

Name: \_\_\_\_\_

LEVEL \_\_\_\_\_

XP \_\_\_\_\_

*Human:* Dorian, Gabriel, Dante, Khelben Lattimer, Fleur, Estelle, Harper, Starlet

*Dwarf:* Ragnar, Cavan, Baldrick, Alrik, Magna, Jana, Eres, Gloria

*Plane Touched:* Torment, Indicus, Balthasar, Meirane Roshara, Vintrana, Twilight, Invertia, Symbol

## LOOK

Choose one for each, or write your own:

**Body:** Rotund, Imposing, Unnatural, \_\_\_\_\_

**Eyes:** Glowing, Seen too much, Confident \_\_\_\_\_

**Hair:** Hooded, Messy, Styled, \_\_\_\_\_

**Clothes:** Audacious, Rugged, Foreboding, \_\_\_\_\_

## Armour



## Hit Points



Max (6 + Constitution)      Curr. \_\_\_\_\_

## Damage



## Alignment

### Chaotic

Use magic to destabilise the status quo, or invoke change.

### Neutral

Improve your power, wealth or life style.

### Evil

Impose your will upon those inferior to you.

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), 8 (-1)

**Strength**

STR      Weak -1

**Dexterity**

DEX      Shaky -1

**Constitution**

CON      Sick -1

**Intelligence**

INT      Stunned -1

**Wisdom**

WIS      Confused -1

**Charisma**

CHA      Scarred -1

## Bonds

Fill in at least one with the name of a companion or write your own.

\_\_\_\_\_ is the only one who sees past my facade.

\_\_\_\_\_ wants to keep my power in check.

\_\_\_\_\_ once journeyed with me on my hedonistic exploits.

\_\_\_\_\_ wants to use my power to further their cause.

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Starting Moves

### Sorcerous Bloodline

Your sorcerous powers come a magical birthright, by grace of your heritage. Upon coming into your power, select a Domain from the list, and record it below.

When you **invoke magic that is aligned to your Domain**, your modifier to the roll can't be less than +1. When you **invoke magic that is neither aligned nor opposed to your Domain**, take -1 to the roll. **You can never invoke magic that is opposed to your Domain.**

**Domain:** \_\_\_\_\_ **Look:** \_\_\_\_\_

**Aligned:** \_\_\_\_\_

**Opposed:** \_\_\_\_\_

### Arcane Wrath (CHA)

When you **weave a spell to inflict pain**, choose two tags and roll +CHA. If you do not pick any Range tags, the Range defaults to Hand. **On a hit**, deal 1d8 damage. **On a 7-9**, also choose one:

- You draw unwanted attention or put someone in a spot.
- The GM removes a non-range tag of their choice, and you deal -1 damage.
- The casting scatters your focus. You take -1 ongoing to CHA until you have a few minutes to clear your head.

**Tags:** Reach, Near, Debilitating (+1 damage), Elemental (Choose 1), Forceful, Piercing 1, Subtle, Two Targets (-1 damage)

### Sorcery (CHA)

When you **invoke your sorcerous powers to help solve a problem**, describe it and roll +CHA. Spells cast this way can never deal damage directly. **On a 10+**, the spell certainly helps, but choose one. **On a 7-9**, the spell takes effect, but choose two.

- Your spell won't last long – you'll need to hurry to take advantage of it.
- Your spell effects either much more or much less than you intended.
- Your spell has unforeseen side effects, and might draw unwanted attention.
- The casting scatters your focus. You take -1 ongoing to CHA until you have a few minutes to clear your head.

**On a miss**, something's gone horribly wrong. Your spell may well have worked, but you will regret casting it.

### Display of Power

When you **enrapture a crowd with your arcane prowess**, describe how and roll +CHA. **On a 10+**, choose two. **On a 7-9**, you still choose one, but also draw unwanted attention.

- You learn about a local rumour.
- You receive free food and lodging.
- Gain audience with someone important.
- Capture the undivided attention of the crowd.

## Race

### Human

When you **invoke magic normally restricted by your domain**, do it anyway and describe how. The GM will tell you how it goes wrong.

### Dwarf

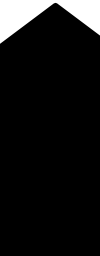
When you **use your magic unnecessarily, or to excess**, take +1

### Plane Touched

Discuss 3 moves with your GM that you may use to express your extra-planar abilities. When you **make camp**, gain 1 hold. You may spend your hold 1 for 1 at any time to use these moves.

\_\_\_\_\_  
 \_\_\_\_\_





When you gain a level from 2-10, you may choose from these moves.

**Battle Caster**

Add the following tags to the Arcane Wrath list: *Close, Area (-2 damage), Messy (+1d4 damage), Piercing 2*. In addition, selecting a range tag for your Arcane Wrath does not count as one of your two tag choices.

**Disrupt Magic (CHA)**

When you **disrupt a magical spell as it is cast**, roll +CHA. **On a 10+**, choose two. **On a 7-9**, choose one.

- The spell deals no damage.
- The spell's effects are superficial and temporary.
- You take +1 forward against the caster.
- Use Arcane Wrath immediately against the caster. You don't have to specify the Range tag.

**Conduit**

When you **roll a 12+ with the Sorcery move**, your spell defies expectations, helping above and beyond what you expected. Choose nothing from the list.

**Focused Domain**

Select a Domain other than the one you already have, and add one of its Opposed elements and one of its Aligned elements to your Domain. You cannot select an element that contradicts one of your current Aligned or Opposed elements.

**Arcane Sight**

When you **discern realities by appraising a living creature's aura**, choose from these questions instead.

- What kind of magic or supernatural powers are they capable of wielding.
- What strong emotions or feelings, relevant to my Aligned elements, are they experiencing.
- Are they stronger than me?
- What is their destiny?

**Bad Company (CHA)**

When you **contact an old friend of dubious morals for a favour**, roll +CHA. **On a 10+**, they do it, but they might come calling for a favour at a later date. **On a 7-9**, they'll do it, but you need to pay up front – usually by doing something illicit. **On a miss**, your past catches up with you.

**Notorious**

When you **parley using the threat of magical violence as leverage**, take +1.

**Sorcerous Weave (CHA)**

When you **weave a lingering enchantment in a place of power**, roll +CHA. **On a 10+**, choose one. **On a 7-9**, choose two.

- Your magic has a strange, unexpected limitation.
- Your magic exposes all those it effects to an unexpected vulnerability.
- Your magic takes on a sentience of its own, and is keen to forward its own agenda.
- The weave is difficult to maintain. Take -1 ongoing until you dismiss it.

**On a miss**, your enchantment backfires and sustains itself long enough to cause trouble. Otherwise, you may dismiss it at will.

You may only sustain a single weave at a time.

**Rake**

Get one move from the Thief or Bard class. Treat your level as one lower for choosing the move (all limitations for multiclass moves apply).

**When you gain a level from 6-10, you may also choose from these moves.**

**War Caster**

*Requires: Battle Caster*

Add the following tags to the Arcane Wrath list: *Far, Messy (+1D8), Piercing 3, Three Targets (-2 damage)*. In addition, you choose three tags instead of two.

**Mastered Domain**

*Requires: Focused Domain*

Select a Domain other than the one you already have or you selected for Focused Domain, and add one of its Opposed elements and one of its Aligned elements to your Domain. You cannot select an element that contradicts one of your current Aligned or Opposed elements.

**Beyond Limitation**

Select one of your Opposed elements and remove it.

**Rend Magic**

*Requires: Disrupt Magic*

When you **use Disrupt Magic and roll a 12+**, choose 3 options.

**Redirect Magic**

*Requires: Disrupt Magic*

Add the following to your list of Disrupt Magic options:

- The enemy's spell affects it caster at full strength.

**Kingdom of the Wicked (WIS)**

You lay claim to your own kingdom (a criminal empire, barony, dominion over one of the nine circles of hell etc.), tell the GM how. When you **bring your kingdom's power and assets to bear** roll +WIS. **On a 10+**, your kingdom mobilises without difficulty. **On a 7-9**, the GM also chooses one.

- You attract the ire of a foreign power.
- There was collateral. Innocent blood spilled, settlements pillaged and terror sown.
- One of your subjects becomes disillusioned with your leadership.
- You need to do or sacrifice something to facilitate the command.

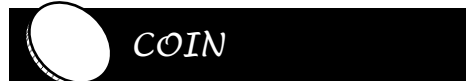
**On a miss**, something goes horribly wrong.

**God Among Men**

When you **roll a 12+ with the Display of Power move**, you also gain a small local following, drawn by your power.

**Libertine**

Get one move from the Thief or Bard class. Treat your level as one lower for choosing the move (all limitations for multiclass moves apply).



Your Load is 7 + Strength. You start with **Dungeon Rations** (5 Uses, 1 Weight) and the following-

*Choose your clothing:*

- Leather Armour** (1 Armour, Worn, 1 Weight)
- Fine Attire** (Worn, 0 Weight)

*Choose your weapon:*

- Staff** (Close, Two-Handed, 1 Weight)
- 3 Throwing Daggers** (Thrown, Near, 0 Weight)

*Choose one:*

- Healing Potion** (0 Weight)
- Adventuring Gear** (5 uses, 1 Weight)

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## Sorcerous Bloodlines

Your Sorcerous Bloodline is the source of your innate magic. It represents a metaphysical concept or planar dimension from which your powers are drawn from. When you choose it, take a moment to think about how you came to develop or inherit your powers, and what it says about your character.

## Focused and Mastered Domain

There are several advanced moves the Sorcerer can take that allow them to combine some of the aligned and opposed elements from other domains with their own.

When you choose these first check that you haven't chosen a Domain that you added previously: for instance, if you took 'Adjust the Flow of Time' and 'Manipulate Emotions' from the Clock domain from the Focused Domain move, you wouldn't be able to take the remaining Clock moves instead of a new pair of elements from a third domain, when you chose Mastered Domain move.

The second limitation is that your elements cannot contradict. For instance, a sorcerer of the Dragon domain couldn't choose the 'Being loud and Obvious' opposed alignment from the Darkness domain, because it contradicts the opposed element of 'Using Subtlety' that is imposed by the Dragon domain. However, taking the 'Fire and Light' opposed element instead would be fine – you can still evoke loud and destructive forces using entropic energies and frost.

## Aligned Elements

These represent the things your power excels at. Each domain has three such alignments, and you must take all three with the **Sorcerous Bloodline** move. Whenever you use magic in any move that incorporates them, whether it be **Disrupt Magic**, **Display of Power** or **Sorcery**, your roll modifier cannot drop below +1. The magic *wants* you to succeed. When you don't use them at all, you instead take -1 to the roll. This represents you having to exhort your will to bend the magic into something outside of its nature.

## Opposed Elements

Conversely, opposed elements represent powers and ideologies that your magic is in direct opposition to. Each domain has two – one that limits what kind of magic you can wield, and one that limits what you can achieve with your magic. You must take both with the **Sorcerous Bloodline** move. For example, the Abyss only takes – thus wielding it to add and enhance is simply paradoxical. As such, magic involving these elements simply isn't possible for a sorcerer to wield using any of their Sorcerer moves... Unless of course they were a reckless fool (see Human racial move).

## Look

Unlike a Wizard, a Sorcerer isn't simply a user of magic, they *are* magic. Your Domain's look describes how your body has been physically changed by the connection to your birthright. Choose one from the list provided, or make something up.

## LIST OF Sorcerous Bloodlines

### The Abyss

**Look:** Missing Eyes, Replaced Limbs, or Touch of Rot

**Aligned:** Conjure Horrors, Corrupt the Innocent, Transfigure Living Flesh

**Opposed:** Purification or Enhancement, Using Spells that Aren't Horrifying

### The Clock

**Look:** Clock Face Pupils, Ageless Face, or Ticking Heartbeat

**Aligned:** Adjust the Flow of Time, Stop Ageing and Movement, Erode to Dust

**Opposed:** Manipulate Emotions, Move Anything Around

### The Dragon

**Look:** Aura of Warmth, Dragon Tail, or Scaled Body

**Aligned:** Form of the Dragon, Burn with Fire or Passion, Reckless Destruction

**Opposed:** Healing or Repair, Using Subtlety

### The Forrest

**Look:** Roots for Veins, Leafy Hair, or Tree-Sap Blood

**Aligned:** Rampant Growth, Unmake the Artificial, Commune with Nature

**Opposed:** Assist or Create Anything Artificial, Desecrate the Natural Order

### The Horizon

**Look:** Immaculate Grooming, Never Touches the Ground, or No Blood

**Aligned:** Reveal the Way Forward, Purification, Grant Freedom of Movement

**Opposed:** Elemental Magics, Forcing or Restricting Movement

### The Mask

**Look:** Eternal Smile, Poker Face, or Silver Palms

**Aligned:** Mislead Others, Avoid Notice, Cunning or Elaborate Plans

**Opposed:** Using Brute Force, Breaking the Façade

### The Stars

**Look:** Galactic Hair, Star Speckles Skin, or Bottomless Eyes

**Aligned:** Foretell Destiny, Call Across Space, Peel Back the Veil

**Opposed:** Earth and Stone, Hiding the Truth

### The Storm

**Look:** Aura of Wind, Plasma Globe Under Your Skin, Touch of Static

**Aligned:** Fog and Lightning, Control Wind and Rain, Move like the Wind

**Opposed:** Stasis and Calm, Binding or Restricting Things

### The Tower

**Look:** Eyes of Mercury, Metal Arms, Quicksilver Blood

**Aligned:** Shield From Harm, Give Strength to the Weak, Iron and Steel

**Opposed:** Fleeing or Escaping, Using Magic in a Dishonourable or Underhanded Way

### The Darkness

**Look:** Inky Black Eyes, Missing Shadow, or Monochrome Body

**Aligned:** Dance with Shadows, Incite Terror and Panic, Shroud the Truth

**Opposed:** Fire and Light, Being Loud and Obvious

### The Winter

**Look:** Aura of Cold, Chilled Blue Skin, or Touch of Frost

**Aligned:** Invoke Extreme Cold, Induce Stasis, Raise the Dead

**Opposed:** Create or Empower Life, Showing Generosity

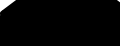
### The Maelstrom

**Look:** Shifting tattoos, Horns, Mismatched Eyes

**Aligned:** Invoke Magic You Can't Control, Incite Chaos, Invoke Magic to Humorous or Ironic effect

**Opposed:** Wielding Magic with Care and Accuracy, Bringing About Order or Stability





## Plane Touched (Race)

The Plane Touched racial move operates similarly to the druid's **Shapeshifter** move. When the player uses their hold to use their **Dimension Jump** move, they simply teleport to wherever they wish to appear. When they use **Rainbow Beam**, the Minotaur is knocked off its feet and hit for 1D4 damage. No roll required. Their ability to do so is quite limited after all.

As such, their powers will rarely have consequences, so GMs should be cautious about what power they should be allowed to have. For instance a **Write a Name in My Death Note** move would probably trivialise the Sorcerers own magical prowess, and the efforts of the rest of the party. Instead, suggest something like **Curse Using True Name**. The player can still do weird freaky extra-planar magic, but their power is in a much more manageable scope. The name is difficult to obtain, and it doesn't kill any major antagonists.

If your player isn't sure what powers they should take, feel free to let them fill them in as they come up in the story – that's usually how it works in fiction anyway.

However, once a move is locked in, they shouldn't be allowed to easily retcon it without an important narrative explanation – corruption by another plane, a butterfly like metamorphous etc. This move is supposed to represent a set of iconic alien abilities – not an endless tool bag to fill out the holes in the player's already broad domain.

## Human (Race)

The Sorcerers opposed elements act as limits on the class's very broad toolbox, and set it apart from the more versatile Wizard who can change their strengths and weakness between scenes. As such, you should be careful not to let your players abuse this move – when a Sorcerer of the Dragon domain scorches shut a wound, not just say it hurts a little bit. The player is literally messing with the laws of the universe itself. However, the consequences should never contradict what the player just did. For instance, staunching the bleeding but giving the target horrible third degree burns is simply discouraging the play from using the move – there magic literally just made things worse. Instead throw them out of the frying pan and into the fire. Your ally is healed, but you have incurred the wrath of an ancient dragon, or maybe the sorcerer's magic chars their own hands. Whatever you do, let the player do their thing, just don't be afraid to whip out the hard moves.

For the purposes of modifiers, as long as the sorcerer's magic is still aligned to their Domain when using this move, they still get the +1 minimum on your roll.

## Dwarf (Race)

The Dwarf's racial move can be quite powerful if not properly arbitrated against. After all +1 bonuses are quite difficult to earn in Dungeon World, especially those that apply to something as broad as 'magic' – something the Sorcerer could conceivably use for almost all of their rolls, due to the open nature of the 'Sorcery' and 'Arcane Wrath' moves.

To decide whether a use of magic was 'unnecessary', the first question you should ask is 'what does the character think they'll gain by using magic?' If the answer is something along the lines of 'I'll save the time of walking 30ft to that girl over there by teleporting' or 'I'll not be a plebe that drinks non-conjured water' then you can safely give them the +1. If their answer is 'I wanted to kill the dragon, but I reckon I could've talked my way out' maybe hold it back. The sorcerer may well have talked his way out, but they weren't sure, and fire balling the dragon certainly yielded results. Note however that the question is what their *character* thought they'd achieve – not the player. As long as the character themselves doesn't know that the water supply is tainted, you should still give them the +1, even if they're meta gaming. This is the kind of creative thinking the move is designed to encourage.

To determine whether a spell was excessive, ask 'how would it have been better if used in moderation'. If the spell simply was merely described as looking excessive, then that won't cut it. It isn't enough to slam a thousand conjured swords into the dragon's back – you need to conjure a hailstorm of swords that causes a cave in, injures your hirelings or traps your allies in a vulnerable position.

## Rake and Libertine

You can't pick up the other Multiclass moves using these moves. Otherwise, they work exactly the same as the ones in the base game.

## Sorcerous Weave

Most weaves will probably be fairly straight forwards – 'summon a mountain', 'maintain a telepathic link between me and Alrich the Elf', however your players might also request things that are more combat orientated.

For example 'Bind a huge ass dragon to my will', 'Shield me from harm' or 'give me chainsaw arms'. These kinds of spells effect more than narrative positioning – the chainsaw arms need a range and tags like 'messy', the shield spell will probably give you bonus armour and you'll need to check rulebook for stats on what a dragon can do.

Which probably leads you to the next question: What's the point of casting telepathy with this move if you could get a goddamn dragon!? The answer is to remember Newton's Third Law: every action has an equal and opposite reaction. In this case, your reaction as the GM comes in the form of the quirks the player is forced to incorporate into their spell.

A limitation for short range telepathy might be that they can't send more than a sentence every minute. A limitation for the dragon is probably something like 'it can only be commanded to induce rampant wide spread destruction, and cannot be easily stopped.' or 'Your binding occasionally slips, allowing the beast to turn against you.' Whatever the player wants, they can get it – but it'll cost them something of equal value.

## Display of Power

Some players might find it difficult using this move with more restrictive Sorcerous Bloodlines. For instance, Sorcerers of 'The Darkness' might find it difficult to describe their characters 'enrapturing a crowd' without also being 'loud and obvious'. However, the **Display of Power** move also allows for less direct triggers. For instance, you could manipulate them into unknowingly doing your bidding over the course of several days, entrance them with foul mind altering magics, or impress them with the subtle grace of your art. All that really matters is that a large group of people do what the sorcerer wants – out of fear, respect or gratitude – and that the sorcerer has their magic to thank for it.

## Kingdom of the Wicked

Much like **Sorcerous Weave**, this move is also left deliberately open ended. The scope of your kingdom is never mentioned, and the limits of what you can do with it left to the imagination. As with **Sorcerous Weave**, Newton's Third Law needs to be utilised as well. Worst case scenario for a thieves guild is that your favourite city is left bankrupt and under strict martial law. Worst case scenario for the throne of hell is that you unleash the armies of the damned into the mortal plane, wiping out several civilisation and throwing the world into chaos.

## Using Sorcery to Heal

Several domains list 'healing' as a thing you can use your magic for, but the Sorcery and Arcane Wrath spells specifically state that you can't restore health. If a player wishes to use their magic in such a way, they should be allowed to stabilise injuries, remove scars or conjure forth missing limbs, but not increase abstract hit points themselves. Such casual rejuvenation is the magic of the divine, not the planes of primal arcane power.

## What Moves Does Your Domain Influence?

The domain limitations and advantages provided by **Sorcerous Bloodline** affect the following moves: **Sorcery**, **Arcane Wrath**, **Display of Power**, **Disrupt Magic**, **Arcane Sight** and **Sorcerous Weave**.