




NAME

LOOK

Start here: Give your villager a name, and choose options for their look. Choose a profession, and a tool associated with it, and a background. Introduce yourself to your fellow players. You may then write one Bond with another villager, based upon first impressions or past history you have with them.

Mischievous Eyes, Angry Eyes, or Innocent Eyes
Messy Hair, Tied-back Hair, or Cropped Hair
Ragged Clothes, Carefully Mended Clothes, or Plain Clothes
Stout Body, Lanky Body, or Filthy Body

<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE 		ARMOR 		HP 	

PROFESSION

You have a skill that you've learned and use to earn your keep around the village. How did you learn it? When you **put what you've learned in your profession to good use**, gain 1 goodwill.

My profession in the village is: _____

You have one tool that is relevant to your profession, not armor or a weapon more sophisticated than a knife or a staff. You have no coins, but luckily you live in a tightly connected community where a filling meal and warm bed are always available to you—provided you do your share.

STARTING MOVES

ASSIGNING STATS

You start with all of the basic moves. When you make a move with a stat for the first time, pick the modifier you wish for that stat: -1, +0, +1 or +2. You can have one -1, two +0, two +1, and one +2 stat. **You must have all six stats assigned before you can level up.**

GOODWILL

Goodwill is earned by using your alignment and background. You can spend goodwill, 1 for 1, to add +1 to your roll during any move involving fellow villagers (including other PCs). You will also spend goodwill for the Life of Adventure move when you level up.

BONDS

Add Bonds with your fellow would-be adventurers as you get to know them and have memorable experiences. Do you trust them? Do they owe you a debt? Do you know their secrets? Do you want to prove something to them? Do they need you to keep them safe? When you write a Bond, you may let the player whose character you just wrote a Bond with assign a modifier to one of your unused stats for you. If you let them do this, you gain 1 goodwill. **You must write at least two Bonds before you can level up.**

When you write a Bond with another character, you also gain one of the following advanced moves, up to a maximum of two:

- Hometown Hero:** When you take this move, you immediately gain 2 goodwill.
- Martial Training:** Your damage die is now a d6.
- Toughness** (*Requires: CON+1 or higher*): Your maximum HP is now 10.
- Determined Defender:** When you Defend, you may spend goodwill as if it were hold.
- Faithful** (*Requires: WIS+1 or higher*): Describe a deity that you follow. When you **pray to your deity for guidance**, your deity tells you what it would have you do. If you do it, gain 1 goodwill.
- Healing Touch** (*Requires: Faithful*): When you **touch someone else, skin to skin, and pray for their well-being**, roll+WIS. *On a hit, you heal them for 1d6 HP. *On a 7-9, you also take a debility of your choice in exchange.
- Trap Finder:** Add "Is there a trap here and if so, what triggers it?" to the list of Discern Realities questions:
- Student** (*Requires: INT+1 or higher*): When you take this choice, the next time you Spout Lore, instead of rolling, you automatically take the 10+ result.
- Hocus Pocus** (*Requires: Student*): When you **weave a simple spell**, choose one of the following effects:
 - You create a small light to follow you around
 - You conjure a very simple illusion, affecting only one sense
 - A person you touch takes +1 armor forward
 - Deal 1d4 magical damage to a target you can see
 ...then roll+INT. *On a 10+ the spell works for just as long as you need it. *On a 7-9 things go a little awry, choose one:
 - You cannot use the chosen effect again, cross it off the list
 - The spell doesn't work quite as you intended it to
 - You expose yourself to danger, retribution, or cost

BACKGROUND

LABORER

When you **put the good of your village before your own desires**, gain 1 goodwill.

MILITIA

When you **fight for the honor of your village**, gain 1 goodwill.

APPRENTICE

When your **knowledge aids the village in some important way**, gain 1 goodwill.

KNAVE

When you **help the village while helping yourself**, gain 1 goodwill.

STRANGER

When your **actions earn you the trust of the village**, gain 1 goodwill.

BONDS



THE VILLAGER

GOODWILL

BASIC MOVES

Hack and Slash

When you **attack an enemy in melee**, roll+STR. *On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. *On a 7-9, deal your damage to the enemy and the enemy makes an attack against you.

Volley

When you **take aim and shoot at an enemy at range**, roll+DEX. *On a 10+ you have a clear shot—deal your damage. *On a 7-9, choose one (whichever you choose you deal your damage):

- You have to move to make the shot, placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage (minimum 1)
- You have to take several shots, reducing your ammo by one. (you cannot choose this option if you are using a thrown weapon)

Defy Danger

When you **act despite an imminent threat or suffer a calamity**, say how you deal with it and roll. If you do it...

- ...by powering through, +STR
- ...by getting out of the way or acting fast, +DEX
- ...by enduring, +CON
- ...with quick thinking, +INT
- ...through mental fortitude, +WIS
- ...using charm and social grace, +CHA

*On a 10+, you do what you set out to do; the threat doesn't come to bear.

*On a 7-9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

Defend

When you **stand in defense of a person, item, or location under attack**, roll+CON. *On a 10+, hold 3. *On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally giving that ally +1 forward against the attacker
- Deal 1 damage to the attacker

Spout Lore

When you **consult your accumulated knowledge about something**, roll+INT. *On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. *On a 7-9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

Discern Realities

When you **closely study a situation or person**, roll+WIS. *On a 10+ ask the GM 3 questions from the list below. *On a 7-9 ask 1. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

Aid or Interfere

When you **help or hinder someone you have a bond with**, roll+Bonds with them. *On a 10+ they take +1 or -2, your choice. *On a 7-9 you also expose yourself to danger, retribution, or cost.

Parley

When you **have leverage on an NPC and manipulate them**, roll+CHA. Leverage is something they need or want. *On a 10+, they do what you ask if you first promise what they ask of you. *On a 7-9, they will do what you ask, but need some concrete assurance of your promise, right now.

HOW TO PLAY

Dungeon World is a game of adventure fantasy. Though you are just a humble villager now, a dangerous world of adventure is knocking at your door, and you will get your first taste of it here. The adventure and your destiny will emerge around the decisions you make.

Your characters already have some history one another, so we can get right into the action. This shared history is represented in the Bonds on your sheet. The gamemaster (GM) will ask you questions about where your character is from, what the world is like, and what they are doing. Your answers will shape the world and your adventure. We play to find out what happens.

Playing Dungeon World means having a conversation; somebody says something, then you reply, maybe someone else chimes in. Players take turns in the natural flow of the conversation, which always has some back-and-forth. The GM says something, the players respond. The players ask questions or make statements, the GM tells them what happens next. The conversation works best when we all listen, ask questions, and build on each other's contributions.

Sometimes, the GM may tell you that your actions have triggered a move, such as Defy Danger. To make a move, roll two six-sided dice and add the indicated ability from your sheet.

- If the total is 10 or higher, you've achieved a strong hit; you've succeeded at your task.
- If the total is between 7 and 9, it's a weak hit; a success that comes at some cost. Perhaps there's a downside to your action, or you don't get everything you wanted.
- If the total is 6 or less, it's a miss; your attempt has gone poorly, and the GM can now make their move against you.

LEVELING UP

When everyone has assigned all their stats and written at least two Bonds, your adventuring group is ready to level up. To make the leap to first level, each of you must do the following:

- Embrace your heroic destiny. Leave your villager playbook behind. Consider your race and stats and then choose a new playbook to fill out.
- Gain a true name and a new, cooler look.
- Gain an alignment. Your companions vote on your alignment based on your chosen class and your past behavior. Ties are broken by the GM.
- Copy the stats you chose to your new playbook and assign appropriate ability scores: 16(+2), 15(+1), 13(+1), 12(+0), 9(+0), and 8(-1).
- Gain all the resources and abilities of a first-level character, including gear and class moves, but keep any Bonds you've already written. If your new class gives you more Bonds than what you've already written, write some more.
- Lose any villager abilities you may have acquired, including your profession and background.
- Tell the other players how you learned the basics of your class. The GM may ask you questions about your time in training.

Finally, make the following move:

When you **leave your home for a Life of Adventure**, spend all of your remaining goodwill and roll+goodwill spent. *On a 10+, you enjoy a warm send-off. The village's hopes and dreams go with you, along with a small object of great sentimental value. *On 7-9, choose one:

- You have unfinished business here that is likely to come find you wherever you go.
- You are leaving behind someone that needs you badly and can't survive without you.
- You are abandoning something precious to be claimed by a loathsome rival.
- You've been rejected by the village. You no longer belong here, and maybe never will.

*On a 6- there can be no return. Grim portents accompany you.