

Drive | choose 1 (or 2 if you chose Driven)

At the end a session, if you've met your drive's requirement, mark XP. If you chose the Driven background, mark XP for each of your drives' requirements that you met.

ADVENTURE

Experience a new thrill or challenge.

CURIOSITY

Cause trouble by touching, opening, or seeing something you oughtn't.

GLORY

Impress a group of onlookers with your bravery.

JUSTICE

Punish or capture a criminal or evildoer.

ROMANCE

Enjoy the affection of someone you're attracted to.

SACRIFICE

Suffer or endure hardship so that someone else does not need to.

SUCCOR

Provide relief, aid, or comfort to an NPC in need.

Fear & Anger

What do you fear most? Choose 1, maybe 2:

- Fire, and burning, and the smell of charred flesh.
- That they won't take you seriously.
- That they you really aren't cut out for this.
- The death of your family or loved ones.
- Being alone and helpless.
- Violence, bloodshed, and pain.
- Monsters.
- What you're capable of.
- What you must do.

What stokes you to righteous anger? Choose 2 or 3:

- Bullying, slavery, and oppression.
- Wanton cruelty and unnecessary suffering.
- Injustice and inequality.
- Cowardice, treachery, and selfishness.
- Threats to your loved ones.
- The despoiling of beauty and innocence.
- Threats to your loved ones.
- Violence to children, animals, and the innocent.
- Perversions of nature.

When did your fear and anger last come into conflict? What did you do? How did it turn out?

Bonds | write up to 5, with PCs or NPCs

If you are an *Impetuous Youth*, pick at least 1 of these:

- *_ wants me to settle down. I'll show them I'm meant for more.*
- *I've disappointed _. I must earn their respect.*
- *_ was hurt by my actions. I'll earn their forgiveness.*

If you are *Driven*, pick at least 1 of these with a character from Stonetop:

- *_ can help me achieve my goals. I'll follow them anywhere.*
- *I'd be lost without _. I must keep them close.*
- *_ took me in when I first came to Stonetop. It's was a kindness I'll never stop trying to repay.*

If you have a *Destiny*, pick at least 1 of these with a character from Stonetop:

- *_ will guide me to my fate. I'll follow where they lead.*
- *_ has a part to play in all this. I will guide them to it.*
- *_ cares about me, not this stupid destiny. I will be true to them, always.*

Make up the others or pick from the other backgrounds. 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:

- *I _ is brave/cunning/tough/wise. I try to be like them.*
- *_ has been teaching me to read/hunt/fight/etc. I'm a bit sweet on them.*
- *_ is a bully. But I'll stand up to them.*
- *_ is kind of scary. I try to avoid their notice.*
- *_ & I have been friends forever. I've got their back.*
- *_ and I are meant to be. I'll win them over.*
- *I'm sure that _ is hiding something. I'll find them out!*
- *_ thinks I'm not cut out for this. I'll prove them wrong.*

THE WOULD-BE HERO

a character playbook for *Dungeon World: Stonetop*

Most people, the best they hope for is a quiet life. Maybe a comfortable one. Their days are spent a-worrying, thinking on their leaky roof, their child with the cough, or their crops. Whether it'll rain too much or not enough. Worries enough to make most people pray for peace. For quiet. For comfort.

You aren't like most people. You are set on a different path. A path of adventure. A path of danger. A path, I might add, for which you seem ill-prepared. There is greatness in you, O Would-Be Hero. But will you survive long enough to find it?

Background | choose 1

IMPETUOUS YOUTH

Stonetop has always been home, but you chafe at the demands of mundane life and have always longed for more. Adventure! Excitement! Danger!

When you act recklessly and make a move with all you've got, roll 1d8+1d6 instead of 2d6. If the d6 rolls higher than the d8, the GM will add a complication or fallout caused by your carelessness or exuberance (and on a miss, expect the worst).

At the end of each session, mark XP if your passionate nature caused trouble for you, your companions, or Stonetop as a whole.

DRIVEN

You once led a simple life, but something happened. Something changed you and burdened you with terrible purpose. What was it? (Choose 1):

- A loved one was killed, kidnapped, or enslaved.
- Someone gave their life to save you.
- Your idol sacrificed themselves to save many.
- You stumbled upon a dark and dire mystery.
- You made a terrible mistake & must make amends.

Choose 2 drives instead of 1. At the end of each session, mark XP for each drive you achieved.

You always have the option of burning bright; you can spend 2 XP after you roll to add +1, even if you don't currently have enough XP to level.

DESTINY

Fate has laid her hand upon you and set you on a course for greatness. Choose one of from each row to describe the nature of your destiny:

foretold | marked at birth | recent revelation
the fae | the gods | the Makers | the Things Below
blood | darkness | fire | legacy | rebirth | water | war
destroy | discover | unleash | protect | unify | restore

At the end of each session, if you learned something new about your destiny, mark XP.

When you are at Death's Door, ask yourself if your destiny is fulfilled. If it is not, take +2 to the roll and treat a miss as a 7-9.

Starting Gear

Shabby adventuring gear (3 uses, crude, 2 weight).

Choose your weapons (pick 1):

- Iron-shod staff (close, 2h, 1 weight) & bronze dagger (hand, precise, 0 weight)
- Self bow (near, 2h, 2 weight), quiver of bronze-tipped arrows (3 ammo, 1 weight), & cudgel (hand, crude, 1 weight)
- Iron-tipped short spear (close, thrown, near, 1 weight) & wood shield (+1 armor, crude, 1 weight)
- Iron hatchet (close, 2 weight) & bronze knife (hand, precise, 0 weight)

And your defenses (pick 2):

- Lantern (light, area, reach, 1 weight)
- Thick hides (1 armor, worn, warm, crude, 2 weight)
- Poultices & herbs (2 uses, slow, 1 weight)
- Flask of fine whisky (2 uses, 0 weight)

Look & Origin

Choose one of each:

still a child | young & beautiful | older than you'd think
eager eyes | questioning eyes | soulful eyes
confident voice | laughing voice | scared voice
a bit pudgy | sorta gangly | skinny | stout & sturdy
back unbowed | head held high | jaw firmly set

My family and I are am from... (choose 1 and a name)

- Stonetop
♀: Anwyn, Glenys, Morwenna, or Rhiannon
♂: Caradoc, Dafydd, Pedr, or Wynfor
- Gordon's Delve
Pick from any other list
- Hillfolk
♀: Annick, Cosette, Oanez, or Sandrine
♂: Deniel, Hugon, Jago, or Marc
- Marshedge
♀: Bridin, Léan, Neasa, or Úna
♂: Aengus, Cillian, Flannan, or Néill
- Lygos or some other southern town
♀: Chara, Korina, Omid, or Parvaneh
♂: Davud, Omid, Takis, or Yannis

My name is...

Stats

 | assign these scores to your stats (and modifiers): 15 (+1), 14 (+1), 12 (+0), 11 (+0), 8 (-1), 8 (-1)

Strength _____ STR <input type="checkbox"/> Weakened	Dexterity _____ DEX <input type="checkbox"/> Shaky	Constitution _____ CON <input type="checkbox"/> Sickened	Intelligence _____ INT <input type="checkbox"/> Dazed	Wisdom _____ WIS <input type="checkbox"/> Confused	Charisma _____ CHA <input type="checkbox"/> Scarred
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When a debility is marked, -1 ongoing to that stat

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

Max HP:



Armor

Damage (+ Modifiers)

d6

Moves

 | you get Potential for Greatness, plus 2 more; add 1 each time you level up.

I GET KNOCKED DOWN

When take damage despite your best efforts to avoid it, you can choose to halve the damage but pick 1 of the following:

- You lose something: your footing, position, grip, etc.
- Something on your person breaks.
- You're out of it for a moment.

BUT I GET UP AGAIN

Requires: I Get Knocked Down, level 6+

When you take damage or suffer a debility, your next move against the source of the harm can't miss. Treat a miss as a 7-9.

IN OVER YOUR HEAD

When another PC rescues you from danger, mark XP.

BIG DAMN HERO

Replaces: In Over Your Head, requires level 2+

When you leap into danger to rescue someone else, hold 3 as if you'd rolled 10+ to Defend. You can spend your hold as normal to Defend or to:

- Draw all attention from your ward to yourself.
- Give your ward an opportunity to escape.

INQUIRING MINDS

When you seek out and receive someone's honest advice, take +1 forward to follow that advice.

VOICE OF EXPERIENCE

Replaces: Inquiring Minds

When you heartfelt advice to a receptive NPC, roll +WIS. *On a 10+, they follow your advice to the best of their ability. On a 7-9, they only follow through if you back them up and help them do it.

IRON WILL

When you are subject to mind control or magic that influences your feelings, you can take 1d4 damage (ignores armor) to ignore the influence.

NEVER GONNA KEEP ME DOWN

Requires: level 6+

When you have 5 or fewer current HP, take +1 ongoing (even to Death's Door).

POTENTIAL FOR GREATNESS

When you roll a stat and roll a natural 12, if that stat is 15 or less, increase it by 1. (If you raise a stat to 9, 13, or 16, its bonus increases by +1.)

SOMETHING TO REMEMBER ME BY

When you spend hold from Defend to damage the attacker, you deal +1d4 damage and scar, mark, or diminish them in some way. The GM will say how.

TOUGH LOVE

When you Interfere with another PC because you honestly think they're in the wrong, don't roll +bond. You hit the roll with a 10+.

UNDERDOG

When you are outnumbered or facing a foe that's bigger than you, you get +1 Armor.

UNDAUNTED

Replaces: Underdog; requires: level 6+

When you are outnumbered or facing a foe that's bigger than you, you get +2 armor and deal +1d8 damage.

Gear

 | your Load : STR (not Strength) +9

Item

weight

Item

weight

Coin & Treasure

UNDERESTIMATED

As long as you avoid overt hostility, no enemy will consider you a threat. When you make your move against an enemy who has underestimated you, take +1 forward against them.

A FORCE TO BE RECKONED WITH

Replaces: Underestimated; requires: level 6+

Any intelligent creature who looks you in the eye or hears the steel in your voice instinctively knows that you are a force to be reckoned with, and treats you appropriately.

When you Defy Danger against something trying to harm you, on a 12+ you turn the tables on them. The GM will say how.

GETTING STRONGER

Requires: level 2+

Choose a move from the Heavy, Judge, or Marshal playbooks.

A MIGHTY HERO

Requires: Getting Stronger, level 6+

Choose another move from the Heavy, Judge, or Marshal playbooks.

QUICK STUDY

Requires: level 2+

Choose a move from the Fox, Ranger, or Seeker, playbooks.

A CUNNING HERO

Requires: Quick Study, level 6+

Choose another move from the Fox, Ranger or Seeker playbooks.

TOUCHED

Requires: level 2+

Choose a move from the Wise One, Lightbearer, or Otherkin playbooks.

A STRANGE HERO

Requires: Gifted, level 6+

Choose a move from the Wise One, Lightbearer, or Otherkin playbooks.

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

Current level: