

# DUNGEON WORLD

NAME: \_\_\_\_\_

**FIGHTER**

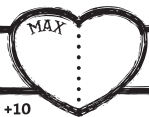
LEVEL

XP

STAT	STAT	MOD	DEBILITY
STR			<input type="checkbox"/> WEAK
INT			<input type="checkbox"/> STUNNED
WIS			<input type="checkbox"/> CONFUSED
DEX			<input type="checkbox"/> SHAKY
CON			<input type="checkbox"/> SICK
CHA			<input type="checkbox"/> SCARRED
16 (+2) 15 (+1) 13 (+1) 12 (+0) 9 (+0) 8 (-1)			

Hard Eyes, Dead Eyes, or Eager Eyes  
Wild Hair, Shorn Hair, or Battered Helm  
Calloused Skin, Tanned Skin, or Scarred Skin

HIT PTS



ARMOR



DAMAGE



CONSTITUTION +10

## STARTING MOVES

*You start with these moves:*

### BEND BARS, LIFT GATES

When you **use pure strength to destroy an inanimate obstacle**. ROLL+STR.

10+: Choose 3

7-9: Choose 2

- It doesn't take a very long time
- Nothing of value is damaged
- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

### ARMORED

You ignore the **clumsy** tag on armor you wear.

### 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.

*Choose a base description: (All are 2 weight)*

- |                                |   |                                |
|--------------------------------|---|--------------------------------|
| <input type="checkbox"/> Sword | <input type="checkbox"/> Hammer/Mace/Club | <input type="checkbox"/> Flail |
| <input type="checkbox"/> Axe   | <input type="checkbox"/> Spear/Polearm    | <input type="checkbox"/> Fists |

*Choose the range that best fits your weapon:*

- |                               |                                |                                |
|-------------------------------|--------------------------------|--------------------------------|
| <input type="checkbox"/> Hand | <input type="checkbox"/> Close | <input type="checkbox"/> Reach |
|-------------------------------|--------------------------------|--------------------------------|

*Choose two enhancements:*

- |  |   |
|--|---|
| <input type="checkbox"/> Sharp. +2 piercing.   | <input type="checkbox"/> Perfectly weighted. Add <b>precise</b> .     |
| <input type="checkbox"/> Well-crafted. -1 weight.                                    | <input type="checkbox"/> Huge. Add <b>messy</b> and <b>forceful</b> . |
| <input type="checkbox"/> Serrated edges. +1 damage.                                  | <input type="checkbox"/> Hooks and spikes. +1 dmg, +1 weight.         |
| <input type="checkbox"/> Versatile. Choose an additional <b>range</b> .              |   |
| <input type="checkbox"/> Glows in the presence of one type of creature, your choice. |   |

*Choose a look:*

- |                                      |  |                                   |
|--------------------------------------|--|-----------------------------------|
| <input type="checkbox"/> Ancient     | <input type="checkbox"/> Ornate        | <input type="checkbox"/> Sinister |
| <input type="checkbox"/> Unblemished | <input type="checkbox"/> Blood-stained | <input type="checkbox"/> Fine     |

## RACE

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

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

**HALFLING** When you Defy Danger and use your small size to your advantage, take +1.

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

## ALIGNMENT

### GOOD

Defend those weaker than you.

### NEUTRAL

Defeat a worthy opponent.

### EVIL

Kill a defenseless/surrendered enemy.

## BONDS *(Fill in the name of one of your companions in at least one bond:)*

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

\_\_\_\_\_ is soft, but I will make them hard like me.

\_\_\_\_\_ owes me their life, whether they admit it or not.

I have sworn to protect \_\_\_\_\_.

I worry about the ability of \_\_\_\_\_ to survive in the dungeon.

# ADVANCED MOVES *(Choose one new move each time you gain a level.)*

## LEVEL 2-10 MOVES

### MERCILESS

When you deal damage, deal +1d4 damage.

### HEIRLOOM

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. 10+: The GM will give you good detail.

7-9: The GM will give you an **impression**.

### ARMOR MASTERY

When you **choose to let your armor take the brunt of damage dealt to you**, the damage is negated but your armor or shield (your choice) is -1 **armor** until you get it repaired at a smithy or workshop.

### IMPROVED WEAPON

Choose one extra **enhancement** for your **signature weapon**.

### SEEING RED

When you **Discern Realities** during combat, you take +1.

### INTERROGATOR

When you **Parley using threats of impending violence as leverage**, you may use STR instead of CHA.

### SCENT OF BLOOD

When you **Hack and Slash an enemy**, your next attack against that same foe deals +1d4 damage.

### MULTICLASS DABBLER

Get one move from another class. For the purposes of **Multiclass Dabblers** the Wizard's **Spellbook**, **Prepare Spells**, and **Cast a Spell** moves count as one move. The Cleric's **Commune** and **Cast a Spell** moves also count as one move. If you gain the ability to cast spells you cast them as if you were one level lower.

### IRON HIDE

You gain +1 **armor**.

### BLACKSMITH

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.

## LEVEL 6-10 MOVES

### BLOODTHIRSTY *Replaces: Merciless*

When you deal damage, deal +1d8 damage.

### ARMORED PERFECTION

*Replaces: Armor Mastery*

When you **choose to let your armor take the brunt of damage dealt to you**, the damage is negated and you take +1 forward against the attacker, but your armor or shield (your choice) is -1 **armor** until you get it repaired at a smithy or workshop. This is cumulative - if your armor is reduced to zero, it is destroyed completely.

### EVIL EYE *Requires: Seeing Red*

When you enter combat, ROLL+CHA.

10+: Hold 2      7-9: Hold 1

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 6-, your enemies immediately identify you as their biggest threat.

### TASTE OF BLOOD *Replaces: Scent of Blood*

When you **Hack and Slash an enemy**, your next attack against that same foe deals +1d8 damage.

### MULTICLASS INITIATE

*Required: Multiclass Dabblers*

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

### STEEL HIDE *Replaces: Iron Hide*

You gain +2 armor.

### THROUGH DEATH'S EYES

When you **go into battle**, ROLL+WIS.

10+: Name someone who will live and someone who will die.

7-9: Name someone who will live or someone who will die.

6-: You see your own death and consequently take a -1 throughout the battle.

Name NPCs, not player characters. The GM will make your vision come true, if it's even remotely possible. 6- you see your own death and consequently take a -1 throughout the battle.

### EYE FOR WEAPONRY

When you **look over an enemy's weapons**, ask the GM how much damage they do.

### SUPERIOR WARRIOR

When you **Hack and Slash**, on a 12+ you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

## GEAR *(Your Load is 12+STR.)*

You carry your **signature weapon** and **dungeon rations** (1 weight, 5 uses).

*Choose your defenses:*

**Chainmail** (1 armor, 1 weight) and **Adventuring gear** (1 weight)

**Scale armor** (2 armor, 3 weight)

*Choose two:*

2 **Healing potions** (2 weight)

**shield** (+1 armor, 2 weight)

**Antitoxin, dungeon rations** (1 weight), and **poultices and herbs** (1 weight)

22 **Gold**

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