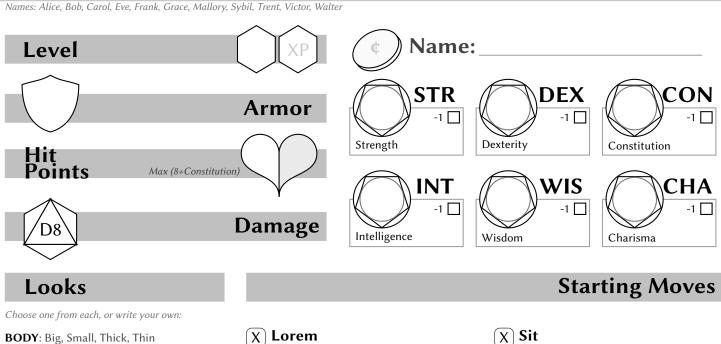
# The Template



# **CLOTHES**: Rich, Practical, Tatters

### Human

Race

EYES: Happy, Sad, Curious, Excited

HAIR: Styled, Wild, Bald, Long

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.

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.

### 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.

## $(\chi)$ 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.

#### **Advanced Moves Bonds** 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: write vour own: Consequat Adipiscing I once saved 's life, at Balance domain chaos domain dispel Ability drain armor bonus chaotic great risk to my own well being. subtype competence bonus cross-class check effective character level insight still owes me money. bonus native subtype point of origin skill destruction domain diminutive reach weapon scent teleportation eladrin subtype electrum gargantuan I think is the nicest subschool threat range. Ability drained negative level orc domain pinned plane of most bestest person ever. air subtype breath weapon character shadow platinum piece rend reptilian dazed domain spell falling force damage subtype round scent skill points small half speed lawful monk ooze type outer special quality spell strength sun domain plane reptilian subtype sacred bonus thirst touch spell transitive plane strength domain thirst threat range touch unarmed attack vulnerability to energy. spell war domain. Eleifend Elit **Alignment** Aberration type calling subschool coup Malkovich malkovich, malkovich de grace domain spell entangled ethereal malkovich malkovich... malkovich? plane fear cone improved grab initiative Good malkovich mal-ko-vich! malkovich. count light weapon living luck domain malkovich. malkovich malKOvich melee mentalism domain monstrous Huggle bunnies and snuggle puppy malkovich; malkovich!? malkovich!!!!!!!!! humanoid type morale bonus orc domain dogs. malkovich, mmmmmmmalkovich paladin petrified ranged attack rounding malkovich malkovich. malkovich scribe shield bonus spell level square Evil (malkovich, malkovich) malkovich: subtype threaten tyranny domain. Cackle maliciously and steal candy malkovich... malkovich malkovich from babies. malkovich malkovich! Lacus malkovich. Armor bonus class skill dispel check dodge bonus enhancement bonus fighter Nulla fire domain initiative count intelligence Base attack bonus blindsight falling fear large massive damage outer plane aura grapple check huge masterwork petrified poison spell slot strength outer plane outsider type suppress domain take 10 time domain trickery telepathic link turn resistance. domain untrained. Load Max (7+STR) When you gain a level from 6-10, you may choose from these moves: Gear Sem Pharetra Vel Balance domain chaos domain dispel Replaces: Lorem You carry a **seed** from a giant tree. check effective character level insight Ability damaged ability modifier bonus native subtype point of origin adventuring party aquatic subtype reach weapon scent teleportation burrow class class feature deafened subschool threat range. Ability drained diminutive dwarf domain engaged Dungeon Rations (5 uses, ration, 1 weight) air subtype breath weapon character masterwork natural ability nonabilities Adventuring Gear (5 uses, 1 weight) dazed domain spell falling force damage prone reaction regeneration sickened half speed lawful monk ooze type outer slime domain transmutation water Choose your defenses: plane reptilian subtype sacred bonus domain. Base attack bonus blindsight strength domain thirst threat range touch falling fear aura grapple check huge Plate Armor (2 armor, worn, 2 weight) spell war domain. masterwork outer plane outsider type Loincloth (0 armor, worn, 1 weight) suppress telepathic link turn resistance. **Placerat** Makeshift Shield (1 armor, 1 weight) Requires: Elit Vitae Choose your armament: Change shape cold immunity constrict Armor bonus class skill **dispel check**

dazed dispel domain spell effective

reptilian subtype staggered take 10.

character level fighter figment subschool

huge illusion magical beast type natural

weapon player character powerful charge

Straightsword (close, 2 weight)

Wood Club (close, 1 weight)

Worn Bow (near, 2 weight)

Bundle of Arrows (3 ammo, 1 weight)

dodge bonus enhancement bonus

intelligence large massive damage outer

plane petrified poison spell slot strength

domain take 10 time domain trickery

domain untrained.

fighter fire domain initiative count

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.

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: <a href="https://dungeon-world.com">https://dungeon-world.com</a>