

# DUNGEON WORLD

NAME:

**PALADIN**

LEVEL

XP

STAT    STAT    MOD    DEBILITY

**STR**

WEAK

**INT**

STUNNED

**WIS**

CONFUSED

**DEX**

SHAKY

**CON**

SICK

**CHA**

SCARRED

16 (+2) 15 (+1) 13 (+1) 12 (+0) 9 (+0) 8 (-1)

Kind Eyes, Fiery Eyes, or Glowing Eyes

Helmet, Styled Hair, or Bald

Stern look, Peaceable look, Tough look

Worn Holy Symbol, Simple Holy Symbol or Fancy Holy Symbol,

HIT PTS



ARMOR



DAMAGE



CONSTITUTION +10

## STARTING MOVES

*You start with these moves:*

### LAY ON HANDS (CHA)

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.

### ARMORED

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

### I AM THE LAW

When you **give an NPC an order based on your divine authority**, ROLL+CHA.

On a 7-10, they choose one:

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

On a 10+, you also take +1 forward against them.

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

### QUEST

When you **dedicate yourself to a mission through prayer and ritual cleansing**, state what you set out to do:

- Slay \_\_\_\_\_, a great blight on the land
- Defend \_\_\_\_\_ from the inequities that beset them
- Discover the truth of \_\_\_\_\_

Then choose up to two boons:

- Senses that pierce lies
- A mark of divine authority
- An unwavering sense of direction to \_\_\_\_\_.
- Invulnerability to \_\_\_\_\_ (ex: edged weapons, fire, enchantment, etc.)
- A voice that transcends language
- Freedom from hunger, thirst, sleep

The GM will then tell you the required vow(s) to maintain your blessing:

- Honor (forbidden: cowardly tactics and tricks)
- Temperance (forbidden: gluttony in food, drink, and pleasure of the flesh)
- Piety (required: observance of daily holy services)
- Valor (forbidden: suffering an evil creature to live)
- Truth (forbidden: lies)
- Hospitality (required: comfort to those in need, no matter who they are)

## RACE

### HUMAN

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

## ALIGNMENT

### LAWFUL

Deny mercy to a criminal or unbeliever.

### GOOD

Endanger yourself to protect someone weaker than you.

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

\_\_\_\_\_ 's misguided behavior endangers their very soul!

\_\_\_\_\_ has stood by me in battle and can be trusted completely.

I respect the beliefs of \_\_\_\_\_ but hope they will someday see the true way.

\_\_\_\_\_ is a brave soul, I have much to learn from them.

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

## LEVEL 2-10 MOVES

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### □ DIVINE FAVOR

Choose a deity (name a new one or choose one that's already been established) to dedicate yourself to. You gain the Commune and Cast a Spell Cleric moves. When you select this move, treat yourself as a Cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective Cleric level by 1.

### □ 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.

### □ SMITE

While on a **Quest** you deal +1d4 damage.

### □ EXTERMINATUS

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

### □ CHARGE!

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

### □ STAUNCH DEFENDER

When you **Defend** you always get +1 hold, even on a 6-.

### □ SETUP STRIKE

When you **Hack and Slash**, choose an ally. Their next attack against your target does +1d4 damage.

### □ HOLY PROTECTION

You get +1 armor while on a **Quest**.

### □ VOICE OF AUTHORITY

Take +1 to **Order Hirelings**.

### □ HOSPITALLER

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

## LEVEL 6-10 MOVES

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### EVIDENCE OF FAITH

*Requires: Divine Favor*

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.

### □ HOLY SMITE *Replaces: Smite*

While on a **Quest** you deal +1d8 damage.

### □ EVER ONWARD *Replaces: Charge!*

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

### □ IMPERVIOUS DEFENDER

*Replaces: Staunch Defender*

When you **Defend** you always get +1 hold, even on a 6-. 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.

### □ 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.

### □ DIVINE PROTECTION

*Replaces: Holy Protection*

You get +2 armor while on a **Quest**.

### □ DIVINE AUTHORITY

*Replaces: Voice of Authority*

Take +1 to **Order Hirelings**. When you roll a 12+ the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.

### □ PERFECT HOSPITALLER *Replaces: Hospitaller*

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

### □ INDOMITABLE

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

### □ PERFECT KNIGHT

When you **Quest** you choose three boons instead of two.

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

You start with **dungeon rations** (1 weight, 5 uses), **scale armor** (2 armor, 3 weight), and some **mark of faith**, describe it (0 weight).

*Choose your weapon:*

- **Long sword** (Close, +1 damage, 1 weight) and **shield** (+1 armor, 2 weight)
- **Halberd** (Reach, +1 damage, two-handed, 2 weight)

*Choose one:*

- **Adventuring gear** (1 weight)
- Extra **dungeon rations** (1 weight) and a **healing potion** (0 weight)

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