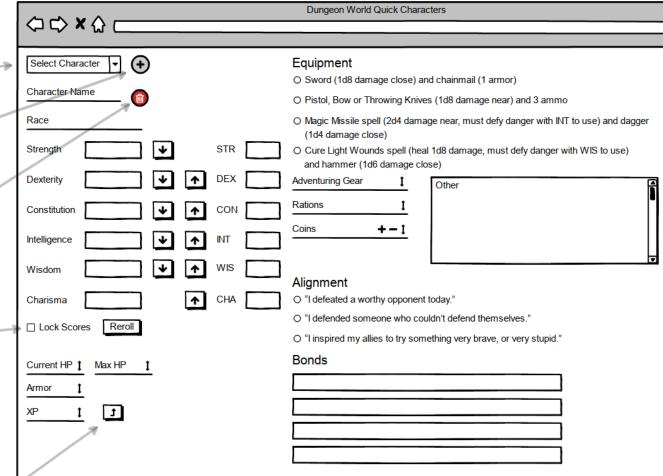
Create a new empty character with random best 3 of 4d6 for each score.

Permanently delete this character, after asking for confirmation.

The "Lock Scores" checkbox will hide the switcher arrows, disallowing switching 2 scores. When checked, the up- and downarrow buttons and the "Reroll" button will disappear.

Level up: add 1d6 to the Max HP and subtract 5 XP from the total. The player will still need to increase one score by one point.



# 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, 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

# **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 baroain, or uply 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

- 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 GM3 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.

# Last Breath

Note: the following rule replaces the one given in the **Dungeon World** rulebook.

When you reach 0hp, you black out. You regain consciousness when the GM says you do - you'll be in a perilous situation, on 1hp, at the mercy of your foes, with none of your equipment. When (iff) you reclaim your equipment, regain all your HP - you're back in the fight!