
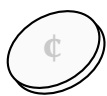



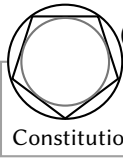
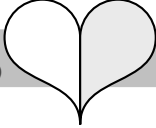









The Nightwatch

Names: Evelyn, Ben, Lucas, Mason, Harper, Jackson, Camila, Scarlett, Isaac, Zoey, Julian, Robert, Riley

Level		 Name: _____
 Armor		 STR  DEX  CON
Hit Points <small>Max (8+Constitution)</small>		 Strength  Dexterity  Constitution
 Damage		 INT  WIS  CHA

Looks

Choose one from each, or write your own:

EYES: Unwavering, Hidden, or Light-catching glasses

HAIR: Clean cut, Rougeish, or Long and greasy

BODY: Built, Lithe, or Nearly skeletal

CLOTHES: Rich, Self-made, or Street casual

Race

☐ Human

When you **enter a civilized settlement** you've visited in the past, tell the GM about a criminal that you helped catch last time you were there. The GM will tell you if they're still seeking revenge.

☐ Elf

Nature is not lawless. You may use **Throwing Shade** to accuse a GM character of transgressions against wild, natural spaces or creatures.

☐ _____

☒ Grappling Hook

You have a small crossbow with the tags *near*, *reload* mounted to a brace on your forearm. Instead of firing bolts, it has been modified to launch a grappling hook and rope which you can dangle, climb, or swing from. Once attached, you can dislodge the hook from any surface with a quick flick of your wrist.

Starting Moves

☒ Throwing Shade

When you have dirt on a GM character and **publicly accuse them of crimes or misdeeds**, roll+CHA. On a hit the GM chooses one:

- Make up a bad excuse to be somewhere else, then flee.
- Get defensive and focus their attention on you.
- Own up to their deviant ways without a hint of remorse.

On a 10+, take +1 forward against them. On a miss, they mock your delusions: take -1 forward against them.

☒ Warden

When you **return to a civilized place with a notorious criminal or wrongdoer in your arrest**, Roll+CHA. On a hit, the town celebrates your victory. On a 10+, in addition to reaping the rewards for their capture you may Carouse without spending the initial 100 coin. On a 7-9, word of your deeds have spread: the GM chooses a complication, and they don't need to tell you which one it is.

- The local constabulary will come around to assess the safety of the situation for themselves.
- Their return brings out a mass of angry folk looking for justice.
- Whomever you captured still has loyal friends or followers here.

☒ Somewhat Super

In your line of work you can't survive on wits alone. To adapt, you've developed a bit of a technique to help you out.

Choose One:

☐ Caped Crusader

When you stand in a darkly shaded or lightless place and **wrap the darkness around yourself**, you become Enshaden and gain a cloak made of shadows. This cloak but feels and acts like any regular cloak. It has no pockets. The material will slowly smolder away if exposed to direct sunlight. If you take the cloak off it slips off into nothing, thin as the shadows you took it from.

While wearing this cloak, take +1 ongoing for any roll where you attempt to move or act without being seen.

☐ A Slice of Moonlight

When you **bare your blade to the moonlight**, the light gathers, luminous, on the exposed metal. Gain 1 Moonlight. You can spend Moonlight to Volley as if you had thrown the blade itself (on a 7-9 you cannot choose to reduce your ammo). If you sheath or conceal the blade, lose all Moonlight.

While you hold Moonlight, deal +1 damage.

Bonds

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

_____ has earned my trust, for they truly know right from wrong.

_____ knows about my past life, and could use those secrets against me.

If I let them stray from my watch, _____ would harm an innocent person.

A long time ago, I saved _____ in a bad part of town, I wonder if they remember.

Alignment

☐ **Good**
Put yourself in danger to catch a crook.

☐ **Lawful**
Pursue justice above all other virtues.

☐ **Evil**
Go to any lengths to stop evil.

☐ _____

Load

Max (6+STR)



Gear

Adventuring Gear (5 uses, 1 weight)

Leather Armor (1 armor, worn, 1 weight)

Arm-mounted Grappling Bow (worn, 1 weight)

Choose your armament:

☐ **Short Sword** (close, 1 weight)

☐ **Rapier** (close, precise, 1 weight)

Choose two:

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

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

☐ **Antitoxin** (3 uses, 0 weight)

Advanced Moves

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

☐ Plenty of Pockets

Requires: Caped Crusader

Your cloak of shadows now has some small pockets. When the cloak disappears, any items in the pockets disappear with it. You can find them again in the same pocket next time you put it on.

☐ Wings

Requires: Caped Crusader

While Enshaden, you may fan out your cloak like a set of wings and glide through the air. Flapping the cloak gives a burst of speed, and you can even gain a little altitude.

☐ Shake Off Cape

Requires: Caped Crusader

If you would take damage while Enshaden and instead **throw off your cloak with a flourish**, you ignore the damage. Whatever was meant to hit you hits your cloak instead.

☐ A Lash of Firelight

Requires: A Slice of Moonlight

You may use the flickering light of a fire in the darkness to gather Firelight on your blade, just like you can with Moonlight. Add the tag *dangerous, flaming* while your blade has Firelight. When you **Volley the Firelight**, the impact causes a burst of flame. Any other bonuses to Moonlight apply to Firelight as well.

☐ Limit Break

Requires: A Slice of Moonlight

When you **gather light on your blade**, you gain 2 Moonlight. While you hold Moonlight on your blade, deal an additional +1d4 damage.

☐ Blade in the Dark

Requires: A Slice of Moonlight

When you **pour the Moonlight on your blade into your palm**, or some other container, lose all Moonlight. The light you gathered will remain in the container until you pour it out. Pouring it back onto the blade restores the Moonlight lost. While contained, the light can be used to illuminate the area as if it were a torch.

☐ Word Says You're Looking For Me

When you **put out word to the criminal underbelly** that there's someone you want to meet, roll+CHA. On a 10+, they'll set up a meeting with you. On a 7-9 you'll have to settle for an associate or lackey, or the meeting comes with strings attached, your call.

☐ Henchmen

When you're outnumbered by a group of petty thugs or nobodies, you are on equal footing with their entire gang.

☐ Turning Over A New Leaf

When you **Recruit some help**, you have the option to skip the roll. If you do, you are guaranteed an applicant who is capable and willing to work for cheap, but is also a former criminal looking for a second chance. They'll carry old baggage to deal with, and after a lifetime of crime you might find their old habits die hard.

☐ Detect Criminals

When you **scrutinize the people around you, even for a moment, and ask "who here is a criminal?"** the GM will tell you, honestly.

☐ Vigilante Warden

When you return to a civilized place where an ally has an Outstanding Warrant or is otherwise caused prior disaster, and you **make a show of leading that character around as if they are your prisoner**, you both roll+CHA and use the best result. On a 10+ everyone believes the situation is under your control. On a 7-9, word of your ally's capture has spread, and the GM chooses a complication:

- The local constabulary would prefer to detain your ally themselves.
- Someone will come asking for recompense for prior damages.
- The town doesn't trust you, and wants you both to leave quickly.

Notes

Advanced Moves

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



Dynamic Duo

You've gained a sidekick in the form of a child or young adult. Why are you willing to take them in as your ward and apprentice, and let them join you on your adventures? Treat your sidekick as a playable character in your control. They do not choose a playbook, gain experience, or level up. Choose which of the following best describes them:

- Orphaned and lost, but with great resilience and courage.
Con: +1. Cha: -1. Int: -2.
16 max HP. D8 damage. 8 Load.
- Strange, awkward, and possessed with insight and understanding.
Wis: +1. Str: -1. Cha: -2.
12 max HP. D6 damage. 6 Load.
- Unwittingly eager and gangly, with genius to match enthusiasm.
Int: +1. Con: -1. Str: -2.
10 max HP. D4 damage. 4 Load.
- Ferocious and uncontrollable, yet stalwart and devoted.
Str: +1. Dex: -1. Wis: -2.
14 max HP. D10 damage. 10 Load.
- Candid and naive, able to make friends in any situation.
Cha: +1. Wis: -1. Con: -2.
8 max HP. D6 damage. 6 Load.



In Training

Your sidekick picks up their own talents. If you chose **A Slice of Moonlight**, they get **Caped Crusader**, or vice-versa. When you take any move with their choice as a requirement, the move applies to your sidekick instead.



Finding Their Own Way

Pick an unused playbook. Your sidekick gets one move from that playbook. Treat them as level 2 for this move.



Crafting Their Own Identity

Requires: Finding Their Own Way

Your sidekick gains two more moves from the previously selected playbook. Treat them as level 2 for these moves.



Making A Name For Themselves

Your sidekick gets one move from any other playbook. Treat them as level 2 for this move.

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>