

BASIC MOVES REFERENCE

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, you 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 get the shot placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one.

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, 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 damage to the attacker equal to your level

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?

PARLEY

When you you have leverage on a GM character and manipulate them, roll+Cha. Leverage is something they need or want. On a hit they ask you for something and do it if you make them a promise first. On a 7-9, they need some concrete assurance of your promise, right now.

AID OR INTERFERE

When you help or hinder someone you have a bond with, roll+Bond 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.

NOTES

DUNGEON WORLD

CHARACTER PLAYBOOK | BARBARIAN (D10)

NAME:

NAMES: Gorm, Si-Yi, Priscilla, Sen, Xia, Anneira, Haepha, Lur, Shar, Doria, Nkosi, Fafnir, Qua, Sacer, Vercin'geto, Barbozar, Clovis, Frael, Thra-raxes, Sillius, Sha-Sheena, Khamisi

TITLES: the Glorious, the Hungry, the Irascible, the Undeclared, the Gluttonous, Foemasher, Bonebreaker, the Mirthful, the Melancholic, All-Mighty, the Giant, the Triumphant

LOOK

Choose one for each:

- Tormented eyes, haunted eyes, wide eyes, or shrouded eyes
- Mighty thews, long shanks, scrawny body, or supple body
- Strange tattoos, unusual jewelry, or unmarred by decoration
- Scraps, silks, scavengers outfit, or weather-inappropriate clothes

ALIGNMENT

Choose an alignment:

- CHAOTIC:** Eschew a convention of the civilized world
- NEUTRAL:** Teach someone the ways of your people.

RACE

- OUTSIDER:** You may be elf, dwarf, halfling, or human, but you and your people are not from around here. At the beginning of each session, the GM will ask you something about your homeland, why you left, or what you left behind. If you answer them, mark XP.

BONDS

Fill in the name of one of your companions in at least one:

CHARACTER SKETCH

ARMOR	HIT POINTS	XP
	MAX HP: <input style="width: 40px;" type="text"/>	LEVEL: <input style="width: 40px;" type="text"/>

STR	DEX	CON

INT	WIS	CHA

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

Your maximum HP is 8+Constitution.

Your base damage is d10.

EXAMPLES: X is puny and foolish, but amusing to me. X's ways are strange and confusing. X is always getting into trouble—I must protect them from themselves. X shares my hunger for glory, the earth will tremble at our passing!

STARTING MOVES

Choose one of these to start with:

FULL PLATE AND PACKING STEEL

You ignore the clumsy tag on armor you wear.

UNENCUMBERED, UNHARMED

So long as you are below your Load and neither wear armor nor carry a shield, take +1 armor.

You also start with all of these:

HERCULEAN APPETITES

Others may content themselves with just a taste of wine, or dominion over a servant or two, but you want more. Choose two appetites. While pursuing one of your appetites if you would roll for a move, instead of rolling 2d6 you roll 1d6+1d8. If the d8 is the higher die of the pair, the GM will also introduce a complication or danger that comes about due to your heedless pursuits.

- Pure destruction
- Power over others
- Mortal pleasures
- Conquest
- Riches and property
- Fame and glory

THE UPPER HAND

You take +1 ongoing to last breath rolls. When you take your last breath, on a 7-9 you make an offer to Death in return for your life. If Death accepts he will return you to life. If not, you die.

MUSCLEBOUND

While you wield a weapon it gains the forceful and messy tags.

WHAT ARE YOU WAITING FOR?

When you cry out a challenge to your enemies, roll+Con.

On a 10+ they treat you as the most obvious threat to be dealt with and ignore your companions, take +2 damage ongoing against them.

On a 7-9 only a few (the weakest or most foolhardy among them) fall prey to your taunting.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves:

STILL HUNGRY

Choose an additional appetite.

APPETITE FOR DESTRUCTION

Take a move from the fighter, bard or thief class list. You may not take multiclass moves from those classes.

MY LOVE FOR YOU IS LIKE A TRUCK

When you perform a feat of strength, name someone present who you have impressed and take +1 forward to parley with them..

WHAT IS BEST IN LIFE

At the end of a session, if during this session you have crushed your enemies, seen them driven before you, or have heard the lamentations of their kinfolk mark XP.

WIDE-WANDERER

You've travelled the wide world over. When you arrive someplace ask the GM about any important traditions, rituals, and so on, they'll tell you what you need to know.

USURPER

When you prove yourself superior to a person in power, take +1 forward with their followers, underlings, and hangers on.

KHAN OF KHANS

Your hirelings always accept the gratuitous fulfillment of one of your appetites as payment.

SAMSON

You may take a debility to immediately break free of any physical or mental restraint.

SMASH!

When you hack and slash, on a 12+ deal your damage and choose something physical your target has (a weapon, their position, a limb): they lose it.

INDESTRUCTIBLE HUNGER

When you take damage you can choose to take -1 ongoing until you sate one of your appetites instead of taking the damage. If you already have this penalty you cannot choose this option.

MASTER MOVES

When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

A GOOD DAY TO DIE

As long as you have less than your Con in current HP (or 1, whichever is higher) take +1 ongoing.

KILL 'EM ALL

Requires: Appetite for Destruction

Take another move from the Fighter, Bard or Thief class list. You may not take multiclass moves from those classes.

WAR CRY

When you enter battle with a show of force (a shout, a rallying cry, a battle dance) roll+Cha.

On a 10+ both, on a 7-9 one or the other.

- Your allies are rallied and take +1 forward
- Your enemies feel fear and act accordingly (avoiding you, hiding, attacking with fear-driven abandon)

MARK OF MIGHT

When you take this move and spend some time uninterrupted, reflecting on your past glories you may mark yourself with a symbol of your power (a long braid tied with bells, ritual scars or tattoos, etc). Any intelligent mortal creature who sees this symbol knows instinctively that you are a force to be reckoned with and treats you appropriately.

MORE! ALWAYS MORE!

When you satisfy an appetite to the extreme (destroying something unique and significant, gaining enormous fame, riches, power, etc) you may choose to resolve it. Cross it off the list and mark XP. While you may pursue that appetite again, you no longer feel the burning desire you once did. In its place, choose a new appetite from the list or write your own.

THE ONE WHO KNOCKS

When you defy danger, on a 12+ you turn the danger back on itself, the GM will describe how.

GEAR

Your Load is 8+Str. You carry dungeon rations (5 uses, 1 weight), a dagger (hand, 1 weight) some token of where you've travelled or where you're from, and your choice of weapon:

- Axe (close, 1 weight)
- Two-handed sword close, +1 damage, 2 weight)

Choose one:

- Adventuring gear (1 weight) and dungeon rations (5 uses, 1 weight)
- Chainmail (1 armor, 1 weight)

ITEM	WEIGHT	VALUE

COIN & TREASURE

LOAD

MAX: