

Drive

choose 1

At the end of a session, if you've met your drive's requirement, mark XP.

LIBERTY

Free someone from figurative or literal bondage.

STEWARDSHIP

Face danger to protect a natural place or creature.

THE HUNT

Slay a creature of considerable might or cunning.

WONDER

Show someone a place or thing of natural beauty.

Animal Companions

Each companion you have is a follower with starting Loyalty +3. For each, choose its size (and base stats):

- *tiny*: Quality +2, d4 damage, 3 HP, Load 0
- *small*: Quality +1, d4 damage, 6 HP, Load 1
- *medium*: Quality +1, d6 damage, 9 HP, Load 2
- *large*: Quality +1, d6 damage (forceful), 12 HP, Load 4

Choose tags and/or moves based on its size: 6 if tiny or small, 4 if medium, 2 if large:

Tags: athletic; cautious; cunning; guardian; hardy; meek; organized; stealthy; warrior (increase damage die), 1 armor
Moves: deliver a message; drag down its prey; escape from a bind; fetch something; poison its prey; serve as a steed; stand watch; track by scent; threaten or intimidate; trample, break, and wreck stuff

Instinct: to (pick 1) challenge rivals; follow its stomach; freeze up; get distracted; give chase; make mischief; panic; run rampant; savage its prey; wander off
Cost (pick 1): attention (play, grooming, training); freedom (time off on its own, free to roam); comfort (cozy quarters, warmth, plenty of food)

_____ (name) the _____ (species)	_____ (name) the _____ (species)
Quality: ____ Damage: ____ Load: ____ Max HP: ____	Quality: ____ Damage: ____ Load: ____ Max HP: ____
Loyalty: _____	Loyalty: _____
Current HP: _____	Current HP: _____
Tags & Moves:	Tags & Moves:
Instinct:	Instinct:
Cost:	Cost:

Bonds

write up to 4, with PCs or NPCs

If your background is Wide Wanderer, write a 5th that explains your tie to Stonetop:

Bonds should always have two parts: a relationship to, experience with, opinion of, or observation about them, and a course of action that follows. Examples:

- *My brother/sister _ relies on me. I must keep them sheltered & fed.*
- *I am secretly enamored of _ despite their recent betrayal. I must keep my feelings secret.*
- *I can't stand _ my spouse. I avoid spending time with them.*
- *_ is my father/mother, and showed me the ways of the wild. I bow to their wisdom.*
- *_ my child, is the light of my life. I'll do anything to protect them.*
- *I once had to save _ when they were foolishly lost in the Wood. I'm keeping an eye on them.*
- *_ thinks they know so much. I'll show them.*
- *_ cares too much about progress and growth. I must keep their ambition in check.*
- *_ is the only one who's interested in my stories. I'll teach them as much as I can.*
- *_ is cruel to animals. I hold them in contempt.*
- *_ is kind to animals. I will be kind to them.*
- *_ has seen much of the world. I respect them.*
- *I've spent much time in the wild with _ I enjoy their company.*
- *_ is nice and doesn't mind my quiet ways. I am fiercely loyal to them.*
- *_ scares me. I keep my distance.*
- *_ doesn't plan ahead. I've got to do it for them.*
- *_ wants to keep me tied down. I gotta be free.*

THE RANGER

a character playbook for Dungeon World: Stonetop

There is so much more out there. More than these low walls, these homes of piled stone. And you've seen it, ranger. Left the Old Roads behind, seen wonders and mysteries. Felt the pulse of the wild places, the fury of storm and beast, and the cold grip of terror that comes from knowing just how small you are in the face of it all.

And you've felt the wide world a-changing. Strange times are afoot and forces long kept in check grow restless. Guide them, ranger, and keep them safe. Lead your kith and kin through the darkness that is sure to come.

Background | choose 1

MIGHTY HUNTER

You are a hunter of the Great Wood, the best the town has produced in generations. Stonetop is home, but so are the towering trees. You know every part of the Wood within 2 days' march.

When you move with care and calmness, you make no noise and leave no sign of your passage.

Also, you start with the Hunt and Track move.

WIDE WANDERER

You have travelled much of the known world and perhaps parts beyond. Add a contact to each of the following Neighbors lists on Stonetop's playbook: Marshedge, Gordon's Delve, the Hillfolk, Lygos, and the Manmarch (under Others).

When you Spout Lore about the wider world, you can roll +WIS instead of +INT.

When you return to a place of importance that you've been to before, tell the GM when you were last there. They'll tell you how it's changed.

Something has drawn you to Stonetop and keeps you tied to it. Write an extra Bond with a Stonetop local that represents this tie. Examples of such bonds:

- *My heart is bound to _ For them I've given up my wandering ways.*
- *I owe _ a debt that cannot be repaid. I stay in Stonetop because of them.*
- *_ is my sibling/parent/child. I will always return home to them.*
- **FERAL SOUL**
You feel the call of the wild in your veins. In many ways, you are more at home in nature than in the company of men and women. Choose one:
 - It's always been like this, due to your Fey blood.
 - You grew up alone in the wild, and only recently came to live in Stonetop. Why?
 - Something happened recently that opened your ears to the whispers of the wild. What was it?

Regardless, you start with the Wild Empathy move, despite its usual requirement of level 6+. Take +1 ongoing to CHA against beasts and spirits of the wild.

- A cloak (warm, warm, 1 weight), a quiver of iron-tipped arrows (3 ammo, 1 weight), and a bow (pick 1):
 - Composite short bow (near, 2h, 2 weight)
 - Composite long bow (near, far, 2h, 2 weight)

Plus any 4 of the following:

- Boiled leather cuirass (1 armor, worn, 1 weight)
- Quiver of steel-tipped arrows (1 piercing, 3 ammo, 1 weight)
- Steel-tipped short spear (close, thrown, near, 1 piercing, 1 weight)
- Decent adventuring gear (4 uses, 2 weight)
- Remedies (3 uses, slow, 0 weight)
- A roll-out sledge for hauling gear (3 weight)
- Assorted wire snares (5 uses, 1 weight)
- A pair of bronze daggers (hand, 0 weight) and an iron hatchet (close, 2 weight)

Look & Origin

Choose one of each:

- still a pup | a prime specimen | an aging warhorse
- fierce eyes | squinting eyes | steady eyes
- barking voice | rasping voice | sing-song voice
- compact & sturdy | long & lean | pantherish
- dirty & unkempt | tattered & worn | well-groomed
- My family and I are am from... (choose 1 and a name)

- Stonetop
 - ♀: Branwen, Deryn, Meilir, or Tegan
 - ♂: Bledwyn, Cleodwyn, Ivor, or Rhys
- Hillfolk
 - ♀: Elowen, Rozen, Karin, or Steren
 - ♂: Bernard, Erwan, Paol, or Noll
- Marshedge
 - ♀: Aisling, Flannán, Mecha, or Maeve
 - ♂: Conor, Éanna, Proinsias, or Rowan
- Lygos or some other southern town
 - ♀: Dimitra, Niza, Selene, or Theodora
 - ♂: Ari, Boris, Goran, or Vasil
- The Manmarch
 - ♀: Beatrice, Dianra, Gertrud, or Leona
 - ♂: Luolof, Silvester, Ulrich, or Wulfram

My name is...

Stats

assign these scores to your stats (and modifiers): 16 (+2), 15 (+1), 13 (+1), 11 (+0), 9 (+0), 8 (-1)

Strength **STR** Weakened

Dexterity **DEX** Shaky

Constitution **CON** Sickened

Intelligence **INT** Dazed

Wisdom **WIS** Confused

Charisma **CHA** Scarred

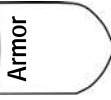
When a debility is marked, -1 ongoing to that stat

Hit Points | max HP = Constitution (not CON) + 8

Max HP:

Damage (+ Modifiers)

D8



Moves

choose 2 at first level, plus any from your background; add 1 each time you level up

ANIMAL COMPANION

You are accompanied by a beast of uncommon loyalty and cleverness. See the back of the playbook for details. Should your companion die or otherwise become separated from you, you can spend 3 XP to replace this move (and any that require it) or gain a new companion (work out the details with the GM). You can gain this move twice, for a new companion each time.

IMPROVED COMPANION

Requires: Animal Companion
Each time you take this move (up to 3 times), choose one of your animal companions. It gets one of the following (your choice):

- +1 Quality (max Quality +3)
- 2 additional tags or moves
- +1 armor and +3 max HP

BIG GAME HUNTER

When you strike at the weak spot of a large or huge creature, deal +1d4 damage.

GIANT SLAYER

Requires: Big Game Hunter, level 6+
When you strike at the weak spot of a large or huge creature, deal +1d8 damage (instead of +1d4).

BLOT OUT THE SUN

When you Volley, you can spend 1 ammo before you roll to pick one of the following. You can't use this with a weapon that has the reload tag.

- do +1d6 damage
- attack a number of targets near each other (roll once and apply the same damage to all targets)

CALLED SHOT

When strike at a target that isn't defending itself, either deal your damage or name your target (knee, hand, eye, hanging pendant, etc.) and roll +DEX. *On a 7+, you hit dead-on; deal damage if appropriate and the GM tells you any additional effects. *But on a 7-9, you either cause unwanted harm or expose yourself or your allies to danger (GM's choice).

CAMOUFLAGE

When you keep still in a natural environment, enemies never spot you until after you do something that reveals yourself (like attack or change positions).

DEATH UNSEEN

Requires: Camouflage
When you attack at range from a hidden position, your first shot never reveals your position.

A KILLING WIND

Requires: Death Unseen, level 6+
When you first attack an enemy at range from a hidden position, hold 2 MANEUVERS. Spend 1 MANEUVER to move to a new hiding spot nearby without your enemy spotting you.

CONSTANT VIGILANCE

Requires: level 6+
When a threat looms, you can always roll the Look-out move, even if asleep or distracted. If someone else in the party is keeping watch or on guard, use the better roll (yours or theirs).

HOME ON THE RANGE

When you roll for an expedition move, take +1.

Gear

your Load: STR (not Strength) +10

Item	weight	Item	weight
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Coin & Treasure			

HUNT AND TRACK

When you follow a trail of clues left behind by passing creatures, roll +WIS. *On a 7+, 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

OBSERVANT

Requires: Hunt and Track, level 6+
When you Hunt and Track and roll 7+, you can ask the GM a question about your quarry and get an honest, useful answer.

MENTAL MAP

You can always retrace your steps and accurately gauge distance and direction. Only reality-twisting magic can make you become lost.

NATURALIST

When you Spout Lore about beasts, natural environments, or spirits of the wild, you can roll +WIS instead of +INT.

HERBALIST

Requires: Naturalist, level 6+
You can Forage for 2 uses of poultice & herbs or 1 use of remedies instead of 1d6 rations.

PREDATORY

Add these to the list of questions you can ask when you Discern Realities:

- What or who here is most vulnerable?
- How is ___ weak or vulnerable?

SENSE THE UNNATURAL

You can always ask the GM "What here is a perversion of nature?" and get an honest answer.

WARDEN OF THE WILD

Requires: Sense the Unnatural, level 6+
When you deal damage to something you know to be a perversion of nature, do +1d6 damage.

WILD EMPATHY

Requires: level 6+
You can speak with and understand animals and spirits of the wild. You can always ask the GM "What spirits of the wild are present?" and get an honest answer.

ALPHA

Requires: Wild Empathy
When you assert your dominance over an animal or a spirit of the wild, roll +CHA. *On a 7+, it must choose one:

- fight you for dominance
- slink away and avoid you for the near future
- accept your authority until you demonstrate weakness

WAYS OF THE WILD

Requires: Wild Empathy, level 2+
Choose a move from the Wise One playbook that you otherwise qualify for. You can gain this move twice; each time, pick a different move.

XP | mark XP on a miss or when a move says so

Current level: