**

CANTRIP

You cause a person you touch to feel one emotion of your choice, very strongly, but only for a moment.

## First Level

### **Cause Fear**

LEVEL 1

ONGOING

Choose a target you can see and a nearby object. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, fight. While this spell is ongoing you take -1 to cast a spell. You cannot target entities with less than animal intelligence (magical constructs, undead, automatons, and the like).

(DW 99)

### **Charm Person**

LEVEL 1

ONGOING

The person (not beast or monster) you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.

(DW 153)

## Third Level

### Dispel Magic

LEVEL 3

Choose a spell or magic effect in your presence: this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened so long as you are nearby.

(DW 154)

### Sleep

LEVEL 3

1d4 enemies you can see of the GM's choice fall asleep. Only creatures capable of sleeping are affected. They awake as normal: loud noises, jolts, pain.

(DW 154)

## Fifth Level

### Hold Person

LEVEL 5

ONGOING

Choose a person you can see. Until they take damage or leave your presence, they cannot act except to speak. While this spell is ongoing you take -1 to cast a spell.

(DW 100)

### Polymorph

LEVEL 5

Your touch reshapes a creature entirely, they stay in the form you craft until you cast a spell. Describe the new shape you craft, including any stat changes, significant adaptations, or major weaknesses. The GM will then tell you one or more of these:

- The creature's mind will be altered as well.
- The form has an unintended benefit or weakness.
- The form will be unstable and temporary.

(DW 155)

## Seventh Level

### **Dominate**

LEVEL 7

ONGOING

Your touch pushes your mind into someone else's. You gain 1d4 hold. Spend one hold to make the target take one of these actions:

- Give you something they hold.
- Make a concerted attack on a target of your choice.
- Speak a few words of your choice.
- Truthfully answer one question.

If you run out of hold the spell ends. If the target takes damage you lose 1 hold. While the spell is ongoing you cannot cast a spell.

(DW 156)

### **Hold Monster**

LEVEL 7

ONGOING

Choose a monster you can see. Until they take damage or leave your presence, they cannot act except to speak. While this spell is ongoing you take -1 to cast a spell.

## Ninth Level

### **Antipathy**

LEVEL 9

ONGOING

Choose a target and describe a type of creature or an alignment. Creatures of the specified type or alignment cannot come within sight of the target. If a creature of the specified type does find itself within sight of the target, it immediately flees. This effect continues until you leave the target's presence or you dismiss the spell. While the spell is ongoing you take -1 to cast a spell.

(DW 157)

# Evocation

## Cantrips

### Light

CANTRIP

An item you touch glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the colour of the flame. The spell lasts as long as it is in your presence. (DW 152)

## First Level

### Magic Missile

LEVEL 1

Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target. (DW 153)

### The Fog

LEVEL 1

ONGOING

Name a location you can see. It is completely blanketed in thick fog that prevents anyone from seeing further than a foot in front of them. While this spell is ongoing, the fog will not dissipate and cannot be blown away by wind, and you take -1 to cast a spell.

## Third Level

### Fireball

LEVEL 3

You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armour. (DW 154)

### Web

LEVEL 3

Up to 1d4 creatures you can see become trapped in a sticky web. Until they are cut free or the webs are burnt away, they are stuck.

## Fifth Level

### **Cage**

LEVEL 5

ONGOING

The target is held in a cage of magical force. Nothing can get in or out of the cage. The cage remains until you cast another spell or dismiss it. While the spell is ongoing, the caged creature can hear your thoughts and you cannot leave sight of the cage.

(DW 155)

## Seventh Level

### **Contingency**

LEVEL 7

Choose a spell of 5th level or lower that you know. Describe a trigger condition using a number of words equal to your level. The chosen spell is held until you choose to unleash it or the trigger condition is met, whichever happens first. You don't have to roll for the held spell, it just takes effect. You may only have a single contingent spell held at a time; if you cast Contingency while you have a held spell, the new held spell replaces the old one.

(DW 156)

## Ninth Level

### **Shelter**

LEVEL 9

ONGOING

You create a structure out of pure magical power. It can be as large as a castle or as small as a hut, but is impervious to all non-magical damage. The structure endures until you leave it or you end the spell.

(DW 157)

# Illusions

## Cantrips

### **Prestidigitation**

CANTRIP

ONGOING

You perform minor tricks of true magic. If you touch an item as part of the casting you can make cosmetic changes to it: clean it, soil it, cool it, warm it, flavour it, or change its colour. If you cast the spell without touching an item you can instead create minor illusions no bigger than yourself. Prestidigitation illusions are crude and clearly illusions—they won't fool anyone, but they might entertain them.

(DW 152)

## First Level

### **Invisibility**

LEVEL 1

ONGOING

Touch an ally: nobody can see them. They're invisible! This spell persists until the target attacks or you dismiss the effect. While this spell is ongoing, you can't cast another spell.

(DW 153)

### **Control Sound**

LEVEL 1

ONGOING

With this spell, you can create noise, music, or silence in your presence. While you control the sound around you, take -1 to cast a spell.

## Third Level

### **Mimic**

LEVEL 3

ONGOING

You take the form of someone you touch while casting this spell. Your physical characteristics match theirs exactly but your behaviour may not. This change persists until you take damage or choose to return to your own form. While this spell is ongoing you lose access to all your wizard moves.

(DW 154)

## Mirror Image

LEVEL 3

You create an illusory image of yourself. When you are attacked, roll a d6. On a 4, 5, or 6 the attack hits the illusion instead, the image then dissipates and the spell ends.

(DW 154)

## Fifth Level

### Doppelgänger

LEVEL 5

ONGOING

You create an exact duplicate of any creature you have observed yourself. This doppelgänger has all the mundane, physical attributes of the creature it mimics, but none of the same knowledge or special powers. It acts according to your mental command, with no life of its own. While this spell is ongoing, you can't cast another spell.

### Faerie Kingdom

LEVEL 5

ONGOING

You create the illusion of a fully-detailed location. The old location is covered up, and anyone entering this place experiences only the new one. This location can cause fright, but not any real harm, nor does any food give sustenance, nor fire give warmth. The illusion is broken if you leave and cease to observe it.

## Seventh Level

### Shadow Walk

LEVEL 7

The shadows you target with this spell become a portal for you and your allies. Name a location, describing it with a number of words up to your level. Stepping through the portal deposits you and any allies present when you cast the spell at the location you described. The portal may only be used once by each ally.

(DW 156)

## Ninth Level

### **City in a Bottle**

LEVEL 9

ONGOING

Choose a location, up to the size of a city. That location disappears from the view of outsiders, who can no longer find it without your permission. Anyone who leaves a disappeared location also cannot find their way back without your leave.

(Dungeon Planet 49)

### **False World**

LEVEL 9

ONGOING

With a touch, you can place someone's body into a deep sleep and their mind into a false world that they believe is real. Until you reverse the spell, they continue to live on in a world entirely of your creation, never knowing it is a lie and that their body lies ageless somewhere else.

(Dungeon Planet 49)



# Necromancy

## Cantrips

### **Corpse Whispers**

CANTRIP

Cast this spell when you touch a corpse. You experience that person's last moments of life through one of their senses—you see what they saw or hear what they heard, for example.

## First Level

### **Find Corpse**

LEVEL 1

ONGOING

This spell points you in the direction of the nearest dead body, or, if it's within a short walking distance, reveals exactly where it is. While this spell is ongoing, take -1 to cast a spell.

### **Speak with Dead**

LEVEL 1

A corpse converses with you briefly. It will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death.

(DW 99)

## Third Level

### **Animate Dead**

LEVEL 3

ONGOING

You invoke a hungry spirit to possess a recently-dead body and serve you. This creates a zombie that follows your orders to the best of its limited abilities. Treat the zombie as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 HP. The zombie also gets your choice of 1d4 of these traits:

- It does not appear obviously dead, at least for a day or two.
- It has a functioning brain and can complete complex tasks.
- It's durable. It has +2 HP for each level you have.
- It's talented. Give one stat a +2 modifier.

The zombie lasts until it is destroyed by taking damage in excess of its HP, or until you end the spell. While this spell is ongoing you take -1 to cast a spell.

(DW 98)

## Fifth Level

### **Consume Unlife**

LEVEL 5

The mindless undead creature you touch is destroyed and you steal its death energy to heal yourself or the next ally you touch. The amount of damage healed is equal to the HP that the creature had remaining before you destroyed it.

## Seventh Level

### **Mark of Death**

LEVEL 7

Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.

(DW 100)

## Ninth Level

### **Soul Gem**

LEVEL 9

You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

(DW 157)

# Summoning

## Cantrips

### Unseen Servant

CANTRIP

ONGOING

You conjure a simple invisible construct that can do nothing but carry items. It has Load 3 and carries anything you hand to it. It cannot pick up items on its own and can only carry those you give to it. Items carried by an unseen servant appear to float in the air a few paces behind you. An unseen servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried. Otherwise the unseen servant serves you until you end the spell.

(DW 152)

## First Level

### Contact Spirits

LEVEL 1

Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes, just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

(DW 153)

### Summon Feast

LEVEL 1

From nothing, you are able to summon up to your level in rations worth of delicious food. Somewhere else in the world, all this food goes missing.

## Third Level

### Darkness

LEVEL 3

ONGOING

Choose an area you can see: it's filled with supernatural darkness and shadow. While this spell is ongoing you take -1 to cast a spell.

## Fifth Level

### **Summon Monster**

LEVEL 5

ONGOING

A monster appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage dice. The monster also gets your choice of 1d6 of these traits:

- It does 1d8 damage.
- It has +2 instead of +1 to one stat.
- It has some useful adaptation.
- It's not reckless.
- Its bond to your plane is strong: +2 HP for each level you have.

The GM will tell you the type of monster you get based on the traits you select. The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to cast a spell.

(DW 155)

## Seventh Level

### **Cloudkill**

LEVEL 7

ONGOING

A cloud of fog drifts into this realm from beyond the Black Gates of Death, filling the immediate area. Whenever a creature in the area takes damage it takes an additional, separate 1d6 damage which ignores armour. This spell persists so long as you can see the affected area, or until you dismiss it.

(DW 156-157)

## Ninth Level

### **Perfect Summons**

LEVEL 9

You teleport a creature to your presence. Name a creature or give a short description of a type of creature. If you named a creature, that creature appears before you. If you described a type of creature, a creature of that type appears before you.

(DW 157)



# Rogues

# In the Shadows

Rogues are pretty much experts in some form of deceit, be it stealing, lying, or staying out of sight.

## Stats

**The specialties you choose may modify these scores:**

Your base damage is d8.

Your load is 8+STR.

Your maximum HP is 6+Constitution.

## Starting Moves

**Choose three rogue specialties.** You get all the starting moves from each. Make a note of any stat modifiers from your specialties. Each time you level up, choose one advanced move from those offered by your three specialties.

**You may instead choose only two rogue specialties instead of three.** Take a level 2-5 move from one of them right away, but no other bonuses.

**You may instead choose two rogue specialties and one specialty from another archetype, but:**

- If you choose a warrior specialty, your stats remain unchanged.
- If you choose a specialty from any other archetype, your base damage is d6 instead of d8.

**Rogues also start with this move in addition to starting moves from specialties:**

## Flexible Morals

**When someone tries to detect your alignment,** you can tell them any alignment you like.

(DW 136)



## Advanced Moves

**Each time you level up, choose an advanced move from one of your specialties.** Or choose one of the following options:

- At any level, instead of a move from one of your specialties, you may choose a move from one of the other rogue specialties. You may do this twice only.
- Once between levels 2-5, instead of a move from one of your specialties, you may choose a move from any other archetype.
- Twice between levels 6-10, instead of a move from one of your specialties, you may choose a move from any other archetype.

## Rogue Alignments

**Choose one of these alignments, or one from those offered by your specialties:**

### **Chaotic**

Leap into danger without a plan.

### **Evil**

Shift danger or blame from yourself to someone else.

### **Good**

Give to the poor what you take from the rich.

### **Neutral**

Tell an elaborate lie and get away with it.

## Rogue Bonds

**As a rogue, you may have up to four bonds at a time. Choose from the following, and from those offered by your specialties:**

- Me and \_\_\_\_ are the only survivors of a dubious adventure.
- \_\_\_\_ and I have a con running.
- \_\_\_\_ has my back when things go wrong.
- \_\_\_\_ helped me make some important contacts. I owe them.
- \_\_\_\_ is my lover, or was, or would have been, or... it's complicated.
- \_\_\_\_ knows incriminating details about me.
- \_\_\_\_ left me in a pinch when they were supposed to come through for me.
- \_\_\_\_ still owes me for some stuff they were supposed to fence for me.

## Rogue Gear

You start with your own clothes (or someone else's), some dungeon rations (5 uses, 1 weight), and choose one piece of roguish gear:

- Backpack and adventuring gear (5 uses, 1 weight).
- Dagger (hand, 1 weight).
- Healing potion (0 weight).
- Lantern (1 weight) and oil (0 weight).
- Ragged bow (near, 2 weight) and a bundle of arrows (3 ammo, 1 weight).

## Rogue Races

You may choose one of these races or one of the race options provided by your specialties. Once you have chosen your race, gain the corresponding move:

### Dwarf

You have a nose for gold and gems. **When you discern realities**, add this to the list of questions you can ask:

- Is there treasure here?

### Elf

Choose one weapon—you can always treat weapons of that type as if they had the precise tag.

### Halfling

**When you attack with a ranged weapon**, deal +2 damage.

### Human

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

(DW 136)

# Acrobat

Who better to perform an impossible heist than the death-defying acrobat?

## Starting Moves

**You start with this move:**

### **Perfect Poise**

You never lose your balance, even on a high wire, or fall without being pushed. **If you are pushed**, as long as there is something to break your fall, you can defy danger with DEX to use it and take no damage.

## Advanced Moves

**When you gain a level from 2-5, you may choose from these moves:**

### **The Long Climb**

**When you assess a stretch of dangerous terrain between you and an objective**, the GM will sketch out a map or diagram to help you plot your approach. Working together, make note of a number of useful features equal to your level, and take +1 forward when you make use of them.

(Jonathan Walton, Path of Ghosts)

### **Nine Lives**

*Requires: Perfect Poise*

**When you fall**, if there is something that could possibly break your fall, it does so and you take no damage.

## Swashbuckler

When you use your surroundings to perform a flamboyant acrobatic maneuver, choose one outcome, in addition to anything else that may happen:

- You grab something undefended: Now it's yours!
- You knock someone down or off-balance.
- You move from where you are to somewhere else in sight or in reach without difficulty.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Death Defying Grace

When you defy danger using acrobatic maneuvers, on a 7-9, you can choose not to personally suffer the consequences. Someone or something else, possibly your equipment but certainly not you, suffers the consequences instead.

## Heroic Swashbuckler

*Replaces: Swashbuckler*

When you use your surroundings to perform a flamboyant acrobatic maneuver, choose one outcome, in addition to anything else that may happen:

- You grab something, even if someone else is holding it: Now it's yours!
- You knock someone down or off-balance. You may deal damage equal to your level.
- You move from where you are to somewhere else in sight or in reach without difficulty. You may take someone else with you.

## Serpentine

When you employ acrobatics, deft maneuvers, or quick reflexes, you can defend with DEX instead of CON.

## Acrobat Bonds

- I ran away from the circus to be with \_\_\_\_\_.

## Acrobat Gear

### Choose one:

- Backpack and 50 feet of rope (1 weight).
- Bandages (3 uses, 0 weight).
- Five torches and a tinderbox (1 weight).

## Acrobat Races

You may choose one of these instead of a rogue race option:

### **Halfling**

When you defy danger and use your small size to your advantage, take +1.

### **Human**

When you first enter a civilized settlement, you can always find a circus, tavern, or theatre that will take you in as a guest.

# Assassin

Killing people for money isn't pretty but it's a living. Well, sure, not for *them*.

## Starting Moves

**You start with this move:**

### **Backstab**

**When you attack a surprised or defenceless 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:

- Their armour is reduced by 1 until the repair it.
- You create an advantage that gives +1 forward to you or an ally acting on it.
- You deal your damage +1d6.
- You don't get into a fight with them.

(DW 136)

## Advanced Moves

**When you gain a level from 2-5,** you may choose from these moves:

### **Cheap Shot**

*Requires: Backstab*

**When using a precise or hand weapon,** your backstab deals an extra +1d6 damage.

(DW 138)

### **Improvised Weapon**

Anything solid that you can pick up, you can use as a weapon with the appropriate range (usually hand).

## Shoot First

You're never caught by surprise. **When an enemy would get the drop on you**, you get to act first instead.

(DW 139)

## Underdog

**When you're outnumbered**, you have +1 armour.

(DW 139)

**When you gain a level from 6-10**, you may choose from these moves as well as the level 2-5 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.

(DW 139)

## 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.

(DW 141)

## Serious Underdog

*Replaces: Underdog*

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

(DW 140)

## Strong Arm, True Aim

You can throw any melee weapon, using it to volley. A thrown melee weapon is gone; you can never choose to reduce ammo on a 7-9.

(DW 140)



## Assassin Alignments

You may choose one of these instead of a rogue alignment:

### **Chaotic**

Murder a tyrant.

### **Lawful**

Execute a convicted criminal.

## Assassin Bonds

- I've worked with \_\_\_\_ before.
- \_\_\_\_ has promised to help me leave this life behind.
- \_\_\_\_ saw me kill someone important.

## Assassin Gear

**Choose one:**

- Backpack and adventuring gear (5 uses, 1 weight).
- Leather armour (1 armour, 1 weight).
- Rapier (close, precise, 1 weight).
- Short sword (close, 1 weight).
- Three throwing daggers (thrown, near, 0 weight).

## Assassin Races

You may choose one of these instead of a rogue race option:

### **Dwarf**

You carry a grudge that burns in your heart. Choose one type of monster: the first time you attack them in open melee counts a backstab.

# Breaker

Breakin' in, breakin' out.

## Stats

Breaker gives you +1 load.

## Starting Moves

**You start with both moves:**

### **Tools of the Trade**

**When you have time to prepare for a job**, you can produce the tools you need later on. **When you produce them**, say what they are and roll+INT. **On a 10+**, they work perfectly and aren't even the only thing inside your black bag. **On a 7-9**, either there's plenty more where that one came from but the GM will add a tag or a complication to it, or this is the last thing up your sleeve and it works perfectly. **On a miss**, there is probably something wrong with your tools.

### **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 a cost, danger, and suspicion.

(DW 136)

## Advanced Moves

When you gain a level from 2-5, you may choose from the following moves:

### Breakin'

When you scout a location with the intention of breaking in, roll+INT. On a 10+, ask the GM three questions from the list below. On a 7-9, ask one. Take +1 forward when you take advantage of the answers.

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

### The Long Climb

When you assess a stretch of dangerous terrain between you and an objective, the GM will sketch out a map or diagram to help you plot your approach. Working together, make note of a number of useful features equal to your level, and take +1 forward when you make use of them.

(Jonathan Walton, Path of Ghosts)

### Safecracker

*Requires: Tools of the Trade*

When you use your tools to break through a door, safe, wall, or other sealed obstacle, roll+DEX. On a 10+, choose two options from the list below. On a 7-9, choose one:

- It doesn't cost you anything.
- You do it quickly.
- You do it quietly.

**When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:**

### Buyers

**When you see something of great value,** ask the GM who would be interested in acquiring it and choose one:

- The GM will name a number of persons equal to your INT and you can ask one question about each of them, but no more.
- The GM will name one person, and you can ask a number of questions about them equal to your INT.

### 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.

(DW 141)

### Leg Work

You can spend a preparation to reveal a safe house or a secret stash of supplies close to a place you intend to break into.

## Breaker Alignments

**You may choose one of these instead of a rogue alignment:**

### Neutral

Avoid detection or infiltrate a location.

## Breaker Bonds

- I don't think \_\_\_\_ approves of my lifestyle.
- \_\_\_\_ has fenced goods for me before.
- \_\_\_\_ helped me steal something really valuable from someone who is really dangerous.
- \_\_\_\_ knows where I stashed some loot.

## Breaker Gear

You have a black bag of tools (1 weight) and choose one:

- Adventuring gear (5 uses, 1 weight).
- Bag of books (5 uses, 2 weight).
- Lantern (1 weight) and oil (0 weight).
- Small watchdog.
- Sword (close, 2 weight).

## Breaker Races

You may choose one of these instead of a rogue race option:

### **Dwarf**

When you produce gemcutting, safecracking, or stonecrafting tools, roll for tools of the trade as normal but treat a miss as a 7-9.

### **Elf**

When you study a location, you may ask one question from the breakin' list, in addition to whatever discern realities questions you also ask.

### **Halfling**

When you defy danger and use your small size to your advantage, take +1.

### **Human**

When you disarm a trap, as long as you don't destroy it, you can reset it once you are out of danger.

# Fence

The middleman makes all the money.

## Starting Moves

**You start with this move:**

### Connections

When you put out word to the criminal underbelly about something you want or need, roll+CHA. **On a 10+**, someone has it, just for you. **On a 7-9**, you'll have to settle for something close or it comes with strings attached, your call.

(DW 139)

## Advanced Moves

When you gain a level from 2-5, you may choose from the following moves:

### Eye for Loot

When you see or come to know about a thing you want, roll+INT. **On a 10+**, ask the GM three questions about it. **On a 7-9**, ask two. **On a miss**, ask one anyway, but your desire is betrayed to everyone who cares.

- What happened to it recently?
- What is it really worth, all things considered?
- What protects it and keeps it where it is?
- Who will try to keep it from me?
- Who will want it once it is mine?

### Trade Networks

When you consult your contacts before undertaking a journey to another settlement, the GM will tell you about a person there who can help you.

## We All Want Things

When you parley with someone or discern realities connected to them, on a hit you can also ask the GM one of these questions:

- What does this person *really* want from me?
- What does this person value most?
- What is the most valuable thing here?

## Wealth and Taste

When you make a show of flashing around your most valuable possession, the GM chooses an NPC who can see you. They will do anything they can to obtain your item or one like it.

(DW 138)

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Back-Up Plan

When you meet with someone on business, the GM will answer two questions you ask from the list below:

- Is there an ambush waiting for me?
- What are they really feeling?
- What is my best way out of this?
- Who is watching?

(DW3: Ghostwood Haunts)

## Buyers

When you see something of great value, ask the GM who would be interested in acquiring it and choose one:

- The GM will name a number of persons equal to your INT and you can ask one question about each of them, but no more.
- The GM will name one person, and you can ask a number of questions about them equal to your INT.

## I Must Have It!

*Requires: Eye for Loot*

**When you use your eye for loot**, on a 12+, ask the GM an additional question, any question, about the thing you want.

## Magic Mark

**When you mark an object in some special way**, you can always find out where it is later on by making the mark again on something you have at hand.

## Web of Contacts

*Requires: Connections*

**When you put out the word that you want to meet with someone**, roll+CHA. **On a 10+**, someone can set up a meeting, with circumstances in your favour. **On a 7-9**, you can meet with them, but there are strings attached or the circumstances are less than ideal.

## Fence Alignments

**You may choose one of these instead of a rogue alignment:**

### Evil

Prevent someone from getting their possessions back.

### Neutral

Obtain a unique and valuable treasure.

## Fence Bonds

- I've moved goods for \_\_\_\_ before.
- \_\_\_\_ knows where I stashed some loot.



## Fence Gear

**Choose one:**

- Bag of books (5 uses, 2 weight).
- Fancy clothes.
- Rapier (close, precise, 2 weight).
- Three throwing daggers (thrown, 0 weight).

## Fence Races

**You may choose one of these instead of a rogue race option:**

### **Elf**

**When you examine an object,** add this to the list of discern realities questions you can ask:

- Where does this come from?

### **Human**

**When you examine a person,** add this to the list of discern realities questions you can ask:

- What kind of things do you consider valuable?

# Poisoner

Poison is a coward's weapon. A *smart* coward's weapon.

## Stats

Poisoner gives you +1 load.

## Starting Moves

**You start with this move:**

### Poisoner

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

**Whenever you have time to gather materials and a safe place to brew,** you can make three uses of the poison you choose for free.

Note that some poisons are applied, meaning you have to carefully apply it to the target or something they eat or drink. Touch poisons just need to touch the target, they can even be used on the blade of a weapon.

- **Bloodweed** (touch): The target deals -1d4 damage ongoing until cured.
- **Goldenroot** (applied): The target treats the next creature they see as a trusted ally, until proved otherwise.
- **Locaine Powder** (ingested): Causes the target to die.
- **Oil of Tagit** (applied): The target falls into a light sleep.
- **Serpent's Tears** (touch): Anyone dealing damage to the target rolls twice and takes the better result.

(DW 137)

## Advanced Moves

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

### **Brewer**

*Requires: Poisoner*

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

(DW 139)

### **Envenom**

*Requires: Poisoner*

You can apply even complex poisons with a pinprick. **When you apply a poison that's not dangerous for you to use to your weapon**, it's touch instead of applied.

(DW 139)

### **Nose for Danger**

Using only your sense of smell, you can tell if something has been poisoned and with what, if you know the poison.

### **Poison Master**

*Requires: Poisoner*

**After you've used a poison once**, it is no longer dangerous for you to use.

(DW 139)

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Alchemist

*Replaces: Brewer*

When you have time to gather materials and a safe place to brew, you can create three doses of any poison you've used before. Alternately you can describe the effects of a poison you'd like to create. The GM will tell you that you can create it, but with one or more caveats:

- It will have obvious side effects.
- It will only work under specific circumstances
- It will take a while to take effect.
- The best you can manage is a weaker version.

(DW 140)

## Envenomed

*Requires: Envenom*

Choose one poison: your body is infused with it. Your blood, sweat, and tears, even your spit, are all now poisonous, as if they *are* this poison. You are unaffected by it.

## Poison God

*Requires: Poison Master*

No poison, neither mundane nor magical, can affect you unless you let it.

## Poisoner Bonds

- I spent time in jail with \_\_\_\_.
- \_\_\_\_ helped me develop my poison.
- \_\_\_\_ suspects me of a crime I didn't commit.

## Poisoner Gear

You get three uses of your poison, in addition to what your other specialties give you.

## Poisoner Races

You may choose one of these instead of a rogue race option:

### **Elf**

Your race is old and patient. You start with two poisons, instead of only one.

### **Halfling**

When you brew your poisons, you can make four uses instead of three.

### **Human**

When you're in a town or city, you can always find the materials you need to brew your poison.

# Pretender

Fake it 'till you make it.

## Starting Moves

**You start with this move:**

### **Fake**

Choose a type of person—perhaps an occupation, rank, or other social role. You have a costume that allows you to disguise yourself as this kind of person—all you need do is don the clothes. Your actions might give you away, but your clothes and mannerisms will not. Each time you level up, choose another type of person that you can disguise yourself as.

## Advanced Moves

**When you gain a level from 2-5, you may choose from these moves:**

### **Bamboozle**

**When you parley with someone, on a hit, you also take +1 forward with them.**

(DW 85)

### **Impersonation**

**When you disguise yourself as a specific person, roll+CHA. On a 10+, only that person's most intimate associates can tell the difference. On a 7-9, only those who do not know the person are fooled.**

## Silver Tongue

You never have to spend money to carouse, and you roll with CHA instead of coins spent. **If there is already a gathering happening,** you may carouse without having returned triumphant.

## Social Climber

**When you set your heart on achieving a certain social position,** the GM will sketch out a relationship map or diagram to help you plot your approach. Working together, make note of a number of useful circumstances equal to your level, and take +1 forward when you make use of them. You can only work towards one position at a time.

**When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:**

## Con

*Replaces: Bamboozle*

**When you parley with someone,** on a hit, you also take +1 forward with them and get to ask their player one question which they must answer truthfully.

(DW 87)

## Master Impersonator

*Replaces: Impersonation*

**When you disguise yourself as a specific person,** you look just like them. Your actions may give you away, but anyone who does not know the person intimately will be fooled by your appearance.

**When you meet someone who is intimately associated with the person you are impersonating,** roll+CHA. **On a 10+,** they are fooled, even by strange behaviour, until you give yourself away for certain. **On a 7-9,** they are already suspicious of you.

## Reputation

When you first meet someone who's heard tell of you, roll+CHA. On a 10+, tell the GM two things they've heard about you. On a 7-9, tell the GM one thing they've heard, and the GM tells you one thing.

(DW 86)

## Pretender Alignments

You may choose one of these instead of a rogue alignment:

### Evil

Harm someone's reputation or social standing.

## Pretender Bonds

- I grew up with \_\_\_\_\_. They know who I really am.
- \_\_\_\_\_ shared a secret with me.

## Pretender Gear

You start with the extra costume you get from being fake, and whatever else your other specialties give you.



# Shadow

Like the ghost of something real or a passing shadow, you're not really there most of the time. Until you are. But then you're gone!

## Starting Moves

**You start with this move:**

### **Stay Out of the Light**

**When you hide in shadows or darkness**, you cannot be detected by any normal means until you reveal yourself.

(Alex Norris)

## Advanced Moves

**When you gain a level from 2-5**, you may choose from these moves:

### **Following**

**When you follow or shadow someone**, roll+DEX. **On a 10+**, you find out exactly what they're up to without arousing suspicion. **On a 7-9**, it's either an impression of their doings or you can reveal yourself to learn more.

### **Iron Will**

**When you are subject to mind control or magic that influences your feelings**, you may choose to take 1d6 damage (ignores armour) and ignore the influence.

## Like a Ghost

When you roll for another move that you want to perform in a **clandestine manner**, you may choose options equal to your DEX or less (but not fewer than none), and then tell the other players:

- ...how you draw attention elsewhere instead of to you.
- ...how you stay out of sight.
- ...that you remain silent.
- ...why you leave no trace behind.

**On a 10+**, all that you say is true. **On a 7-9**, the GM chooses one of your statements to be false, the others are true. **On a miss**, no guarantees.

(Jonathan Walton, Path of Ghosts)

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## 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.

(DW 141)

## 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.

(DW 141)

## Fade Away

*Requires: Stay Out of the Light*

While you stay still or act meek and unobtrusive, even in broad daylight, people only notice you if they are looking for you specifically.

## Unseen Hand

When you leave a room or other location, you can name something small that you saw that no one else was using or studying. You took it.

## Shadow Alignments

You may choose one of these instead of a rogue alignment:

### Neutral

Learn a secret about someone important.

## Shadow Bonds

- I am obsessed with \_\_\_\_\_, but they don't know. Yet.
- I stole something from \_\_\_\_\_.
- \_\_\_\_\_ once talked me into guiding some halflings on the run through dangerous territory, and never thanked me properly for it.

## Shadow Gear

You get adventuring gear (5 uses, 1 weight), a backpack, and a key, though you don't know what lock it opens.

## Shadow Races

You may choose one of these instead of a rogue race option:

### **Elf**

You can hide in forests just as well as shadows and darkness.

### **Human**

At the end of a session, mark an extra experience if you infiltrated a secure location.

# Swindler

Separating people from their money can be such a tedious affair. Why not make it easier?

## Starting Moves

**You start with this move:**

### **Con Artist**

**When you evaluate a potential victim**, roll+INT. **On a 10+**, ask their player three questions from the list below. **On a 7-9**, ask one:

- How could I engage you in conversation?
- How much are you worth?
- What are your current intentions?
- What do you value?

**On a miss**, you look suspicious.

## Advanced Moves

**When you gain a level from 2-5**, you may choose from these moves:

### **Bamboozle**

**When you parley with someone**, on a hit, you also take +1 forward with them.

(DW 85)

## Disarming and Open

When you engage someone in conversation, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list. If you lie, you cannot use this move on them ever again. If you tell the truth, you can.

- What are your present intentions?
- What do you most desire?
- What do you not want me to know?
- What do you want from me?

## Heart of Gold

*Requires: Con Artist*

After you evaluate a potential victim and ask your questions, tell the other player something they could do to make you change your mind about taking advantage of them. If they end up doing this, you take +1 forward. If they are a PC, they also mark XP.

## The Upsell

If you repackage or modify goods you own in order to resell them, they are now worth one-and-a-half times as much as before. Note that doing this with money is called “counterfeiting” and is everywhere banned by law.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Con

*Replaces: Bamboozle*

When you parley with someone, on a hit, you also take +1 forward with them and get to ask their player one question which they must answer truthfully.

(DW 87)

## Devious

*Requires: Disarming and Open*

**When you use disarming and open**, you may also ask this:

- How are you vulnerable to me?

Your subject may not ask this question of you.

(DW 87)

## Snake Oil

**When you give someone a thing that you have tampered with**, roll+INT. **On a hit**, you may choose one, but **on a 7-9**, there are strings attached or complications:

- The thing comes with some sort of unpleasant side effects (describe them).
- The thing is ruined as soon as you are gone.
- The thing returns to you within the week.

## Swindler Alignments

**You may choose one of these instead of a rogue race option:**

### Neutral

Get the better of another thief or swindler.

### Evil

Profit from someone else's misery.

## Swindler Bonds

- I stole something from \_\_\_\_.
- \_\_\_\_ helped me steal something really valuable from someone who is really dangerous.
- \_\_\_\_ knows where I stashed some loot.

## Swindler Gear

You get a case full of fraudulent merchandise and various kinds of quackery (3 weight), and 2d6 coins.

## Swindler Races

**You may choose one of these instead of a rogue race option:**

### **Elf**

When you enter an important location (your call) you can ask the GM for one fact from the history of that location.

### **Human**

When you evaluate a potential victim who is also human, ask an extra question, even on a miss.



# Thief

It's not just about stealing things. It's about stealing things from people who don't want their things to be stolen, who make sure that you know it. That's the stuff worth stealing!

## Starting Moves

You start with both moves:

### Trap Expert

When you spend a moment to survey a dangerous area, roll+DEX. On a 10+, hold three. On a 7-9, hold one. Spend your hold as you move 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?

(DW 136)

### 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 a cost, danger, and suspicion.

(DW 136)

## Advanced Moves

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

### Cautious

When you use trap expert, you always get +1 hold, even on a miss.

(DW 138)

## Guild Thief

When you contact the guild and ask for assistance, roll+CHA. On a 10+, another thief shows up with what you need for a fair price. On a 7-9, you can still get what you want but there are strings attached or the guild wants a favour in return. On a miss, you have fallen out of good standing with the guild and need to make amends.

## It Belongs in a Museum

When you are trying to snatch a significant treasure and get away with it, and no more, you have 2 armour.

## The Smell of Sorcery

When you discern realities or use trap expert, the GM will also tell you what the closest magical effect or source is, if it's within sight or scent.

## Sneaky Bastard

*Requires: Tricks of the Trade*

When you disable a trap, you can reset it after you pass, so it catches the next person. When you pick a lock, you may set it so that it locks behind you again.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Heist

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

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

(DW 141)

## 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.

(DW 140)

## Extremely Cautious

*Replaces: Cautious*

**When you use trap expert**, you always get +1 hold, even on a miss.

**On a 12+**, you get three 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 own advantage.

(DW 140)

## Thief Alignments

**You may choose one of these instead of a rogue race option:**

### Chaotic

Steal something of social or cultural significance.

### Neutral

Avoid detection or infiltrate a location.

## Thief Bonds

- I spent time in jail with \_\_\_\_.
- I stole something from \_\_\_\_.
- \_\_\_\_ helped me steal something really valuable from someone who is really dangerous.
- \_\_\_\_ knows where I stashed some loot.
- \_\_\_\_ saved me from joining the wrong thieves' guild.

## Thief Gear

You get thieves' tools (1 weight) and choose one:

- Bag of chalk and sand (0 weight).
- Change of clothes.
- Small watchdog.

## Thief Races

You may choose one of these instead of a rogue race option:

### **Dwarf**

When you use **trap expert** in a structure made of stone, on a hit you get +1 hold.

### **Elf**

When you **discern realities** or use **trap expert**, on a hit you may also ask this question, in addition to any other results:  
Is there a secret door here?

# Tomb Robber

Looting the tombs of dead wizards isn't all it's cracked up to be. You need some powerful magic of your own if you're going to survive!

## Stats

Tomb Robber gives you +1 load.

## Starting Moves

**You start with this move:**

### **Ward of Protection**

You have a device that is proof against arcane magic. This could be something you wear, like a bracelet or an amulet, or it could be a procedure of limited duration—a potion you prepare, symbols painted on your skin, etc. **When you are targeted by magic while under the protection of your ward**, roll+CON. **On a 10+**, you are unaffected by the magic. **On a 7-9**, you can either suffer the effect to a lesser degree or exhaust yourself and mark a debility of your choice.

## Advanced Moves

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

### Appraisal

When you examine an important item (your call) for the first time, roll+INT. On a 10+, ask three questions from the list below. On a 7-9, ask two. On a miss, ask one question anyway, but you might not like the answer. If you act on the answers while using the item, take +1 forward.

- Does this have magical properties?
- How much is this worth and to whom?
- What has been done to this or with this?
- What is it for?
- Who made this and how old is it?

### Life, Death, and Greed

When you have a great and valuable treasure in your possession, you deal +1d6 damage.

### Sympathetic Ward

*Requires: Ward of Protection*

Your ward of protection also guards anyone you touch; they resist any magic you do. On a 7-9, they choose between the lesser effect and a debility for themselves.

### Ward Against the Dead

*Requires: Ward of Protection*

When you use your ward or wards against the undead, select another living target and roll+CON. On a 10+, all undead present pursue the other target instead of you. On a 7-9, only mindless undead pursue the other target. Intelligent undead are too clever, and will do what they want.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Greed is Good

When you obtain a great and valuable treasure for the first time, gain 1d6 temporary hit points. Damage is applied to these temporary hit points before harming you.

## Looting the Wizard's Tomb

*Requires: Appraisal*

When you use a magical item and force it to obey your will, instead of using its effects as written, roll+INT. On a 10+, you control the degree and extent of its effects. On a 7-9, you direct its effects, but choose one:

- You break it and its beneficial properties cannot be used again until it is fixed.
- You lose control, producing additional, unwanted effects.

## Protection Most Excellent

*Requires: Sympathetic Ward*

When your ward protects you, on a 12+, the magic rebounds onto its caster, affecting them instead of anyone else.

## Ward Against Monsters

*Replaces: Ward Against the Undead*

When you use your wards against monsters, select another living target and roll+CON. On a 10+, all monsters present pursue the other target instead of you. On a 7-9, only mindless monsters pursue the other target. Intelligent monsters are too clever, and will do what they want.

## Tomb Robber Alignments

You may choose one of these instead of a rogue alignment:

### **Good**

Give your treasure to someone who needs it more than you.

### **Lawful**

Return treasure to its rightful owner.

### **Neutral**

Avoid detection or infiltrate a location.

## Tomb Robber Bonds

- I worry about the ability of \_\_\_\_ to survive in the dungeon.
- Me and \_\_\_\_ are the only survivors of a dubious adventure.
- \_\_\_\_ has promised to lead me to an ancient burial site.

## Tomb Robber Gear

You get your ward of protection and two large sacks, in addition to the gear you get from your other specialties.



## Tomb Robber Races

You may choose one of these instead of a rogue race option:

### **Elf**

Only the darkest and most violent of elves would willingly seek their fortunes underground. Choose a weapon. In your hands, weapons of this type have the precise tag, just as if you were the fighter.

### **Halfling**

You know how to take advantage of your small size underground, where you get +1 armour if you're at all able to defend yourself.

### **Human**

As a child of the greediest of all races, you can treat all treasures that are 2 weight or heavier as if they were 1 weight lighter than they are.



# Warriors

# Why We Fight

The warrior is someone whose business it is to fight, to wage war, to handle violence.

## Stats

**The specialties you choose may modify these scores:**

Your base damage is  $d10$ .

Your load is  $10 + STR$ .

Your maximum HP is  $10 + Constitution$ .

## Starting Moves

**Choose three warrior specialties.** You get all the starting moves from each. Make a note of any stat modifiers from your specialties. Each time you level up, choose one advanced move from those offered by your three specialties.

**You may instead choose only two warrior specialties instead of three.** Take a level 2-5 move from either of them right away, but no other bonuses.

**You may instead choose two warrior specialties and one specialty from another archetype, but:**

- If you choose a disciple specialty, reduce your base damage by one die size (from  $d10$  to  $d8$ ).
- If you choose a magician or psychic specialty, reduce both your base damage by one die size (from  $d10$  to  $d8$ ) and your maximum hit points by 2.
- If you choose a rogue specialty, reduce your maximum hit points by 2.
- If you choose an adventurer specialty, either reduce your base damage by one die size (from  $d10$  to  $d8$ ), or reduce your maximum hit points by 2.

## Advanced Moves

**Each time you level up, choose an advanced move from one of your specialties.** Or choose one of the following options:

- At any level, instead of a move from one of your specialties, you may choose a move from one of the other warrior specialties. You may do this twice only.
- Once between levels 2-5, instead of a move from one of your specialties, you may choose a move from any other archetype.
- Once between levels 6-10, instead of a move from one of your specialties, you may choose a move from any other archetype.

## Warrior Alignments

**Choose one of these alignments, or one from those offered by your specialties:**

### **Chaotic**

Free someone from literal or figurative bonds.

### **Evil**

Kill a defenceless or surrendered enemy.

### **Good**

Endanger yourself to protect someone weaker than you.

### **Lawful**

Deny mercy to a criminal or unbeliever.

### **Neutral**

Defeat a worthy opponent.

## Warrior Bonds

**As a warrior, you may have up to four bonds at a time. Choose from the following, and from those offered by your specialties:**

- I have sworn to protect \_\_\_\_.
- I worry about the ability of \_\_\_\_ to survive in the dungeon.
- \_\_\_\_ gave me food and shelter when I had nothing.
- \_\_\_\_ got me involved in a questionable adventure and I'm having second thoughts about it now.
- \_\_\_\_ is a brave soul, I have much to learn from them.
- \_\_\_\_ is always getting into trouble—I must protect them from themselves.
- \_\_\_\_ owes me their life, whether they admit it or not.
- \_\_\_\_ was once my enemy, but we've since reconciled.

## Warrior Gear

You start with your clothes, a backpack, a torch, some dungeon rations (5 uses, 1 weight), and choose one piece of fighting gear:

- Adventuring gear (5 uses, 1 weight).
- Chainmail (1 armour, 1 weight).
- Dagger (hand, 1 weight).
- Shield (+1 armour, 2 weight).
- Short sword (close, 1 weight).
- Spear (reach, 1 weight).

## Warrior Races

**You may choose one of these races or one of the race options provided by your specialties. Once you have chosen your race, gain the corresponding move:**

### **Dwarf**

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

(DW 112)

## **Elf**

Choose one weapon—you can always treat weapons of that type as if they had the precise tag.

(DW 112)

## **Halfling**

When you defy danger and use your small size to your advantage, take +1.

(DW 112)

## **Human**

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

(DW 112)

# Armiger

You are skilled in the wearing of heavy armour. You make it look easy, walking around with heavy pieces of metal all over you, deflecting blows left and right.

## Stats

The armiger specialty gives you +2 load.

## Starting Moves

**You start with this move:**

### **Armoured**

You ignore the clumsy tag on armour you wear.

(DW 112)

## Advanced Moves

**When you gain a level from 2-5, you may choose from these moves:**

### **Armour Mastery**

**When you make your armour take the brunt of damage dealt to you**, the damage is negated but you must reduce the armour value of your armour or shield (your choice) by 1 until you spend a few hours repairing it. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armour it is destroyed.

(DW 115)



## 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.

(DW 122)

## Heroic Monster Slayer

When you take the skin of a slain monster, you can fashion it into a clumsy shield worth +1 armour or a clumsy suit worth 1 or more armour, the GM will tell you how much (usually 1 or 2 less than the monster had in life).

## Hide Like Iron

Armour that you are wearing has +1 armour and weighs 1 less.

## Staunch Defender

When you defend, you always get +1 hold, even on a miss.

(DW 123)

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Armoured Perfection

*Replaces: Armour Mastery*

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

(DW 116)

## Impervious Defender

*Replaces: Staunch Defender*

**When you defend**, you always get +1 hold, even on a miss. **On a 12+**, instead of getting hold the nearest attacking creature is stymied giving you a clear advantage, the GM will describe it.

(DW 124)

## Indomitable

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

(DW 125)

## Maker of Monster Suits

*Replaces: Heroic Monster Slayer*

**When you take the skin of a slain monster**, you can fashion it into a clumsy shield worth +1 armour or a clumsy suit worth 1 or more armour, the GM will tell you how much (usually 1 or 2 less than the monster had in life). This armour also retains one aspect of the slain monster that you choose to imbue it with.

## Skin of Steel

*Replaces: Hide Like Iron*

Armour that you are wearing has +1 armour and 0 weight. Any shield on your arm has +1 armour, too.

## Armiger Bonds

- \_\_\_\_ has stood by me in battle and can be trusted completely.
- \_\_\_\_ was instrumental in helping me get my armour.

## Armiger Gear

**Choose one:**

- Plate armour (3 armour, clumsy, 4 weight).
- Scale mail (2 armour, clumsy, 3 weight) and shield (+1 armour, 2 weight).

## Armiger Races

You may choose one of these instead of a warrior race option:

### **Dwarf**

**When you make camp**, you can repair damaged armour for 1 point of armour. **If you have access to a forge**, you can restore any suit of broken armour to its original condition.

# Arsenal

You are a walking arsenal, kitted out with a myriad of weapons.

## Stats

The arsenal specialty gives you +1 load.

## Starting Moves

**You start with this move:**

### **Pull Out a Weapon**

You have a whole arsenal of weapons at your disposal. It is 4 weight, and starts with stock +2. **While you carry it around**, you can instantly produce weapons of any type with the hand, close, or reach tags. **When you pull out a more specialized weapon**, roll+stock. **On a 10+**, describe it and choose one option from the list below. **On a 7-9**, you can still choose one option but you can't choose that option again until you restock your arsenal by buying more weapons.

- +1 damage.
- 2 piercing.
- Forceful and messy.
- Precise.
- Ranged weapon (near, far) with 1 ammo.
- Stun damage.

**When you pull out and define a specialized weapon**, write it down: once you have four, you cannot pull out another until you restock your arsenal. **If you lose or give away a weapon from your arsenal**, take -1 stock until you restock. **When you restock**, your arsenal is restored to stock +2 and you can keep one weapon as a separate item. The rest go back into your arsenal, erase them.

## Advanced Moves

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

### Pack Rat

*Requires: Pull Out a Weapon*

You have more than just weapons in your arsenal. **When you search it for an item that would fit**, roll+WIS. **On a 10+**, you find just the thing as long as it isn't magical, unique, or valuable. **On a 7-9**, you have just the thing and you take -1 stock or you have something close but not exact. Make do. Anything you pull out counts toward your limit of four specialized weapons.

### Scavenger

*Requires: Pull Out a Weapon*

**When you collect the weapons of your fallen foes** (more than one), it counts as restocking your arsenal.

### A Shield Made of Weapons

*Requires: Pull Out a Weapon*

**When you defend**, you can take -1 stock to get +1 hold.

### Suiting Up

*Requires: Pull Out a Weapon*

You can pull out a weapon with two options if you spend a preparation or take -1 stock instead of rolling.

### Swordbreaker

*Requires: Pull Out a Weapon*

**When you allow your weapons to take the brunt of an attack upon you**, the damage is negated but a weapon is destroyed. Take -1 stock and you may not pull out any other weapons of that type until you restock your arsenal.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

### Bag of Holding

*Requires: Pull Out a Weapon*

You can pull out seven specialized weapons or items before you must restock your arsenal. **When you restock**, you get stock +3 instead of +2.

### Can Opener

*Requires: Pull Out a Weapon*

Instead of the 2 piercing option, you can produce a weapon that ignores armour. You may not keep this weapon separate when you restock.

### Superior Arsenal

*Requires: Pull Out a Weapon*

**When you pull out a weapon**, on a 12+, you can choose two options and this weapon doesn't count toward your limit.

### That's Not a Knife

*Requires: Pull Out a Weapon*

Instead of the +1 damage option, you can produce a weapon that deals +1d6 damage. You may not keep this weapon separate when you restock.

## Arsenal Gear

You only get your arsenal (4 weight) and whatever your other specialties give you.

## Arsenal Races

You may choose one of these instead of a warrior race option:

### **Dwarf**

You can also pull tools out of your arsenal, in addition to weapons, as long as they are used in forging, smithing, gemcutting, mining, or underground survey work.

### **Halfling**

You always pack a lunch. Instead of pulling out a specialized weapon, you can choose to pull out a tasty ration from your arsenal.

**If you eat it**, take -1 stock until you restock.

# Beastmaster

Nature is red of tooth and claw, but it obeys your call.

## Starting Moves

**You start with this move:**

### **Call of the Wild**

**When you summon a type of animal to your presence or that of someone else, roll+WIS. On a 10+,** they congregate at the location of your choice. **On a 7-9,** they congregate but choose one:

- It takes time for them to gather.
- You are not precise about the location.
- You attract other animals in addition to or instead of those you intended.

## Advanced Moves

**When you gain a level from 2-5, you may choose from these moves:**

### **Eyes of the Tiger**

**When you mark an animal** (with mud, dirt, or blood), you can see through that animal's eyes as if they were your own, no matter what distance separates you. Only one animal at a time may be marked in this way.

(DW 107)

### **Familiar**

**When you spout lore about an animal,** you can use WIS instead of INT.



## Wild Empathy

You can speak with and understand animals. This means you can closely study and parley with them as if they were people.

(DW 131)

**When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:**

## Two Minds, One Thought

**When you touch an animal and push your thoughts into its mind, roll+WIS. On a hit, you can read the animal's mind and memories, reliving its past and seeing what it has seen. On a 7-9, though, you have trouble separating these memories from your own, and you exhibit some aspects of the animal's behaviour for a while after you break the link.**

## Wild Speech

*Replaces: Wild Empathy*

You can speak with and understand any non-magical, non-planar creature. This means you can closely study and parley with them as if they were people.

(DW 132)

## Zoologist

*Replaces: Familiar*

**When you spout lore about an animal, you can 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.**

## Beastmaster Alignments

You may choose one of these instead of a warrior alignment:

### **Chaotic**

Eschew a convention of the civilized world.

### **Neutral**

Teach someone the ways of your people.

## Beastmaster Bonds

- \_\_\_\_ does not understand life in the wild, so I will teach them.
- \_\_\_\_ has tasted my blood and I theirs. We are bound by it.
- \_\_\_\_'s ways are strange and confusing.
- \_\_\_\_ smells more like prey than a hunter.

## Beastmaster Gear

**Choose one:**

- Adventuring gear (1 weight).
- Antitoxin (0 weight) and dungeon rations (1 weight).
- Healing Potion (0 weight).
- Leather armour (1 armour, 1 weight).

## Beastmaster Races

You may choose one of these instead of a warrior race option:

### **Dwarf**

Choose one type of cave-dwelling or underground animal: these animals will always answer your call if they are near. Choose one type of bird or aerial creature: these animals will never heed your call, but nor will they arrive unbidden.

### **Elf**

Animals of the Great Forest respect your power. They will never attack you, even if they are unfriendly.

### **Halfling**

Wild Empathy is a starting move for you.

### **Human**

You may summon other humans as if they were animals, though you cannot specify what type (race, class, or gender) to call.

# Champion of Law

The mighty forces of Law and Order have chosen their champion, and it is you.

## Requirements

You must be of lawful alignment to take this specialty.

## Starting Moves

**You start with this move:**

### **I am the Law**

**When you give an NPC an order based on your authority, roll+CHA. On a hit,** they choose one:

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

**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.

(DW 120)

## Advanced Moves

**When you gain a level from 2-5, you may choose from these moves:**

### **Balance**

**When you deal damage,** take 1 balance. When you touch someone and channel the spirits of life you may spend balance. For each balance spent, heal 1d4 HP.

(DW 108)

## Charge!

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

(DW 123)

## Judge of Character

When you parley with someone or discern realities concerning them, you also learn their alignment.

## Voice of Authority

Take +1 to order hirelings.

(DW 123)

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Divine Authority

*Replaces: Voice of Authority*

Take +1 forward to order hirelings. Also, **on a 12+**, the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.

(DW 125)

## Ever Onward

*Replaces: Charge!*

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

(DW 124)

## Evidence of Faith

When you see divine magic as it happens, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.

(DW 124)

## Invoking the Gods of Law

When you call upon the gods of law and order, roll+WIS. On a 10+, choose two. On a 7-9, choose one. On a miss, neither and the gods are displeased with you:

- The gods display you publicly as their champion.
- The gods point you toward the greatest source of chaos.
- The gods show you one weakness of chaos in this region.

## Healthy Distrust

Whenever the unclean magic wielded by mortal men causes you to defy danger, treat a miss as a 7-9 instead.

(Barbarian)

## Champion of Law Alignments

You may choose one of these instead of a warrior alignment:

### Lawful

Advance the interests of the Gods of Law.

### Lawful

Bring a villain to justice.

### Lawful

Provide a lawful solution to someone else's problem.

## Champion of Law Bonds

- I respect the beliefs of \_\_\_\_ but hope they will someday see the true way.
- \_\_\_\_'s misguided behaviour endangers their very soul!
- \_\_\_\_'s ways are strange and confusing.

## Champion of Law Gear

You get some mark of your faith (0 weight) and choose one additional piece of gear:

- Dungeon rations (1 weight) and a healing potion (0 weight).
- Halberd (reach, +1 damage, two-handed, 2 weight).
- Long sword (close, +1 damage, 1 weight) and shield (+1 armour, 2 weight).
- Scale mail armour (2 armour, clumsy, 3 weight).

## Champion of Law Races

**You may choose one of these instead of a warrior race option:**

### **Human**

**When you pray for guidance**, even for a moment, and ask “What here is evil?” the GM will tell you, honestly.

(DW 120)

# Defender

You are the wall, the gate, the moat surrounding someone important. You will not falter in your duty, and you will not see them fall before you.

## Starting Moves

**You start with this move:**

### **Meatshield**

**When you are engaged in close combat with an enemy and they make an offensive move against someone else**, you may intercept it. Their move affects you instead of its intended target.

(Alex Norris)

## Advanced Moves

**When you gain a level from 2-5, you may choose from these moves:**

### **Bodyguard**

**When you are protecting a client**, add these to the list of discern realities questions:

- How can I get my client out of here?
- What does my client intend to do now?
- What here poses the greatest threat to my client?

### **Martyr**

*Replaces: Meatshield*

**When anyone within your reach either makes or is subject to an offensive move**, you may intercept it. The move affects you instead of the intended target.



## Protection

When you defend, you take +2 armour forward.

## Staunch Defender

When you defend, you get +1 hold, even on a miss.

(DW 123)

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Impervious Defender

*Replaces: Staunch Defender*

When you defend, you get +1 hold, even on a miss. When you get a 12+ to defend, instead of getting hold, the nearest attacking creature is stymied, giving you a clear advantage. The GM will describe it.

(DW 124)

## Over My Dead Body

*Replaces: Protection*

When you defend, you take +3 armour forward.

## Superior Bodyguard

*Replaces: Bodyguard*

When you discern realities while protecting a client, you may also ask the GM one of these questions, even on a miss:

- How can I get my client out of here?
- What does my client intend to do now?
- What here poses the greatest threat to my client?

You may also ask any of these instead of a question from the discern realities list.

## Defender Alignments

You may choose one of these instead of a warrior alignment:

### **Good**

Defend those weaker than you.

### **Lawful**

Fulfill a promise to protect someone during a dangerous journey or situation.

## Defender Bonds

- \_\_\_\_ is on their own. There's no defending that one.
- I have sworn to guide and protect \_\_\_\_, because of what they have done.

## Defender Gear

**Choose one:**

- Healing potion (0 weight).
- Scale mail armour (2 armour, clumsy, 3 weight).
- Shield (+1 armour, 2 weight).

## Defender Races

You may choose one of these instead of a warrior race option:

### **Dwarf**

When you take the damage meant for someone else, you get +1 armour.

### **Elf**

When you discern realities while protecting someone, on a hit, you can also ask this question:

- How can I get my ward out of here?

# Destroyer

Have you come here to conquer? To become a king? No! You have come to destroy!

## Starting Moves

You start with this move:

### **Bend Bars, Lift Gates**

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

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

(DW 112)

## Advanced Moves

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

### **Berserker**

When you are afflicted by fear, mind control, or enchanting magic, you may ignore the effect as long as you attack the closest enemy in sight. If you have no enemies in sight, the GM chooses who you attack.

### **Blood Ill-Tempered**

When a foe deals damage to you, your next attack against them deals +1d4 damage.

## Crushing Blow

When you deal damage to a foe, you can break their weapon, if they have one, or if they have armour, reduce their armour by 1.

## Interrogator

When you parley using threats of impending violence as leverage, you may use STR instead of CHA.

(DW 115)

## Samson

You may take a debility to immediately break free of any physical or mental restraint.

(Barbarian)

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Superior Warrior

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

(DW 117)

## Fire in the Blood

*Replaces: Blood Ill-Tempered*

When a foe deals damage to you, your next attack against them deals +1d8 damage.

## Vandal

When you discern realities, on a hit, you may also ask this question in addition to your other questions:

- Who or what here is most vulnerable to me?

## Destroyer Alignments

You may choose one of these instead of a warrior alignment:

### **Chaotic**

Destroy a symbol or a structure of civilization.

### **Evil**

Destroy something beautiful.

### **Lawful**

Destroy a threat to orderly civilization.

## Destroyer Bonds

- \_\_\_\_ has stood by me in battle and can be trusted completely.
- \_\_\_\_ shares my hunger for glory; the earth will tremble at our passing!
- \_\_\_\_ stood up to me and got away with it. That's how it is, I guess.

# Friend of the Wild

You are not alone in the world. You have an animal friend who accompanies you wherever you go.

## Stats

If you choose friend of the wild, you must reduce your base damage by one die size, unless it is already d4.

## Starting Moves

**You start with both 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 and choose a species:**

Bear, cat, cougar, dog, eagle, hawk, mule, owl, pigeon, rat, or wolf.

**Choose a base:**

- Cunning +1, Ferocity +2, Instinct +1, 1 Armour
- Cunning +1, Ferocity +3, Instinct +2, 1 Armour
- Cunning+2, Ferocity +1, Instinct +1, 1 Armour
- Cunning +2, Ferocity +2, Instinct +1, 0 Armour

**Choose as many strengths as its ferocity:**

Adaptable, burly, calm, camouflage, fast, ferocious, huge, intimidating, keen senses, quick reflexes, stealthy, tireless.

**Choose as many weaknesses as its instinct:**

Broken, flighty, forgetful, frightening, lame, savage, slow, stubborn.

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

Fight monsters, guard, hunt, labour, perform, scout, search, travel.

(DW 129)

## 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 discern realities, add its cunning to your cunning.
- ...and you parley, add its cunning to your roll.
- ...and you take damage, add its armour to your armour.
- ...and you track, add its cunning to your roll.
- ...and someone interferes with you, add its instinct to their roll.

(DW 129)

## Advanced Moves

**When you gain a level from 2-5, you may choose from these moves:**

### My Best Friend

**When you allow your animal companion to take a blow that was meant for you**, the damage is negated and your animal companion's ferocity becomes 0. If its ferocity is already 0 you can't use this ability. When you have a few hours rest with your animal companion its ferocity returns to normal.

(aka Man's Best Friend, DW 131)

### Two Are Better Than One

**When you undertake a perilous journey**, you can take two roles (one for yourself and one for your animal companion). You make separate rolls for each.

(aka Follow Me, DW 132)

## Well-Trained

Choose another training for your animal companion.

(DW 131)

## Wild Empathy

You can speak with and understand animals. This means you can closely study and parley with them as if they were people.

(DW 131)

**When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:**

## Special Trick

Choose one move from another class. So long as you are working with your animal companion you have access to that move.

(DW 133)

## Striders Two

*Replaces: Two Are Better Than One*

**When you undertake a perilous journey**, you can take two roles (one for yourself and one for your animal companion). Roll twice and use the better result for both roles.

(aka Strider, DW 133)

## Unnatural Ally

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

(DW 133)

## Wild Speech

*Replaces: Wild Empathy*

You can speak with and understand any non-magical, non-planar creature. This means you can closely study and parley with them as if they were people.

(DW 132)



## Friend of the Wild Alignments

You may choose one of these instead of a warrior alignment:

### **Chaotic**

Eschew a convention of the civilized world.

### **Neutral**

Teach someone the ways of your people.

## Friend of the Wild Bonds

- My companion seems to like \_\_\_\_\_. They must be someone I can trust.
- \_\_\_\_\_ is a friend of nature, so I will be their friend as well.

## Friend of the Wild Races

You may choose one of these instead of a warrior race option:

### **Elf**

When you undertake a perilous journey through the wilderness, whatever job you take you succeed as if you rolled a

10+.

(DW 128)

# Gorgon

The face of the gorgon is the face of death, the face of fear, the face that turns limbs to stone before they are hewn away by claws of brass. This face is your face.

## Starting Moves

**You start with this move:**

### **What Are You Waiting For?**

**When you cry out a challenge to your enemies, roll+CON. On a 10+,** they treat you as the most obvious threat to be dealt with and ignore your companions, take +2 damage ongoing against them. **On a 7-9,** only a few (the weakest or most foolhardy among them) fall prey to your taunting.

(Barbarian)

## Advanced Moves

**When you gain a level from 2-5, you may choose from these moves:**

### **Berserker**

**When you are afflicted by fear, mind control, or enchanting magic,** you may ignore the effect as long as you attack the closest enemy in sight.

### **Gorgoneion**

**When you draw the face of the gorgon on an object or a location,** it will remain unmolested by animals, vermin, and incidental magical influence. If the object or location is also being targeted by a group of attackers, thieves, or vandals, roll+WIS. **On a 10+,** as a group, they stay away. **On a 7-9,** they stay away for now, but only until they can get someone else to remove the gorgoneion.

## Petrifying Visage

*Requires: What Are You Waiting For?*

**When you cry out a challenge to your enemies**, on a hit, they also hesitate for a moment and allow you to make the next move unimpeded.

## Seeing Red

**When you discern realities during combat**, you take +1.

(DW 115)

**When you gain a level from 6-10**, you may choose from these moves as well as the level 2-5 moves:

## Evil Eye

*Requires: Seeing Red*

**When you enter combat**, roll+CHA. **On a 10+**, hold two. **On a 7-9**, hold one. 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 miss**, your enemies immediately identify you as their biggest threat. If you have the gorgoneion painted on your shield, you can use its eyes instead of your own.

(DW 116)

## 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 miss**, you see your own death and consequently take -1 ongoing throughout the battle.

(DW 117)

## **War Cry**

**When you enter battle with a show of force** (a shout, a rallying cry, a battle dance) roll+CHA. **On a 10+**, both. **On a 7-9**, one or the other:

- Your allies are rallied and take +1 forward.
- Your enemies feel fear and act accordingly (avoiding you, hiding, attacking with fear-driven abandon).

(Barbarian)

## Gorgon Alignments

**You may choose one of these instead of a warrior alignment:**

### **Chaotic**

Eschew a convention of the civilized world.

### **Evil**

Convince a terrorized enemy to spread tales of your wrath.

# Insatiable

Too much is never enough.

## Starting Moves

**You start with this move:**

### **Herculean Appetites**

Others may content themselves with just a taste of wine, or dominion over a servant or two, but you want more. Choose two appetites. **While pursuing one of your appetites**, if you would roll for a move, instead of rolling 2d6 you roll 1d6+1d8. **If the d6 is the higher die of the pair**, the GM will also introduce a complication or danger that comes about due to your heedless pursuits.

- Conquest.
- Discovering secrets.
- Fame and glory.
- Mortal pleasures.
- Power over others.
- Pure destruction.
- Riches and property.

(Barbarian)

## Advanced Moves

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

### Eye for Loot

When you see or come to know about a thing you want, roll+INT. On a 10+, ask the GM three questions about it from the list below. On a 7-9, ask two. On a miss, ask one anyway, but your desire is betrayed to everyone who cares.

- What happened to it recently?
- What is it really worth, all things considered?
- What protects it and keeps it where it is?
- Who will try to keep it from me?
- Who will want it once it is mine?

### Indestructible Hunger

*Requires: Herculean Appetites*

When you take damage, you can choose to take -1 ongoing until you sate one of your appetites instead of taking the damage. If you already have this penalty you cannot choose this option.

(Barbarian)

### Khan of Khans

*Requires: Herculean Appetites*

Your hirelings always accept the gratuitous fulfillment of one of your appetites as payment.

(Barbarian)

### Still Hungry

*Requires: Herculean Appetites*

Choose an additional appetite.

(Barbarian)

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

### **I Must Have It!**

*Requires: Eye for Loot*

When you use your eye for loot, on a 12+, ask the GM an additional question, any question, about the thing you want.

### **More! Always More!**

*Requires: Herculean Appetites*

When you satisfy an appetite to the extreme (destroying something unique and significant, gaining enormous fame, riches, power, etc), you may choose to resolve it. Cross it off the list and mark XP. While you may pursue that appetite again, you no longer feel the burning desire you once did. In its place, choose a new appetite from the list or write your own.

(Barbarian)

### **Obsession**

*Requires: Herculean Appetites*

When you discern realities, on a hit, the GM will also tell you if you can indulge one of your appetites here, and if so, how.

## Insatiable Alignments

You may choose one of these instead of a warrior alignment:

### **Chaotic**

Eschew a convention of the civilized world.

### **Neutral**

Convince someone else to help you sate your appetites.

## Insatiable Bonds

- \_\_\_\_ has helped me slake my hungers before. I must keep them close by!
- \_\_\_\_ shares my hunger for glory; the earth will tremble at our passing!



# Ranger

The wilds are your home.

## Stats

The ranger specialty gives you +1 load.

## Starting Moves

**You start with this move:**

### **Hunt and Track**

**When you follow a trail of clues left behind by passing creatures, roll+WIS. On a hit, 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 one:**

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

(DW 128)

## Advanced Moves

**When you gain a level from 2-5, you may choose from these moves:**

### **A Safe Place**

**When you set the watch for the night, everyone takes +1 to take watch.**

(DW 132)

### **Camouflage**

**When you keep still in natural surroundings, enemies never spot you until you make a movement.**

(DW 131)

## Familiar Prey

When you spout lore about a monster, you can roll with WIS instead of INT.

(DW 131)

## Follow Me

When you undertake a perilous journey, you can take two roles. You make a separate roll for each.

(DW 132)

## Wild Empathy

You can speak with and understand animals. This means you can closely study and parley with them as if they were people.

(DW 131)

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## 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.

(DW 133)

## Hunter's Prey

*Replaces: Familiar Prey*

When you spout lore about a monster, you can roll with 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.

(DW 132)

## 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.

(DW 133)

## Strider

*Replaces: Follow Me*

**When you undertake a perilous journey**, you can take two roles. Roll twice and use the better result for both roles.

(DW 133)

## Weather Sense

**When you are under open skies when the sun rises**, the GM will ask you what the weather will be that day. tell them whatever you like, it comes to pass.

(aka Weather Weaver, DW 109)

## Wild Speech

*Replaces: Wild Empathy*

You can speak with and understand any non-magical, non-planar creature. This means you can closely study and parley with them as if they were people.

(DW 132)

## Ranger Alignments

You may choose one of these instead of a warrior alignment:

### **Chaotic**

Eschew a convention of the civilized world.

### **Good**

Endanger yourself to combat an unnatural threat.

### **Neutral**

Help an animal or spirit of the wild.

## Ranger Bonds

- I have guided \_\_\_\_ before and they owe me for it.
- I have shown \_\_\_\_ a secret rite of the land.
- \_\_\_\_ does not understand life in the wild, so I will teach them.
- \_\_\_\_ has no respect for nature, so I have no respect for them.
- \_\_\_\_ once talked me into guiding some halflings on the run through dangerous territory, and never thanked me properly for it.

## Ranger Gear

You get adventuring gear (1 weight) and choose one:

- Bundle of arrows (3 ammo, 1 weight).
- Dungeon rations (5 uses, 1 weight).
- Leather armour (1 armour, 1 weight).

# Ranger Races

You may choose one of these instead of a warrior race option:

## **Dwarf**

When you hunt and track a creature, you also take +1 forward against it.

## **Elf**

When you undertake a perilous journey through the wilderness, whatever job you take you succeed as if you rolled a 10+.

(DW 128)

## **Human**

When you make camp in a dungeon or city, you don't need to consume a ration.

(DW 128)

# Sharpshooter

Danger is a greedy mistress, always lurking near adventurers, ever ready to cut them down. And she always gets what she wants in the end. So why give her any more chances to take your life? Only a fool fights an enemy close in. Better to stay away and pick them off from afar.

## Stats

If you choose sharpshooter, lower your maximum HP by 2, but not lower than 4+Constitution.

## Starting Moves

**You start with this move:**

### Called Shot

**When you attack a surprised or defenceless enemy at range,** you can choose to deal your damage or name your target and roll+DEX. **On a 10+,** as 7-9, plus you deal your damage. **On a 7-9,** choose your target:

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

(DW, 128.)

## Advanced Moves

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

### **Blot Out the Sun**

When you **volley**, you may spend extra ammo before rolling. For each point of ammo spent you may choose an extra target. Roll once and apply damage to all targets.

(DW, 131.)

### **Camouflaged Position**

When you **strike with a ranged weapon from hiding**, your first shot never gives away your position.

(DnPl, 86.)

### **Counterstrike**

When you **expend your ammo to defend against enemy missile attacks**, take +1 for each ammo expended (but no more than +3 total).

(DnPl, 86.)

### **Eagle-Eyed**

When you **observe a far-off location**, you can discern its realities using INT instead of WIS, without needing to physically interact with anything there.

### **Witch Darts**

If you **attach a piece of your target—blood, hair, nails—to a missile**, if they are within range when you let it loose, it will always hit them.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

### **Darts of Apollo**

If a wound caused by one of your missiles is not treated by a skilled healer, it will fester and kill the victim. You can specifically choose to loose a clean missile instead and avoid this result.

### **Smaug's Belly**

When you know your target's weakest point, your missile weapons have +2 piercing.

(DW 133)

### **Snapshot**

If you are pushed over, swarmed by enemies, or take a blow that reduces your HP to zero, you're fast enough to get off one last shot. Deal your damage to any one foe.

(DnPl, 87.)

### **Strong Arm, True Aim**

You can throw any melee weapon, using it to volley. A thrown melee weapon is gone; you can never choose to reduce ammo on a 7-9.

(DW 140)

## Sharpshooter Alignments

You may choose one of these instead of a warrior alignment:

### **Chaotic**

Defeat a tyrant.

### **Neutral**

Defeat an enemy without getting close to them.



## Sharpshooter Gear

### Choose one:

- Hunter's bow (near, far, 1 weight) and a bundle of arrows (3 ammo, 1 weight).
- Ragged bow (near, 2 weight) and two bundles of arrows (6 ammo, 2 weight).
- Rifle (near, far, 2 weight) and powder and shot (3 ammo, 1 weight).

## Sharpshooter Races

You may choose one of these instead of a warrior race option:

### **Dwarf**

When you make a called shot, you can also choose to knock your enemy over or off balance.

### **Elf**

Eagle-Eyed is a starting move for you.

# Slayer

Murder at your every footstep. Blood's cheap, it's everywhere.

## Starting Moves

You start with this move:

### Spill the Blood

When you deal damage to an enemy, gain 1 blood. When you have a moment to rest, you can spend all your blood on yourself or feed it to someone else, healing 1d4+blood damage. If you go a day without dealing damage, lose all the blood you have gained.

## Advanced Moves

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

### Blood Red

*Requires: Spill the Blood or Reign in Blood*

In combat, you can spend your blood, 1-for-1 to:

- Block a blow meant for someone else. You take the damage instead.
- Disarm a foe.
- Free yourself from constraints or bonds.
- Increase the damage of one attack by +1.

### Die by the Sword

When you take your last breath and either miss or refuse Death's bargain, you can still come back to life, but Death will take you during the next combat you participate in, somehow, some way, no matter what.

## Merciless

When you deal damage to something that can bleed, deal +1d4 damage.

(DW 115)

## South of Heaven

When you have less than half your maximum hit points left, your attacks gain the forceful and messy tags and you deal +1d6 damage.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Angel of Death

*Requires: Spill the Blood or Reign in Blood*

When you **hack and slash** or **volley**, you may spend blood before rolling. For each blood you spend choose an extra target. Roll once and apply damage to all targets, but gain no blood for this attack.

## Bloodthirsty

*Replaces: Merciless*

When you deal damage to something that can bleed, deal +1d8 damage.

(DW 116)

## Reign in Blood

*Replaces: Spill the Blood*

When you deal damage to an enemy, take 1 blood. When you have a moment to rest, you can spend all your blood on yourself or feed it to someone else, healing 1d4 damage per blood. If you go a day without dealing damage, lose all the blood you have gained.

## Slayer Bonds

- If I am the spirit of Death, \_\_\_\_ is the spirit of Life. They must survive this danger, no matter what.
- \_\_\_\_ has tasted my blood and I theirs. We are bound by it.
- \_\_\_\_ saw me kill someone important.

## Slayer Gear

**Choose one or more:**

- Axe (close, 1 weight).
- Curved sword (close, 1 weight).
- Rapier (close, precise, 1 weight).
- Ritual dagger (hand, 1 weight).
- Spear (reach, thrown, near, 1 weight).
- Throwing dagger (thrown, near, 0 weight).

## Slayer Races

**You may choose one of these instead of a warrior race option:**

### **Dwarf**

Choose a type of monster that is your enemy. All your attacks against this type of monster gain the forceful and messy tags.

### **Elf**

Choose a type of monster that is your enemy. **When you deal damage to this type of monster**, deal +1d4 damage.

### **Halfling**

**When you have less than 5 blood and you deal damage at range**, gain 2 blood instead of 1.

### **Human**

**When you attack**, you may deal +1d4 damage if you also take 1d4 damage (ignores armour). You still get 1 blood for dealing damage.

# Standard Bearer

The mascot, the rally point. You are the hope and pride that binds these soldiers together.

## Stats

You get +1 load.

## Starting Moves

**You start with this move:**

### **Standard**

You have a symbol of some kind that you use to inspire others—maybe not a literal standard, but something visible and obvious.

**When you raise your standard in support of a cause**, anyone who joins that cause gains 1d6 temporary hit points until you lower your standard (by your own choice or not) or they turn away from your cause. Any damage they take must reduce these temporary hit points before it damages them.

## Advanced Moves

**When you gain a level from 2-5, you may choose from these moves:**

### **All for One**

**As long as you wear no armour and carry no shield**, allies in your presence who defend get +1 hold, even on a miss.

### **And One for All**

**At the end of a session**, if any other PC defended you or fought to keep you safe while your standard was raised, they can each mark XP. If you lent any of them aid while they did so, you can mark XP too.

## Battlefield Grace

When you help someone with aid, take +2 armour forward.

## A Little Help from my Friends

When you successfully aid someone, you take +1 forward as well.  
(DW 85)

## Staunch Defender

When you defend, you always get +1 hold, even on a miss.  
(DW 123)

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Exemplar

When you raise your standard, choose one of your special moves. Any of your allies can use this move while they fight by your side, until you lower your standard.

## Gold Standard

*Requires: Standard*

Those who join the cause you raise your standard for gain 2d6 temporary hit points, instead of 1d6.

## Impervious Defender

*Replaces: Staunch Defender*

When you defend, you always get +1 hold, even on a miss. On a 12+, instead of getting hold the nearest attacking creature is stymied giving you a clear advantage, the GM will describe it.  
(DW 124)

## Stand Together

When you show your standard and rally your allies, roll+CHA.

On a hit, they hear you and answer. Choose one:

- NPCs act at a distinct advantage; their next action as a group is a success.
- One of your allies heals 1d8 damage.
- PCs take +1 forward if they rally to your standard.

Additionally, on a 10+, your enemy is also taken aback and either hesitates or fails to take advantage of the situation.

## Standard Bearer Alignments

You may choose one of these instead of a warrior alignment:

### Good

Ignore danger to aid another.

### Lawful

Choose honour over personal gain.

### Neutral

Survive a battle without having to fight anyone.

## Standard Bearer Bonds

- \_\_\_\_ has defended me before. I can trust them.
- \_\_\_\_ proved a worthy ally in the last war, even considering that one mistake they made.

## Standard Bearer Gear

You get your standard (2 weight) and whatever else your other specialties give you.

# Strongarm

I am Muscle Wizard, I cast fist!

## Stats

Strongarm gives you +2 load.

## Starting Moves

**You start with this move:**

### **Musclebound**

**While you wield a weapon**, it gains the forceful and messy tags.  
(Barbarian)

**And either one of these two moves:**

### **Unencumbered, Unharmed**

**So long as you are below your Load and neither wear armour nor carry a shield**, take +1 armour. Show off those muscles.  
(Barbarian)

### **The Upper Hand**

You are so strong you take +1 ongoing to last breath rolls. **When you take your last breath**, on a 7-9 you make an offer to Death in return for your life. If Death accepts, she will return you to life. If not, you die.  
(Barbarian)



## Advanced Moves

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

### **Interrogator**

When you parley using threats of impending violence as leverage, you may use STR instead of CHA.

(DW 115)

### **My Love for You is Like a Truck**

When you perform a feat of strength, name someone present whom you have impressed and take +1 forward to parley with them.

(Barbarian)

### **Samson**

You may take a debility to immediately break free of any physical or mental restraint.

(Barbarian)

### **Smash!**

When you **hack and slash**, on a 12+, deal your damage and choose something physical your target has (a weapon, their position, a limb): they lose it.

(Barbarian)

### **Submission Hold**

When you **get your hands on someone**, your next attack against them deals +1d4 damage.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

### **A Good Day to Die**

As long as you have less than your **CON** in current HP (or 1, whichever is higher), take +1 ongoing.  
(Barbarian)

### **Hands Like a Vice**

*Replaces: Submission Hold*

When you get your hands on someone, your next attack against them deals +1d8 damage.

### **Mark of Might**

When you take this move and spend some uninterrupted time reflecting on your past glories, you may mark yourself with a symbol of your power (a long braid tied with bells, ritual scars or tattoos, etc). Any intelligent mortal creature who sees this symbol knows instinctively that you are a force to be reckoned with and treats you appropriately.  
(Barbarian)

### **Too Brave to Die**

*Requires: Unencumbered, Unharmed or The Upper Hand*

You had only one before, now you have both Unencumbered, Unharmed and the Upper Hand.

## Strongarm Bonds

- \_\_\_\_ is puny and foolish, but amusing to me.
- \_\_\_\_ is soft, but I will make them hard like me.
- \_\_\_\_ stood up to me and got away with it. That's how it is, I guess.

## Strongarm Gear

### Choose one:

- Adventuring gear (1 weight).
- Net (reach, stun damage, 2 weight).
- Pair of giant weights (4 weight).
- Trophy (1 weight).

## Strongarm Races

You may choose one of these instead of a warrior race option:

### **Dwarf**

As long as you are touching the ground, attacks with the forceful tag cannot make you move.

# Veteran

How many battles have you fought, now? You hardly remember anymore. Life is war.

## Stats

Veteran gives you +1 load.

## Starting Moves

**You start with this move:**

### **The Good Soldier**

**When you aid an ally in a fight**, they take +2 instead of +1 as well as +1d4 damage forward.

## Advanced Moves

**When you gain a level from 2-5**, you may choose from these moves:

### **A Little Help from my Friends**

**When you successfully aid someone**, you take +1 forward as well.  
(DW 85)

### **Scout**

**When you spout lore about a military unit or situation you have observed**, anyone acting on your information takes +1 forward.

### **Setup Strike**

**When you hack and slash**, choose an ally. Their next attack against your target does +1d4 damage.

(DW 123)

## Skirmisher

When you enter a battle, roll+WIS. On a 10+, hold three. On a 7-9, hold two. On a miss, hold one anyway, but take -1 forward and your enemies see you as their main threat. During the battle, spend a hold to:

- Choose a character that can see or hear you and direct them out of a bad position.
- Choose a character within your reach and lure them into a bad position.
- Choose a character within your reach and redirect their attack.
- Choose a character you can see or hear. You reach them before they can react.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

## Battle Plans

When you make a plan before a battle, roll+WIS. On a 10+, hold three. On a 7-9, hold two. On a miss, hold one anyway, because you'll need it when everything goes to hell. Spend a hold at any time before the end of the battle to declare a plan of action. Anyone pursuing that plan of action takes +1 forward.

## Tactical Commander

When you direct a unit of troops in the heat of battle, roll+CHA. On a 10+, choose three results from the list below. On a 7-9, choose two. On a miss, choose one anyway, but take -1 forward and your enemies see this unit as their main threat.

- Choose a hazard on the battlefield: Your unit avoids it.
- Choose a location within reach: Your unit gets to it or deep into the troops defending it.
- Choose an enemy unit within reach: Your unit engages them and pins them down.
- Choose an enemy unit you are engaged with: Your unit breaks contact in an orderly fashion.
- You rally them: No member of your unit is shaken or routed.

## Tandem Strike

*Replaces: Setup Strike*

**When you hack and slash**, choose an ally. Their next attack against your target does +1d4 damage and they take +1 forward against them.

(DW 124)

## Veteran Scout

*Requires: Scout*

**When you undertake a perilous journey**, you always spot trouble in advance, as if you had rolled 10+ for scout. You can take on a second job, roll for it as normal.

## Veteran Alignments

**You may choose one of these instead of a warrior alignment:**

### Evil

Take advantage of someone untouched by war.

### Lawful

Fulfill an important promise.

### Neutral

Learn a secret about an enemy.

## Veteran Bonds

- Me and \_\_\_\_ were both hired by a boss who turned on us.
- \_\_\_\_ proved a worthy ally in the last war, even considering that one mistake they made.
- \_\_\_\_ saw me kill someone important.

## Veteran Gear

You get adventuring gear (1 weight), bandages (0 weight), and choose one additional piece of gear:

- Axe (close, 1 weight).
- Dungeon rations (1 weight).
- Healing potion (0 weight).
- Shield (+1 armour, 2 weight).
- Short sword (close, 1 weight).
- Warhammer (close, 1 weight).

# Wielder

You are known by the weapon you wield.

## Starting Moves

**You start with this move:**

### Signature Weapon

This is your weapon. There are many like it, but this one is yours. Your weapon is your best friend. It is your life. You master it as you master your life. Your weapon, without you, is useless. Without your weapon, you are useless. You must wield your weapon true.

Describe your weapon. It has 2 weight. Choose the most appropriate range for your weapon, then pick one enhancement and one special power it has.

### Enhancements:

- **Alarm:** Glows in the presence of one type of creature, your choice.
- **Blunt:** Does stun damage, at your option.
- **Grisly:** +1 damage.
- **Huge:** Add the messy and forceful tags.
- **Perfectly weighted:** Add the precise tag.
- **Sharp or spiked:** +2 piercing.
- **Versatile:** Choose an additional range.
- **Well-crafted:** -1 weight.
- Invent a new tag for your weapon.



**Special Powers:**

- **Bane:** Kills one specific type of monster (your choice) with but a single wound.
- **Blessed by the Gods:** This weapon is divine.
- **Boomerang:** It always returns to your hand.
- **Flaming:** +1d4 damage when on fire.
- **Protector:** Two-handed, gives you +1 armour while you wield it in melee.
- **Sentient:** This weapon is intelligent and can communicate.
- **Stonecutter:** Cuts through stone like butter.
- **Vorpal blade:** Ignores armour.
- Choose two more enhancements instead of a special power.

## Advanced Moves

**When you gain a level from 2-5, you may choose from these moves:**

### Blacksmith

*Requires: Signature Weapon*

**When you have access to a forge,** you can graft the magical powers of a weapon onto your signature weapon. This process destroys the magical weapon. Your signature weapon gains the magical powers of the destroyed weapon.

(DW 116)

### Heirloom

*Requires: Signature Weapon*

**When you consult the spirits that reside within your signature weapon,** they will give you an insight relating to the current situation, and might ask you some questions in return, roll+CHA. **On a 10+,** the GM will give you good detail. **On a 7-9,** the GM will give you an impression.

(DW 115)

## Improved Weapon

*Requires: Signature Weapon*

Choose one extra enhancement for your signature weapon.

(DW 115)

**When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:**

## Agent of Destruction

*Requires: Signature Weapon*

**When you deal damage with your signature weapon,** if your enemy has armour, reduce their armour by 1, to a minimum of zero.

## Eye for Weaponry

**When you look over an enemy's weaponry,** ask the GM how much damage they do.

(DW 117)

## Magic Weapon

*Requires: Signature Weapon*

Choose one extra special power for your signature weapon.

## Superior Warrior

**When you hack and slash,** on a 12+ you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

(DW 117)

## Wielder Alignments

**You may choose one of these instead of a warrior alignment:**

### Chaotic

Use your signature weapon to stand up to unjust authority.

### Good

Use your signature weapon to better the life of someone in need.

## Wielder Bonds

- \_\_\_\_ has stood by me in battle and can be trusted completely.
- \_\_\_\_ is integral to the destiny revealed by my signature weapon.

## Wielder Gear

You get your signature weapon and whatever your other specialties give you.