













The Dancer

Names: Michael, Maddie, James, Fred, Josephine, Derek, Eugene, Ginger, Misty, Mikhail, Jennifer, Isadora, Mata

| | | | | |
|---|---|---|--|---|
| Level |   |  Name: _____ | | |
|  | Armor |  STR Strength -1 <input type="checkbox"/> |  DEX Dexterity -1 <input type="checkbox"/> |  CON Constitution -1 <input type="checkbox"/> |
| Hit Points |  Max (6+Constitution) |  INT Intelligence -1 <input type="checkbox"/> |  WIS Wisdom -1 <input type="checkbox"/> |  CHA Charisma -1 <input type="checkbox"/> |
|  | Damage | | | |

Looks

Choose one from each, or write your own:

HAIR: Wild, Ornamented, or Tightly Braided

BODY: Muscular, Delicate, or Heavy

SMILE: Flirtatious, Proud, or Delighted

COSTUME: Bedlah, Romani, or Flamenco

Background

☐ **Known Across the Lands**
Your reputation is a source of opportunity and, sometimes, trouble. When you **enter a civilized area**, you'll receive a special invitation to: entertain a crowd at a notable building, attend a fete or festival, or have audience with- or perform for- a significant person.

☐ **Starlet**
You've attended enough classy soirées that navigating the attendees is as easy as breathing. When you **go to a social event**, name one person who will meet with you, and one person who you avoid (name NPCs, not player characters), then roll+WIS. On a Hit the GM will make it happen, if at all possible. On a 7-9, you only get one or the other.

☐ _____

☒ **If You've Got It...**

- Wearing anything that grants armor makes you *clumsy*.
- The pleasure of seeing you perform always counts as leverage or payment, if you want it to.
- Whenever you or an ally Carouse, and you promise to perform during the celebration, gain +1 to the roll without spending additional coin.

☒ **Performance**
When you **dance for an audience**, name the passion you put on display- pain, desire, freedom, anger, or etc. On a hit, that feeling swells up within everyone. On a 10+, take +1 forward with any one person in the audience. On a 7-9, you attract unwanted attention or your performance has the opposite effect on someone, GM's choice.

☒ **A Wardrobe Full of Costumes**
When you **shop for clothing, jewelry, or disguises** that aren't easily found, roll+CHA. On a 10+ you find what you want at a fair price. On a 7-9, someone knows where you can find some, but there are strings attached.

Choose your school of dance:

☐ **Capoeira**
Take the Fighter move **Scent of Blood**. You adorn yourself in jewelry and ornaments which double as weaponry. Choose two enhancements and a look from the Fighter's Signature Weapon, and add them to your outfit. Your adornments count as a Signature Weapon when multiclassing.

Starting Moves

☐ **Carnal Desires**
Pick two appetites from the Barbarian's Herculean Appetites. Whenever you **Perform**, name one of your appetites. On a Hit, your performance fills the audience with hunger, a need to satisfy the appetite you named. On a 10+ the hunger is dulled for everyone, or doubled for a specific person, your choice.

Instead of rolling 2d6 for Performance, you roll 1d6+1d8. If the d6 is the higher die of the pair, the GM will also introduce a complication or danger that comes about due to your wanton display. This move counts as Herculean Appetites when multiclassing.

☐ **Poetry In Motion**
When you **Perform**, choose a spell effect from the Bard's Arcane Art in addition to the other effects. On a Hit, give that effect to an ally. On a 7-9, your magic reverberates to other targets as well, GM's choice. This move counts as Arcane Art when multiclassing.

☐ **Gurdjieff Movements**
Take the Cleric move **Deity**. When you **Perform**, you can unleash a Cleric spell of your level minus one or lower. If you do, on a 7-9 pick outcomes from both the Perform move and the Cleric's Cast A Spell. Spells with ongoing effects only last as long as you keep dancing.

When you **spend uninterrupted time** performing for only your deity, you regain access to any previously revoked spells and recover from any -1 ongoing penalties to spellcasting. This move counts as Cast a Spell when multiclassing.

Bonds

Fill in at least one with the name of a companion, or write your own:

_____ promised to show me the beauty of _____

_____, you're more beautiful than you know; I'll help you realize that.

_____ is no leader, they should follow my steps.

Alignment

☐ Neutral

Keep everyone entertained.

☐ Good

Help someone let loose and express themselves.

☐ Chaotic

Whip an audience into a frenzy.

☐ _____

Gear

Choose your weapon:

☐ **Whip** (*reach, precise, 1 weight*)

☐ **Dagger** (*hand, 1 weight*)

☐ **Two Scimitars** (*close, 1 weight each*)

Choose two:

☐ **Dungeon Rations** (5 uses, *ration*, 1 weight)

☐ **3 Throwing Daggers** (*thrown, near, 0 weight*)

☐ **Halfling Pipeleaf** (6 uses, 0 weight)

☐ **20 coin**

Advanced Moves

When you gain a level from 2-10, you may choose from these moves:

☐ A Practiced Act

At the beginning of every session, name another player's character to be your dance partner. You both gain +1 ongoing to all Aid rolls with each other. When either of you rolls 9- on Aid, instead of suffering consequences aside the person you aided, you can end the ongoing +1.

☐ Grab Your Partner Do-Si-Do

When you Hack and Slash and roll 7-9, you can elect to take damage twice and deal damage twice.

☐ Multiclass Student

Choose a non-multiclass advanced move, at your level or lower, from the playbook related to your chosen school of dance.

☐ Multiclass Graduate

Requires: Multiclass Student

Choose a non-multiclass advanced move, at your level or lower, from the playbook related to your chosen school of dance.

☐ Never Out Of Step

You are always clearly aware of the people and things within *Reach* of you. Even when you're facing the other way. Even when the situation gets chaotic. Only things that make an effort to stay hidden can evade your senses.

☐ Wardance

When you Hack and Slash or Defy Danger in a physical way and roll 10+, you gain +1 armor forward.

☐ Lead Someone On A Merry Dance

When you **cause a distraction to hold someone's attention** on you as you prance around them, roll+DEX. On a 10: hold 3 Flight. On a 7-9, hold 1. If you're in a place that you know well, gain an additional Flight. Spend your Flight one-for-one to:

- Give them the slip and appear somewhere else nearby.
- Redirect an attack from yourself to a nearby target.
- Open up an opportunity for an ally; they take +1 forward against your pursuer.

☐ Don't Let Them Tame You

When you **perform for yourself, and you alone**, don't roll Perform, instead clear one debility or break yourself free of an enchantment or glamour. Ask the other characters if anyone is watching you do this: if they are, ask them one of the following questions; they must answer honestly:

- What do you wish I would do, now or later?
- What do you wish you were able to do, but cannot?
- What passions does my performance ignite in you?
- What do you desire, but is out of reach?

☐ Acrobat

You are capable of movements that seem to defy human limits. When you showcase a **feat of strength that verges on the superhuman** like an enormous leap, a burst of parkour, or dangling from a wild creature, roll+STR. On a 10+ choose two. On a 7-9, choose one.

- Take +1 Forward afterward.
- Pick someone who can see you: they're very impressed.
- You don't get hurt or put in a bad spot.

☐ The Minuet

When you **corner a person into an entanglement of propriety** (a conversation, a dance, a fight, etc.), no matter who they are they have to accept and turn their focus to you. People on the sidelines will watch and judge your performances accordingly, Roll+CHA; on a 10+ Hold 3 Consort, on a 7-9 Hold 2. On a 6-, Hold 1, and the GM gets to make a move as hard as they want. You can spend Consort one-for-one to:

- Recover from a mistake or misstep.
- Cause them to misstep or make a mistake.
- Tell them or give them something which no one else hears or sees.
- Help them, or yourself, impress all onlookers.

Etiquette requires both of you to stay engaged until the matter is finished. If they break away from you early, gain 1 XP for each Consort you still hold. If you break away early, take -1 Forward for each Consort you still hold.

Notes

Advanced Moves

When you gain a level from 6-10, you may choose from these moves:

☐ Multiclass Trainer

Requires: Multiclass Graduate

Take an advanced move from any playbook.

☐ Uncanny Awareness

Requires: Never Out Of Step

The GM will let you know when anyone tries to sneak up on you or sneak away from you.

☐ Wartrance

Replaces: Wardance

When you Hack and Slash or Defy Danger in a physical way and roll 10+, you gain +2 armor forward.

☐ Evoker

Requires: Carnal Desires

When you spend time (hours or days) **dancing around an elemental font**, the font responds to your effort. Say what your movements implore the elements to do, then the GM will name up to three conditions as a requirement. If you meet these conditions then you can have what you wanted.

- Sacrifice something precious and without replacement.
- Dance until delirium and exhaustion takes you.
- Loose the font upon the world, wild and without restraint.
- Allow the font to mark you as its own.

☐ Invocation

Requires: Gurdjieff Movements

When you spend uninterrupted time **dancing in communion with your deity**, you summon a manifestation of their power or their domain. You can tell the GM what you hope will happen- what your dance was meant to invoke- but whatever you brought into the world, it belongs to your deity, not to you. Roll+WIS; on a 10+ pick two, on a 7-9 pick one.

- It remains for a while (hours, days, weeks).
- It is especially potent or powerful.
- It can be reasoned with, or your deity will listen if you ask it to stop.

☐ Haka

Requires: Capoeira

Increase your damage die to d8. You can wear armor and not be *clumsy*.

When you **taunt your enemies in the middle of battle by flexing your terrible strength and ferocity** as a dance, roll+STR. On a 10+, pick 2. On a 7-9, pick one.

- Your enemies feel fear and act accordingly (avoiding you, hiding, attacking with fear-driven abandon).
- Your enemies recognize you as their greatest threat, and you rise to the challenge. Take +2 damage ongoing during the battle.
- Your enemies are shaken and your allies rally. All of you take +1 Forward.
- You feel empowered, invincible. Ignore the penalty of one debility during the battle.

☐ Jibaro's Siren

Requires: Poetry In Motion

When you spend uninterrupted time **adorning your body with elaborate jewelry, paints, and cloths**, you wrap yourself in a glamour; name an emotion or impression- danger, auspice, envy, awe, or anything else- and the GM names one as well. While in your costume, anyone who looks at you sees the glamour first and the person second: they must associate you with the feeling you named, and they cannot associate you with the feeling the GM named.

When you get into costume and **work your charms** on a mark, pick the way you leverage your glamour...

- My glamour compels: they should do what I ask of them.
- My glamour intrigues: they should want more of what I have.
- My glamour overwhelms: they should cower before me.

...then ask the GM if your mark tries to resist your influence. If they resist, roll+CHA. On a 10+, they'll need to do something drastic to break the spell. On a 7-9 your influence is fragile, and could shatter from any misgiving.

The \LaTeX template for this playbook, and other playbooks made with this resource, can be found at:
<https://innumerable-engines.net/dwplaybooks>

Dungeon World is designed by Sage LaTorra and Adam Koebel and can be found at:
<https://dungeon-world.com>

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Special thanks to **Mosthra** on the Dungeon World+ discord server, whose Dancer playbook inspired me to create this one. You can find their playbook at:
<https://docs.google.com/document/d/1rcgBD9k9JHT8lDhEunR7fXFs7K72pgZ9pP7GFXN0GJM/edit#>