



- Angry DIS to +Astute
- Conspicuous DIS to +Sly
- Deprived Max. Supply -2
- Distracted DIS to +Intuitive
- Exhausted DIS to +Forceful
- Frightened DIS to +Compelling
- Maimed Needs Aid to act
- Dying Face Death

Ancestry

What do you look like? How does your ancestry affect your biology, behavior, and communication? How does your ancestry influence your understanding and expression of tabletop gaming?

Culture

What was the place of the ttrpg gamers in the culture you grew up in? What idiosyncratic story tropes or homebrew rules did you inherit, reject, or reinterpret?

Background

How was your life before ttrpg games? Did you already play games, whether board or video? Were you into performing arts?

- ☒ Roleplaying supplies ☒ Hobby supplies (unique) ☐ Emotional Safety supplies ☐ Drinking supplies

Drives

- ☐ **Fame**
You're famous to the point of being recognized by everyone at the local game store. Only a few of the many stories circulating about you have grains of truth. **Resolve this** by falling from grace or adopting a new identity.
- ☐ **Love**
You're in love with someone forbidden to you. **Resolve this** by overcoming all obstacles with your love or getting your heart broken.
- ☐ **Status**
You're a member of a prestigious gaming table. **Resolve this** by joining a different group or getting too busy for it.
- ☐ _____

Bonds

You start with one Bond centered around another Player Character; it may be a belief, goal, or even past events involving them.

Experience



When you Level Up, choose one of the following:

- ☐ ☐ Gain a new career advancement
- ☐ Multiclass — Gain an Advanced Hobby from another obsession
- ☐ ☐ +1 to any Stat (max. +2)
- ☐ +1 to two different Defiances
- ☐ Acquire a computer, tablet, or gadget of your profession
- ☐ Unlock another type of local ethnic grocer
- ☐ Gain a new Hobby that is definitely not another Obsession
- ☐ Mark something off your bucket list

After you've marked 5 above, you can also choose from the following list:

- ☐ ☐ ☐ Get a 2% salary increase
- ☐ ☐ Multiclass — Take over your friends hobby
- ☐ +1 to any Stat (max. +2)
- ☐ +1 to any Stat (max. +3)
- ☐ Acquire an Award, Inheritance, or Lottery
- ☐ ☐ Gain another Hobby that, sure, this is straight up Obsession
- ☐ **Star of the Table**

Your words and moves can radically transform the minds and souls of those around you. When you offer to gm for a group of local folks, you are guaranteed a full table of attentive players.

Feature

You're intensely interested in a few particular games. They often inspire your hobbies and frequently appear in your evenings.

- ☐ **Dungeons and Dragons**
You may spend 1 Obsession to declare something that just happened as originating from dnd. State what the original rules were and gain ADV on your next roll.
- ☐ **Dungeon World**
Once per scene, you may roll 2d6 to Defy Danger instead of spending a Defiance. On a \square 6- , prepare for the worst.
- ☐ **Dark Souls 2**
Gain 1 Astute Defiance. When you Defy Consequences with Astute—and then tell one or more PCs why your choice was the best—add 1 Affinity to the pool.
- ☐ **Blades in the Dark**
After you improve your position by incorporating Spouted Headcannon, you may ask the GM question about the subject as if you rolled a \square 10+ to Recall Knowledge.
- ☐ **Apocalypse World**
You can use your art to communicate with any sapient being regardless of communication barriers.
- ☐ **Monster Hunter**
When you closely watch the threat as you Engage them, you can spend 1 Obsession to ask the gm a question as if you rolled a \square 10+ to Sense Motive.
- ☐ **The Resistance**
When you insult or provoke someone while Engaging them as a Threat, you may roll+Compelling instead of +Forceful.
- ☐ **Hades**
When you express your feelings to an npc, you may spend one Obsession to give them a condition, or to recover from a condition.

Gear

Starting Moves

- ☒ **All the World's a Fandom**
You entertain others with a particular skill. Is it voice acting, cosplay, rules knowledge, or something else? When you entertain an audience, lose all Inspiration and roll +Compelling. On a \square 10+ , gain 3 Entertainment. On a \square 7-9 , only 2. On a \square 6- , you feel the entertainment was awful; gain 1 Inspiration, but mark a condition.

You can spend Inspiration, 1-for-1, for any of the following benefits. When affecting a PC or NPC, they must have been a member of your audience.

- Aid a friend without spending Money
- Treat an acquaintance as if you both have Bonds with each other for a scene
- Cause an acquaintance to try to speak with you privately
- Cause a friend to give you a meaningful gift

- ☒ **Spout Headcannon**
When you first encounter someone or something that you've heard leaks, rumors, or previews about (your call), tell the GM something interesting you've heard about it. The GM will tell you what else you've heard that complicates things. The next time you Entertain, if you incorporate what you've heard about (or the complication), roll with ADV.

Advanced Moves

- ☐ **Vel**
☐ Gazebo ☐ Gozorbo
Balance domain chaos domain dispel check **effective character** level insight bonus native subtype point of origin reach weapon scent teleportation subschool threat range. Ability drained air subtype breath weapon character dazed domain spell falling force damage half speed lawful monk ooze type outer plane reptilian subtype sacred bonus strength domain thirst threat range touch spell war domain.
- ☐ **Placerat**
Requires: Elit
Change shape **cold immunity** constrict dazed dispel domain spell effective character level fighter figment subschool huge illusion magical beast type natural weapon player character powerful charge reptilian subtype staggered take 10.

- ☐ **Sem Pharetra**
Replaces: Lorem
Ability damaged ability modifier adventuring party aquatic subtype burrow class class feature deafened diminutive dwarf domain engaged masterwork natural ability nonabilities prone reaction regeneration sickened slime domain transmutation water domain. Base attack bonus blindsight falling fear aura grapple check huge masterwork outer plane outsider type suppress telepathic link turn resistance.
- ☐ **Vitae**
Armor bonus class skill **dispel check dodge bonus enhancement** bonus fighter fire domain initiative count intelligence large massive damage outer plane petrified poison spell slot strength domain take 10 time domain trickery domain untrained.

Notes

Notes & Advanced Moves

Advanced Moves (cont.)

☐ Abundance

When you **write more moves than can fit on two pages**, add the last of them to this page. Or maybe write fewer moves. Or smaller moves.

This playbook template is freely available at:
<https://github.com/rfkeepers/dw-playbooks>

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<https://dungeon-world.com>

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