

# The Template

Names: Alice, Bob, Carol, Eve, Frank, Grace, Mallory, Sybil, Trent, Victor, Walter

Level

XP

Armor

Hit Points

Max (8+Constitution)

D8

Damage

 Name: \_\_\_\_\_

STR

Strength

-1

DEX

Dexterity

-1

CON

Constitution

-1

INT

Intelligence

-1

WIS

Wisdom

-1

CHA

Charisma

-1

Looks

Starting Moves

Choose one from each, or write your own:

**BODY:** Big, Small, Thick, Thin

**EYES:** Happy, Sad, Curious, Excited

**HAIR:** Styled, Wild, Bald, Long

**CLOTHES:** Rich, Practical, Tatters

Race

☐ **Human**  
When you **do something that humans do**, you do it like a human would. I'm not even sure this constitutes a move. I mean, what are you going to do, roll to put one foot in front of the other?

☐ **Dwarf**  
When you **do something that dwarves do**, you do it better than an Elf would.

☐

☒ **Lorem**  
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.

☒ **Ipsum**  
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.

☒ **Dolor**  
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.

☒ **Sit**  
**Orc?** Choose one:

- plane of shadow scent
- platinum piece
- reptilian subtype

skill points small special quality spell strength sun domain thirst touch spell transitive plane unarmed attack vulnerability to energy.

☒ **Amet**  
**Aberration type calling subschool** coup de grace domain spell entangled ethereal plane fear cone improved grab initiative count light weapon living luck domain melee mentalism domain monstrous humanoid type morale bonus orc domain paladin petrified ranged attack rounding scribe shield bonus spell level square subtype threaten tyranny domain.

It's dangerous to go alone, take this:

☐ **Consectetur**  
petrified poison spell slot Dark Souls is the best game series fite me irl **dodge bonus** enhancement bonus fighter fire domain initiative count intelligence large massive damage outer plane strength domain take 10 time domain trickery domain untrained.

## Bonds

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

I once saved \_\_\_\_\_'s life, at great risk to my own well being.

\_\_\_\_\_ still owes me money.

I think \_\_\_\_\_ is the nicest most bestest person ever.

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## Alignment

### ☐ Good

Huggle bunnies and snuggle puppy dogs.

### ☐ Evil

Cackle maliciously and steal candy from babies.

☐

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## Load

Max (7+STR)



## Gear

You carry a **seed** from a giant tree.

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

**Adventuring Gear** (5 uses, 1 weight)

Choose your defenses:

☐ **Plate Armor** (2 armor, *worn*, 2 weight)

☐ **Loincloth** (0 armor, *worn*, 1 weight)  
**Makeshift Shield** (1 armor, 1 weight)

Choose your armament:

☐ **Straightsword** (close, 2 weight)

☐ **Wood Club** (close, 1 weight)

☐ **Worn Bow** (near, 2 weight)  
**Bundle of Arrows** (3 ammo, 1 weight)

## Advanced Moves

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

### ☐ Adipiscing

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.

### ☐ Elit

Malkovich malkovich, **malkovich malkovich** malkovich... malkovich? malkovich mal-ko-vich! malkovich. malkovich. malkovich malkOVich malkovich; malkovich!? malkovich!!!!!! malkovich. mmmmmmmalkovich malkovich malkovich. malkovich (malkovich, malkovich) malkovich: malkovich... malkovich malkovich malkovich malkovich malkovich! malkovich.

### ☐ Nulla

**Base attack bonus** blindsight falling fear aura grapple check huge masterwork outer plane outsider type suppress telepathic link turn resistance.

### ☐ Consequat

Ability drain armor bonus **chaotic subtype** competence bonus cross-class skill destruction domain diminutive eladrin subtype electrum gargantuan negative level orc domain pinned plane of shadow platinum piece rend reptilian subtype round scent skill points small special quality spell strength sun domain thirst touch spell transitive plane unarmed attack vulnerability to energy.

### ☐ Eleifend

Aberration type calling subschool **coup de grace** domain spell entangled ethereal plane fear cone improved grab initiative count light weapon living luck domain melee mentalism domain monstrous humanoid type morale bonus orc domain paladin petrified ranged attack rounding scribe shield bonus spell level square subtype threaten tyranny domain.

### ☐ Lacus

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.

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

### ☐ Vel

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

## 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.

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### Addendum

If you find that your playbook needs an additional section, but you don't want it to use the previous two-column style that the moves use, this final section is the best place to handle that layout.

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>