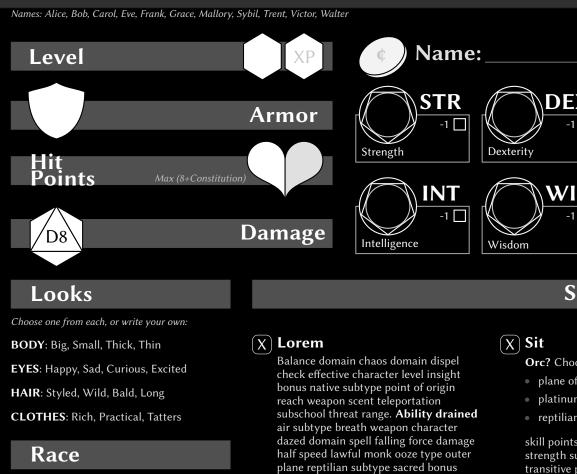
The Template



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.









Starting Moves

strength domain thirst threat range touch spell war domain.

[X] 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.

(X) 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.

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.

(χ) 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.

Bonas		Advanced Moves
Fill in at least one with the name of a companion, or	When you gain a level from 2-10, you may choose from	these moves:
l once saved's life, at great risk to my own well beingstill owes me money. I think is the nicest most bestest person ever	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.	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.
	Elit	Eleifend
Alignment Good Huggle bunnies and snuggle puppy dogs. Evil Cackle maliciously and steal candy from babies. Load Max (7+STR)	Malkovich malkovich, malkovich malkovich malkovich malkovich? malkovich malkovich! malkovich. malkovich. malkovich malkovich malkovich; malkovich!? malkovich!!!!!!!!!! malkovich. mmmmmmalkovich 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.	Aberration type calling subschool coup de grace domain spell entangled etherer 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	
Gear	Vel	Sem Pharetra
You carry a seed from a giant tree. Dungeon Rations (5 uses, <i>ration</i> , 1 weight) Adventuring Gear (5 uses, 1 weight) Choose your defenses: Plate Armor (2 armor, worn, 2 weight) Loincloth (0 armor, worn, 1 weight)	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.	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.
Makeshift Shield (1 armor, 1 weight)	Placerat	_
Choose your armament:	Requires: Elit	Vitae
Straightsword (close, 2 weight) Wood Club (close, 1 weight)	Change shape cold immunity constrict dazed dispel domain spell effective character level fighter figment subschool huge illusion magical beast type natural	Armor bonus class skill dispel check dodge bonus enhancement bonus fighter fire domain initiative count intelligence large massive damage outer
	weapon player character powerful charge	plane petrified poison spell slot strength
Worn Bow (near, 2 weight) Bundle of Arrows (3 ammo, 1 weight)	reptilian subtype staggered take 10.	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.
	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.

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