

DUNGEON WORLD

ALTERNATIVE PLAYBOOKS

THE MAGE • THE PRIEST • THE TEMPLAR • THE ARTIFICER



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DUNGEON WORLD

ALTERNATIVE PLAYBOOKS

Written by Jacob Randolph

This set of playbooks exists as an alternative to some of the classes presented in the Dungeon World core rulebook. The playbooks in this packet are replacement classes for the Cleric, Paladin, and Wizard, replacing them with the Priest, Templar, and Mage, respectively. These three classes were specifically chosen to be replaced because of a common flaw they all share: they all carry over baggage from Dungeons and Dragons that limits or somehow weakens their ability to represent a fantasy man of the cloth, holy warrior, or kooky wizard. The main hangups with the original classes are the Vancian casting of The Cleric and The Wizard, which does not represent modern fantasy in the slightest, and the various alignment based mechanics of The Paladin.

The goal of these new classes is to better represent their archetypes than the core Dungeon World classes do. The Mage should be a more iconic and interesting spellcaster than The Wizard, bound by a focus of magic rather than spells per day. The Priest is less of a warrior than The Cleric and more of an evangelist and miracle worker, bound by the tenets of their god more than anything else. The Templar is as much an inquisitor and a commissar as she is a holy warrior, spurring her allies on to victory even as she charges onward. The Artificer is not a replacement class, but I am including it in this packet as a free bonus for purchasing. Thank you.

If you prefer The Mage over The Wizard but prefer The Cleric over The Priest, that is perfectly acceptable. Just because you are using one of these alternative playbooks does not mean you have to use all of them, and if the GM is okay with it, there is nothing stopping you from using both The Paladin and The Templar in the same group. There will be some role overlap, but the alternative playbooks presented here play quite differently than the classes they are intended to replace.

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THE MAGE

Dungeon World holds many secrets. You know, because you've found one of them. You found the font of power that is magic, and you have held it close. It is yours, and with it you can work wonders. Whether you found power in The Dragon or The Mask or something else entirely, all those secrets were tucked away into that little wand you found. And now those secrets are yours to command.

You've found your power. You've only begun to see the heights to which you can rise. But you've also begun to find your limits. As much as you wish it was, your magic is not absolute. You can't do everything. You need your pitiful companions to win the day. But you know they could never do it without you.

For you are Magus, and none compare to your might.

THE ARTIFICER

Dungeon World's old technology is quite the mess, but you can fix it. No one else could, but that's just because no one else is you. Pull some power from the leylines, run a little ambaric interference through the steam valve, tighten the sprockets, and it's as good as new. Well, better than new, really. So maybe it's a little more complicated than it was before, and maybe it didn't need quite so many dials and whirlygigs. In your capable hands, every extra whirlygig is just another backup plan.

What do you mean, what's it do? It should be obvious, shouldn't it? It's just an etheric matrix wand. It's not like you were building an ambaric compensator mechanism! None of them appreciate the intricacies of science, mark your words, not like you do! But you'll show them. You're the greatest scientific mind you've ever met! Okay okay, so maybe you don't *actually* know what the etheric matrix wand does, per se, but you have a solid hypothesis! All it needs is some field testing.

If you knew what you were doing, you wouldn't call it research.

THE PRIEST

The lands of Dungeon World have been forsaken. No gods walk these lands, not anymore. Now these lands are a battleground between their followers, their remnants, their men of the cloth. It is not a battle that is always fought with blades, and that is why this battleground needs you.

With simple words, you spread the faith of your deity to those who would not believe. With humble words, you beseech your deity for a miracle, and it listens. Where you walk, so too walks your god, and it is through your faith that this power is made manifest. Wherever you go, the heavens follow. Your deity watches your every move, and through him, your success is guaranteed.

Spread the faith, Priest, and know that none shall dare lay a hand on you.

THE TEMPLAR

Heretics. Heretics all. Everywhere you look in Dungeon World, you find blasphemy. Everyone pretends to be goodly, but you don't buy it. It's just different degrees of heresy. In the face of evil, you do not back down. You do not surrender, and you make sure none of those weaker types do either. You are here to do a job, and no man, no beast will stop you.

These men and women you travel with, they're better than most, but they're still mortal. They're still fallible. You're not. You're pure. Your cause is absolute. If there is an end you must reach, you will take any means necessary to achieve them.

For you are Templar, and failure is not an option.

NAME




LOOK

Elf: Byakuren, Enkirash, Fenfaril, Halwyr, Lautrec, Lilliastré, Phirosalle, Quelann
Human: Aldara, Avon, Logan, Marisa, Morgan, Ovid, Rath, Vitus, Uri, Xenó, Ysolde

Styled Hair, Wild Hair, or Pointed Hat
 Worn Robes, Stylish Robes, or Strange Robes
 Pudgy Body, Creepy Body, or Thin Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 4 + CONSTITUTION

ALIGNMENT

- GOOD
Use magic to directly aid another.
- NEUTRAL
Discover something about a magical mystery.
- EVIL
Use magic to cause terror and fear.

STARTING MOVES

ARCANE LEARNING

You are a font of esoteric knowledge. When you **Spout Lore** or **Discern Realities** about something magical or otherwise arcane, on a 10+ the GM will also tell you a little-known secret about the subject.

CAST A SPELL (INT)

When you weave a spell to help solve a problem, describe it and roll +INT. Spells cast this way can never deal damage directly. On a 10+, the spell certainly helps, but choose one. On a 7-9, the spell takes effect, but the choose two:

- Your spell won't last long - you'll need to hurry to take advantage of it.
- Your spell affects either much more or much less than you wanted it to.
- Your spell has unforeseen side effects, and might draw unwanted attention.
- The casting saps your energy. You take -1 ongoing to INT until you have a few minutes to clear your head.

On a miss, something's gone horribly wrong. Your spell may well have worked, but you will regret casting it.

SPELL FOCUS

Your magical studies are centered on a particular kind of magic, an aspect of the metaphysical world from which you take inspiration. When you first learn magic, select a Focus from the list, and record it below. There is more information on Spell Foci on the attached page.

When you weave a spell that is Aligned to your Focus, your modifier to the roll can't be less than +1. When you weave a spell that is neither Aligned nor Opposed to your Focus, take -1 to the roll. You can never weave a spell if it is Opposed to your focus.

Focus: _____ Look: _____

Aligned: _____

Opposed: _____

RACE

- ELF
Whenever a magical effect happens close by, you can feel it, and tell roughly which direction and how far it is from you.
- HUMAN
When you Parley, you can always offer to cast a spell as Leverage.

BONDS

Fill in the name of one of your companions in at least one:

I have shown _____ the power of the arcane arts.

I suspect _____ fears what they do not understand.

_____ knows the secret to my powers.

Choose either Black Magic or Counterspell to start with. You can take the other as an Advance when you Level Up.

- BLACK MAGIC (INT)
When you weave a spell to inflict pain, choose two tags and roll +INT. If you do not pick any Range tags, the Range defaults to Hand. On a hit, deal 1d8 damage. On a 7-9, also choose 1:
 - You draw unwanted attention or put someone in a spot.
 - The GM removes a non-range tag of their choice, and you deal -1 damage.
 - The casting saps your energy. You take -1 ongoing to INT until you have a few minutes to clear your head.**Tags:** Reach, Near, Debilitating (-1 damage), Elemental (choose 1), Forceful, Piercing 1, Subtle, Two Targets (-1 damage)

- COUNTERSPELL (INT)
When you counter a magical spell as it is cast, roll +INT. On a 10+, choose 2. On a 7-9, choose 1:
 - The spell deals no damage.
 - The spell's effects are superficial and temporary.
 - You take +1 forward against the caster.
 - Use Black Magic against the caster immediately, even if you don't have the move. You don't need to specify a Range tag.



LEVEL
 XP

*When a player takes the Cast a Spell move using a multiclass move, they also gain the Spell Focus move.

GEAR

Your Load is 7 + STR. You start with dungeon rations (5 uses, 1 weight) and an indestructible arcane treasure through which you draw power (such as a wand, crown, or book) describe it (1 weight).

Choose your defenses:

- Leather armor (1 armor, 1 weight)
- Bag of books (5 uses, 2 weight) and 3 healing potions

Choose your weapon:

- Dagger (hand, 1 weight)
- Staff (close, two-handed, 1 weight)

Choose one:

- One healing potion
- Three antitoxins

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

ARCANE WARD

You have +2 Armor against magical attacks, and nearby allies have +1 Armor against magical attacks.

BATTLE MAGE

Add the following tags to the Black Magic list: *Close*, *Area (-2 damage)*, *Messy (+1d4 damage)*, *Piercing 2*. In addition, selecting a Range tag for your Black Magic does not count as one of your two tag choices.

ENCHANTER

When you have time and safety with an item in a place of power, you may weave a spell to imbue it with magical power. Describe what kind of magic you want to imbue the item with, then roll +INT. On a 10+, choose two. On a 7-9, choose one.

- The enchantment is permanent.
- The enchantment has no unknown side effects.
- The enchantment does not have a weird limitation.

On a miss, the item you made is cursed. The GM will let you know the nature of the curse, but only after it is too late.

IMPRESSIVE COUNTERSPELL

When you use Counterspell and roll a 12+, choose 3 options.

KNOW-IT-ALL

When another player's character comes to you for advice and you tell them what you think is best, they get +1 forward when following your advice and you mark experience if they do.

LOGICAL

When you use strict deduction to analyze your surroundings, you can Discern Realities with INT instead of WIS.

MULTICLASS DABBLER

Gain one move from another class. Treat your level as one lower for choosing the move.

PRODIGY

Select a Focus other than the one you have, and add one of its Aligned elements and one of its Opposed elements to your list of Aligned and Opposed elements. You cannot select an element that contradicts your existing Aligned and Opposed elements.

RITUAL

When you draw on a place of power to create a magical effect, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you one to four of the following conditions:

- It's going to take days/weeks/months
- First you must ____
- The result will be a lesser version, unreliable or limited
- It will need help from ____
- It will require a lot of money
- You'll have to disenchant ____ to do it
- You and your allies will risk danger from ____

SPELLWEAVER

When you roll a 12+ on Cast a Spell, your spell defies expectations, helping above and beyond what you intended. Choose nothing from the list.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

ARCANE ARMOR

Replaces: *Arcane Ward*

You have +4 Armor against magical attacks, and nearby allies have +2 Armor against magical attacks.

ARCHMAGE

Requires: *Prodigy*

Select a Focus other than the one you have or the one you selected for Prodigy, and add one of its Aligned elements and one of its Opposed elements to your list of Aligned and Opposed elements. You cannot select an element that contradicts your existing Aligned and Opposed elements.

BEYOND LIMITATION

Select one of your Opposed elements and remove it.

ENCHANTER'S SOUL

Requires: *Enchanter*

When you have time and safety with a magic item in a place of power, you can empower that item so that the next time you use it, its effects are amplified. The GM will tell you exactly how.

HIGHLY LOGICAL

Replaces: *Logical*

When you use strict deduction to analyze your surroundings, you can Discern Realities with +INT instead of +WIS. On a 12+, you get to ask the GM any three questions, not limited by the list.

PERFECT COUNTERSPELL

Add the following to your list of Counterspell options:

- The enemy's spell affects its caster at full strength.

REFLEXIVE COUNTERSPELL

Requires: *Impressive Counterspell*

When you use Counterspell, choose one additional option, even on a 6-.

RITUAL MASTER

Requires: *Ritual*

When the GM tells you the requirements you need to perform a Ritual, you can veto one of those requirements.

SPELL MASTERY

Requires: *Spellweaver*

When you roll a 10+ on Cast a Spell, you do not need to select any options from the list. On a 7-9, choose only one option from the list.

WAR MAGE

Requires: *Battle Mage*

Add the following tags to the Black Magic list: *Far*, *Messy (+1d8 damage)*, *Piercing 3*, *Three Targets (-2 damage)*. In addition, you choose three tags instead of two.

THE MAGE'S SPELL FOCUS

THE ELEMENTS OF A SPELL FOCUS

Your Spell Focus is the crux of your Mage's power - it is that element around which their abilities gravitate, and determines what sort of magic they can use well and what sorts of magic they really... can't. Each Spell Focus is made up of a number of elements, detailed below.

FOCUS

Your Focus is the name of the brand of magic you have consigned yourself to. It is a thematic bind that ties your powers into a cohesive whole. Your Focus must always begin with the word "The," this is important for magic.

ALIGNED ELEMENTS

The Aligned elements of a focus are those that define your Mage's specialty. Each Focus has 3 Aligned options, which form an outline for what kind of spells you excel at. **Whenever you Cast a Spell**, if the spell you describe falls within one or more of your Aligned options, then the minimum bonus your roll can have is +1. This also applies to the Black Magic and Counterspell moves, when applicable.

The Mage can still cast spells that fall outside of these Aligned elements. If they do, however, they take -1 to the roll. The Mage's powers are wide and varied, but they only have practice with their Aligned elements.

PRODIGY, ARCHMAGE, AND BEYOND LIMITATION

There are three advanced moves The Mage can take that alter the nature of their Spell Focus: Prodigy, Archmage, and Beyond Limitation. Beyond Limitation's function is very simple, but Prodigy and Archmage can be a bit complicated. When you take either of these Advanced moves, you select a Focus you do not have, and add one of its Aligned elements and one of its Opposed elements to your list of Aligned and Opposed elements. In this way, you broaden your mastery of spellcasting, at the cost of narrowing the variety of magic you have at your disposal. You can never pick elements that contradict any of your existing elements - a Dragon Mage cannot take The Mask's "Using Brute Force" Opposed option, for instance.

An example: A Dragon Mage hits level 2, and decides to take the Prodigy move. She then picks any Focus other than The Dragon, and she settles on The Clock. She adds the Aligned element Adjust the Flow of Time to her list of Aligned elements, and she selects the Opposed element Manipulating Emotions. She ends up with the following Aligned and Opposed elements:

Aligned: Form of the Dragon, Create and Control Fire, Reckless Destruction, and Adjust the Flow of Time.

Opposed: Using Subtlety, Healing or Repairing, Manipulating Emotions.

If she later takes the Archmage move, she cannot pick The Clock as her third Focus - she must pick a new one.

LIST OF SPELL FOCI

Focus: The Abyss

Look: Missing Eyes, Replaced Limb, or Touch of Rot

Aligned: Conjure Horrors, Corrupt the Innocent, Transfigure Living Flesh

Opposed: Purification or Enhancement, Using Spells that Aren't Horrifying

Focus: The Clock

Look: Hourglass pupils, Impossibly Old, or Ticking Heartbeat

Aligned: Adjust the Flow of Time, Stop Aging and Movement, Erode to Dust

Opposed: Manipulate Emotions, Moving Anything Around

Focus: The Dragon

Look: Aura of Warmth, Dragon Tail, or Scaled Body

Aligned: Form of the Dragon, Burn with Fire or Passion, Reckless Destruction

Opposed: Healing or Repairing, Using Subtlety

Focus: The Forest

Look: Green Skin, Leafy Hair, or Tree-Sap Blood

Aligned: Rampant Growth, Unmake the Artificial, Commune with Nature

Opposed: Assist or Create Anything Artificial, Desecrating the Natural Order

Focus: The Horizon

Look: Immaculate Grooming, Never Touches the Ground, or No Blood

Aligned: Reveal the Way Forward, Purification, Grant Freedom or Movement

Opposed: Elemental Magics, Forcing or Restricting Movement

Focus: The Mask

Look: Eternal Smile, Poker Face, or Silver Palms

Aligned: Misdemeanors, Avoid Notice, Cunning or Elaborate Plans

Opposed: Break the Facade, Using Brute Force

LOOK

Your magical bond of power has altered you in strange and unforeseen ways. Each Focus has a set of Look options associated with it, which are a bit more unusual than most. Select one Look from the list.

OPPOSED ELEMENTS

The Opposed elements of a focus are those that define your Mage's limits. Each Focus has 2 Opposed options - one of which that prohibits you from using magic towards a certain ends, and another that prohibits you from using magic with certain methods. For example, The Dragon's Opposed elements are "Healing or Repairing" and "Using Subtlety." The former stops the Dragon Mage from ever using magic to heal or repair anything, and the second prevents the Dragon Mage from using magic in a subtle or hidden manner. The Mage can NEVER cast a spell (including Black Magic and Counterspell) if it would fall under these Opposed elements.

Focus: The Stars

Look: Galactic Hair, Speckled Skin, or Star-shaped Pupils

Aligned: Foretell Destiny, Call Across Space, Peel Back the Veil

Opposed: Earth and Stone, Hiding the Truth

Focus: The Storm

Look: Aura of Wind, Purple Skin, or Touch of Static

Aligned: Fog and Lightning, Control Wind and Rain, Move like the Wind

Opposed: Stasis and Calm, Creating Anything Solid or Permanent

Focus: The Tower

Look: Eyes of Mercury, Metal Arms, or Quicksilver Blood

Aligned: Shield From Harm, Give Strength to the Weak, Iron and Steel

Opposed: Fleeing or Escaping, Using Magic for Your Own Gain

Focus: The Twilight

Look: Inky Black Eyes, Missing Shadow, or Monochrome Body

Aligned: Dance with Shadows, Incite Terror and Panic, Shroud the Truth

Opposed: Fire and Light, Being Loud or Obvious

Focus: The Winter

Look: Aura of Cold, Blue Skin, or Touch of Frost

Aligned: Chill them to the Bone, Induce Stasis, Reveal Grim Portents

Opposed: Create or Empower Life, Showing Generosity

THE ARTIFICER'S GADGETS

A LOOK AT TAGS AND WHAT THEY MEAN

The Artificer's Gadget Belt move grants them a host of cool gadgets, made by slamming three words together and then adding a tag. Some of the tags listed are ordinary - Piercing 2 and Forceful are covered by the Dungeon World core rules. The others... less so. +2 Armor vs. ____ isn't too hard, but what's appropriate to put in the blank? What does Elemental really mean? What kinds of Alternate Movements are okay? This page has been added to answer those questions.

FORCEFUL AND PIERCING 2

For completion's sake, these tags will be included on this page. Both Forceful and Piercing Gadgets must both be weapons - they have a Range tag, they can be used to Hack & Slash or Volley, and they deal your class damage.

A **Forceful** Gadget is one that sends its targets flying on impact. Forceful Gadgets either hit hard, explode, or use a strong force to push people around. **Possible Gadgets:** Clockwork Explosion Trinkets, Magnetic Emitter Wand, Alchemic Amplification Glove, Steam Emitter Torch, Alchemic Beam Golem.

A **Piercing 2** Gadget is one that ignores 2 points of Armor from those it deals damage to. Piercing Gadgets usually use weird or bizarre properties to get around or through normal defenses. **Possible Gadgets:** Ectoplasmic Beam Device, Electrical Field Glove, Magnetic Propulsion Wand, Steam Emitter Torch.

+2 ARMOR VS ____

The +2 Armor Vs ____ Gadget requires you to specify what it protects against - they don't provide universal armor. As defensive gadgets, +2 Armor Vs ____ Gadgets are rarely weapons, although they can be. If it is, it will rarely have a range farther than Hand. You do not have to pick a protection from the list below. These are provided as a guideline.

A **+2 Armor Vs. Fire** Gadget is obvious - it protects you from fire damage. Magic fire, being set on fire, walking through a really hot room; damage from those is reduced by 2. Other elements you could pick: Cold, Electric, Chemicals, Ghosts. **Possible Gadgets:** Pyromatic Defuser Glove, Alchemic Reversal Suit.

A **+2 Armor Vs. Ammo** Gadget protects you from most ranged attacks - arrows, Thrown weapons, and anything else that would use Ammo. It will protect you from small arms fire, but not giant boulders or collapsing ceilings. **Possible Gadgets:** Electrical Shielding Golem, Magnetic Field Belt

A **+2 Armor Vs. Environment** Gadget won't protect you from an ax or other weapon, but it will protect you from a variety of dangers. This gadget will cushion falls, soften falling rubble, and help you cross burning acid. **Possible Gadgets:** Ectoplasmic Amplification Suit, Clockwork Defuser Golem.

ELEMENTAL (____)

The Elemental (____) Gadget is a weapon, first and foremost. If you're putting this tag on a Gadget, you intend to hurt people with it. The Elemental keyword is what gives your Gadget elemental properties - without this, your Pyromatic Beam Cannon doesn't set things on fire. These are the same Elemental tags that The Mage has access to. You do not have to take one of the elements listed here, but if you use a different element, be sure to go over what that element fully entails with your GM.

An **Elemental (Fire)** Gadget burns things. Enemies hit by it catch fire, you can use it to destroy paper and wood, start a campfire, or destroy a building, given enough time. **Possible Gadgets:** Pyromatic Beam Cannon, Pyromatic Explosion Glove.

An **Elemental (Ice)** Gadget freezes things. Enemies hit by it are immobilized, you can use it to freeze water, put out fires, or create slippery floors. **Possible Gadgets:** Cryogenic Explosion Flasks, Cryogenic Emitter Wand.

An **Elemental (Electric)** Gadget shocks things. Enemies hit by it are stunned, you can use it to blast things away, create light, and power ancient technology. **Possible Gadgets:** Electrical Amplification Glove, Electrical Projector Device.

ALTERNATE MOVEMENT (____)

The Alternate Movement (____) Gadget is almost never a weapon. Alternate Movement Gadgets get you from place to place with style, and you don't need to use Field Test to use one of these Gadgets for its listed movement method. The only real restriction on this tag is that direct flight is not allowed - if you want to fly, take the Hover or Jumping movement and use a Field Test roll when you need to actually fly with it. You can select a movement method not listed here, but be sure to go over it with your GM before going ahead with it.

An **Alternate Movement (Hover)** Gadget keeps your feet clean. This Gadget will lift you lightly off the ground, allowing you to walk over any solid surface safely, even if the floor is electrified or there is an acid spill. This Gadget can also slow your descent if you fall in a controlled manner - it will do nothing to protect you from an involuntary fall. **Possible Gadgets:** Pyromatic Emitter Suit, Magnetic Reversal Boots.

An **Alternate Movement (Jumping)** Gadget lets you leap. This Gadget will propel you from the ground at high velocity, allowing you to travel large distances and over gaps at unreasonable speeds. **Possible Gadgets:** Clockwork Propulsion Golem, Alchemic Amplification Suit.

An **Alternate Movement (Climbing)** Gadget lets you cling to walls, hands free. This Gadget will hold to the wall for you, keeping your hands free to do other important things, like aiming or climbing higher. Just be wary of anything damaging your gadget while you're up there. **Possible Gadgets:** Clockwork Field Belt, Magnetic Emitter Golem.

An **Alternate Movement (Swimming)** Gadget lets you go under water. This Gadget allows you to breathe and move underwater at a good clip. **Possible Gadgets:** Ectoplasmic Field Goggles, Steam Reversal Trinkets.

An **Alternate Movement (Ethereal)** Gadget lets you go ghost. This Gadget lets you walk through thin walls or doors, but you can't bring anyone else with you. Using this gadget may draw the attention of ghosts, however. **Possible Gadgets:** Ectoplasmic Amplification Belt, Ectoplasmic Beam Suit.

OLD EQUIPMENT CONVERSION

Previous versions of the Artificer included weaponry options for them to pick from. With this most recent revision, however, your Gadgets make up your weaponry, so these equipment options were removed. If you particularly liked that equipment for your Artificer, you can recreate them like so:

- **Caustic Chemicals:** Alchemic Propulsion Flasks (reach, piercing 2, weight 1)
- **Bag of Explosives:** Alchemic Explosion Trinkets (near, forceful, weight 1)
- **Clockwork Crossbow:** Clockwork Propulsion Rod (near, piercing 2, weight 1)

NAME

LOOK

Dwarf: Durga, Aelfar, Gerda, Rurgosh, Bjorn, Drummond, Helga, Siggrun, Freya

Human: Wesley, Brinton, Jon, Sara, Hawthorn, Elise, Clarke, Lenore, Piotr, Dahlia, Carmine

Kind Eyes, Sharp Eyes, or Sad Eyes

Tonsure, Strange Hair, or Bald

Flowing Robes, Habit, or Common Garb

Thin Body, Knobby Body, or Flabby Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION

ALIGNMENT

- GOOD
Endanger yourself to heal another.
- LAWFUL
Endanger yourself following the precepts of your church or god.
- EVIL
Harm another to prove the superiority of your church or god.

STARTING MOVES

INVOCATION

When you call out for your deity's aid in a time of need, choose a Blessing and roll +WIS. **On a 10+**, your deity will intervene on your behalf - the GM will tell you how. **On a 7-9**, your deity will grant your Blessing, but you will also need to choose a Requirement.

Blessing

- Your invocation manipulates the realm your deity Controls.
- Your invocation commands something your deity Represents.
- Your invocation bolsters your deity's Worshippers.
- Your invocation rebukes your deity's Enemies.

Requirement

- Your invocation is obvious and immediate, drawing attention to you.
- The intervention is subtle or takes a while to manifest.
- Your deity demands something in return. The GM will tell you what.
- The divine experience leaves you dizzy with euphoria (or terror). You take -1 ongoing to Invoke until you have time to pray quietly for a while.

DIVINE WARD

When you call upon your deity for protection for yourself or an ally, roll +WIS. **On a 10+**, grant two of the following effects to the subject of your prayers. **On a 7-9**, grant one, and your prayers draw unwanted attention.

- Heal 1d8 damage
- Take +2 Armor forward
- Take +1 forward to Defy Danger
- An approaching enemy is driven back

LEAD THE FLOCK

When you preach to a mob, roll +CHA. **On a 10+**, hold 3. **On a 7-9**, hold 1. **On a miss**, the mob turns on you. Spend your hold 1-for-1 on the following:

- bring people forward and deliver them to you.
- bring forward all their precious things.
- unite and fight for you.
- fall into a frenzy of emotion: joy, sorrow, or rage, as you choose.
- go quietly back to their lives.

RACE

- DWARF
When you use your Divine Ward on someone else, you take +1 Armor forward.
- HUMAN
When you Defy Danger from something related to your deity's domain, take +1.

BONDS

Fill in the name of one of your companions in at least one:

_____ has insulted my deity; I do not trust them.

I trust _____ implicitly; they are good and faithful.

_____ is in constant danger, I will keep them safe.

I am working on converting _____ to my faith.

DEITY

You serve and worship some deity, who grants you power. Give your god a name (maybe Helferth, Sucellus, Zorica or Krugon the Bleak) and define your deity's domain by filling in each answer:

- Controls (the sun, the seas, the skies): _____
- Represents (love, death, war, wind): _____
- Worshippers (nobles, dwarves, wizards): _____
- Enemies (demons, undead, heretics): _____
- Demands (sacrifices, secrets, victory): _____

THE PRIEST

LEVEL

XP

GEAR

Your Load is 7+STR. You carry dungeon rations (5 uses, 1 weight), a priest's robes (weight 0), and a symbol of your deity, describe it (weight 0).

Choose your armament:

- Divine Weapon (hand or close, 1 weight) - you wield the favored weapon of your deity. Describe it.
- Staff (close, two-handed, 1 weight) and bandages (3 uses, 0 weight)

Choose two:

- Adventuring gear (1 weight) and dungeon rations (5 uses, 1 weight)
- Healing potion (0 weight)
- Blessed leather armor (1 armor, 1 weight)
- Bag of books (5 uses, 2 weight) and bandages (3 uses, 0 weight)

ADVANCED MOVES

When you gain a level from 2–5, choose from these moves.

DEITY'S INSIGHT

When you take a moment to consult your deity, you can Spout Lore using +WIS instead of +INT.

DEVOTED HEALER

When you heal someone else of damage, add your level to the amount of damage healed. You may choose to take 1d6 damage (ignores armor) to remove a debility from a person you are healing.

DIVINE PROTECTION

When you wear no armor or shield, you have 2 armor.

FIRST AID

You ignore the Slow tag on Bandages and Poultices & Herbs. When you are attacked while you are healing someone, gain +1 armor against the attack.

GREATER WARDING

When you use Divine Ward, select one additional option, even on a 6-.

HOLY FERVOR

Gain one move from the Templar or Cultist class list.

MIRACLE WORKER

Gain one move from the Mage class list. If you choose Cast a Spell, the Spell Focus you choose must be related to your deity. In addition, add the following to the list of options under Spell Focus:

Focus: The Divinity

Look: Divine Voice, Glowing Symbol of Faith, or Glowing Tattoos

Aligned: Aid Worshippers, Channel your Deity, Manipulate its Representation

Opposed: Aiding Enemies, Desecrating the Realm your Deity Controls

ORISON FOR GUIDANCE

When you fulfill your deity's Demands and pray for guidance, your deity tells you what it would have you do. If you do it, mark experience.

PENITENT

When you take damage and embrace the pain, you may take +1d4 damage (ignoring armor). If you do, take +1 forward.

SERENITY

When you calmly walk through a dangerous situation, take +1 to Defy Danger.

THE SCALES OF LIFE AND DEATH

When someone else takes their Last Breath in your presence, they take +1 to the roll.

When you gain a level from 6–10, choose from these moves or the level 2–5 moves.

ANATHEMA

When you strike down an Enemy of your deity, roll +WIS. On a 10+, that enemy is disintegrated, struck down by the power of your faith. On a 7–9, the enemy is still destroyed, but choose one:

- your deity's wrath is not yet over. It causes massive collateral damage.
- your deity draws upon your strength for this act. Take -1 forward.

On a miss, your deity cannot destroy this Enemy. The GM will tell you why.

APOTHEOSIS

The next time you spend time in prayer after taking this move, choose a feature associated with your deity (rending claws, wings of sapphire feathers, an all-seeing third eye, etc.). When you emerge from prayer, you permanently gain that physical feature.

DIVINE ARMOR

Replaces: Divine Protection

When you wear no armor or shield, you have 3 armor.

GAZE NOT UPON HIM

When you use Invocation and get a result of 12+, your deity's magnificence inspires awe from all who see it. Allies take +1 forward and NPCs cower in awe, fear, or ecstasy, as is appropriate.

INVIGORATE

When you heal someone, they take +2 forward against the cause of their damage.

MARTYR

Replaces: Penitent

When you take damage and embrace the pain, you may take +1d4 damage (ignoring armor). If you do, take +1 ongoing until you roll a 12+.

MULTICLASS DABBLER

Gain one move from another class. Treat your level as one lower for choosing the move.

PRAYER OF UNITY

You no longer need to specify who you protect with Divine Ward. When you protect a group with Divine Ward, the chosen effect(s) applies to everyone in the group.

PROVIDENCE

Add the following option to the Divine Ward list:

- An enemy move fails due to a moment of divine providence, related to your deity's domain (a gust of wind, a flash of light, or something similar)

REAPER

When you take time after a conflict to dedicate your victory to your deity and deal with the dead, take +1 forward.

NAME

LOOK

Human: Arthur, Gwenivere, Hadrian, Logan, Lucia, Octavia, Regulus, Valeria, Viktor
Elf: Augustine, Cassius, Celeste, Magiere, Sanguinus, Sayas, Thaddeus, Titanius, Yamaxanadu
Dwarf: Ciaphas, Erdas, Gressa, Holt, Ibram, Kerry, Kovacs, Lux, Ogram, Petrov, Tyrae

Harsh Eyes, Fiery Eyes, or Glowing Eyes
 Helmet, Styled Hair, or Bald
 Worn Holy Symbol or Fancy Holy Symbol
 Fit Body, Bulky Body, or Iron Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE		ARMOR		HP	
				CURRENT MAX	YOUR MAX HP IS 10+CONSTITUTION

ALIGNMENT

- LAWFUL**
Deny mercy to a criminal or unbeliever.
- GOOD**
Endanger yourself to protect someone weaker than you.
- EVIL**
Disregard casualties in pursuit of your objective.

STARTING MOVES

IT'S NOT THEM YOU SHOULD BE AFRAID OF

When you are at an ally's back and they flounder, you can give them some "encouragement." You can Aid an ally with any action as long as they can hear you threatening them. If you are also close enough you could hurt them, take +1 to your Aid roll.

I AM THE LAW

When you give an NPC an order based on your position of power, roll+CHA. **On a hit**, they choose one:

- Do what you say
- Back away cautiously, then flee
- Attack you

On a 10+, you also take +1 forward against them. **On a miss**, they do as they please and you take -1 forward against them.

INQUISITION

When you and an NPC have a private chat, roll+CHA. **On a 10+**, hold 3. **On a 7-9**, hold 2. **On a 6-**, hold 1, but the NPC will try to run away or attack you. Spend your hold 1 for 1 on the following:

- You find out who they work for and why.
- You find out their goal and how far they'll go to get it.
- You find out if they intend to harm anyone, and if so, who.
- You find out if they are hiding something, and if so, what.

After hearing their answers, you can put serious pressure on them for more - break some bones, threaten loved ones, or something similar. If you do, take +1 hold, but the NPC will never want anything to do with you ever again.

UNRELENTING

When you are in no condition to continue but do so anyway, roll +CON. **On a 10+**, choose both. **On a 7-9**, choose one. **On a miss**, choose one, but your condition worsens significantly: you take 1d8 damage as you push yourself beyond your limits.

- You ignore your debilities and injuries until the moment before you accomplish your immediate goal. Until then, you take action as if you were perfectly fine.
- You stay standing and will not fall. One ally of your choice gets +1 ongoing as long as you stay standing.

When you hit 0 HP while you are Unrelenting, you keep going and do not take your Last Breath until you fall or your goal is accomplished, whichever comes first.

When you die while you are Unrelenting, take +1 to your Last Breath.

RACE

- HUMAN**
You tend to ignore wounds you shouldn't. **When you suffer a debility**, you may take 2 damage to take +1 forward to your next roll using that stat.
- ELF**
You cling to life with sheer willpower. You roll +WIS instead of +CON when using Unrelenting.
- DWARF**
You're tough, so tough it's scary. You roll +CON instead of +CHA when using Inquisition.

BONDS

Fill in the name of one of your companions in at least one:

_____ 's misguided behavior could be a problem.

_____ ratted out a heretic. I can trust them.

_____ is suspicious. I've put them on my list.

I want to take _____ under my wing.

I won't take any flak from _____. They need to know their place.



THE TEMPLAR

LEVEL XP

GEAR

Your Load is 12+STR. You start with dungeon rations (5 uses, 1 weight), 3 sets of manacles (1 weight each), and some mark of faith, describe it (0 weight).

Choose your armament:

- Short sword (Close, +1 damage, 1 weight) and flintlock pistol (Near, reload, unreliable, +1 damage, 1 weight) with 3 ammo
- Long sword (Close, +1 damage, 1 weight) and shield (+1 armor, 2 weight)

Choose your armor:

- Templar's armor (2 armor, clumsy, 3 weight)
- Inquisitor's overcoat (1 armor, 1 weight)

Choose two:

- Adventuring gear (5 uses, 1 weight) and antitoxin
- Dungeon rations (5 uses, 1 weight) and bandages (3 uses, 0 weight)
- Spare Dagger (Hand, thrown, 1 weight) and 5 coin
- Spare Pistol (Near, 1 use, +1 damage, 1 weight) with 3 ammo

ADVANCED MOVES

When you gain a level from 2–5, choose from these moves.

ARMORED

You ignore the clumsy tag on armor you wear.

BLOODY AEGIS

When you take damage, you can grit your teeth and accept the blow. If you do, you take no damage but instead suffer a debility of your choice. If you already have all six debilities, you can't use this move.

CHARGE!

When you lead the charge into combat, those you lead take +1 forward.

COMBAT INQUISITION

You may use the Inquisition move on an enemy while you fight them.

HERETICAL DABBING

Gain one non-multiclass move from the Thief or Ranger class list.

HOLY SCRIPTS

Gain one non-multiclass move from the Mage or Priest class list.

PROFESSIONAL COURTESY

You and Death have an understanding. When you take your Last Breath, take +1. When an ally takes their Last Breath while you are close enough to rush to their side, you can Aid with their Last Breath roll. Be warned: Death will try to rope you into any bargains involving your comrade.

SMITE

While you are Unrelenting, you deal +1d4 damage.

THERE IS NO WAR IN BA-SING-SEI

Add the following option to the Inquisition move list:

- The NPC will willfully ignore all evidence that an event of your choice ever happened.

UNFAILING COMMITMENT

While you are Unrelenting, you get +1 armor and gain +1 hold when you Defend.

VOICE OF AUTHORITY

You gain followers. You have 3 of them at any given time, and they are all Hirelings with +2 Loyalty, no skills, and Cost: Blind Religious Fervor. Should any of them die, you get replacements the next time you visit a holy temple of your order.

WHO TOLD YOU TO STOP

When you Aid an ally, you push them beyond their limits. On a 7-9, your ally may mark a debility to select one of the following options. On a 10+, they may mark a debility to select two of the following options.

- They take +3 Armor forward.
- They deal +1d6 damage forward.
- They heal 2d6 damage.
- They ignore a debility, effect, or condition for a short while.

When you gain a level from 6–10, choose from these moves or the level 2–5 moves.

EVER ONWARD

Replaces: Charge!

When you lead the charge into combat, those you lead take +1 forward and +2 armor forward.

EXTERMINATUS

When you speak aloud your promise to defeat an enemy or specific group of enemies, you deal +2d4 damage against them and -4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.

INDOMITABLE

When you suffer a debility (even through Bloody Aegis), take +1 forward against whatever caused the debility.

MULTICLASS DABBLER

Get one move from another class. Treat your level as one lower for choosing the move.

NEVER BACK DOWN

Requires: Unfailing Commitment

When you Defend and get a result of 12+, instead of gaining hold, the attacker is simply held off, no matter the odds. In addition, they fear you - you gain +1 forward against them.

RALLYING POINT

When you Defend, any allies who also commit to defending with you gain 1 hold each. They can spend this hold at any time to give +2 armor forward to an ally or to whatever is being defended.

SHINING BEACON

Change the second option of Unrelenting to the following:

- You stay standing and will not fall. Your allies gets +1 ongoing as long as you stay standing. If you hit 0 HP, you keep going and do not take your Last Breath until you fall or your goal is accomplished, whichever comes first.

TO HELL WITH YOU

Replaces: Smite

While you are Unrelenting, you deal +1d8 damage.

UNQUESTIONED AUTHORITY

Requires: Voice of Authority

Take +1 to order and recruit hirelings. When you roll a 12+, the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.

NAME




LOOK

Dwarf: Brellin, Dema, Doran, Gessat, Grant, Jax, Morand, Tessok, Urist, Verma
Gnome: Cosmo, Dremot, Jannist, Pytri, Seliin, Svell, Tenrissa, Tesla, Toryth, Vesimoth
Human: Agatha, Carrie, Creet, Guyver, Hellsing, Janos, Malchior, Shaya, Watson

Devious Eyes, Mad Eyes, or Curious Eyes
 Spiky Hair, Greasy Hair, or Frizzy Hair
 Burnt Skin, Wrapped Skin, or Pallid Skin
 Pudgy Body, Lanky Body, or Small Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 4+CONSTITUTION

ALIGNMENT

- LAWFUL**
Prove the value of your inventions to others.
- GOOD**
Help out a community using technology.
- NEUTRAL**
Salvage a lost or forgotten piece of technology.
- CHAOTIC**
Use a Gadget in a new and surprising way that it wasn't meant for.

STARTING MOVES

GADGET BELT

You have a Gadget Belt containing 3 Arcane Gadgets. All Gadgets are 1 weight and have a Range tag, if appropriate. **For each Gadget you own, pick one from each list:**

- *Electrical, Magnetic, Cryogenic, Ectoplasmic, Steam, Pyromatic, Clockwork, Alchemic*
 - *Beam, Propulsion, Emitter, Field, Shielding, Defuser, Amplification, Explosion, Reversal*
 - *Glove, Torch, Device, Belt, Flasks, Goggles, Rod, Cannon, Boots, Golem, Trinkets, Suit*
 - *Piercing 2, Forceful, +2 Armor vs __, Alternate movement (__), Elemental (__)*
- Example Gadgets: Magnetic Field Boots (alternate movement (hover), 1 weight), Cryogenic Explosion Flasks (near, elemental (ice), 1 weight), and Pyromatic Defuser Glove (hand, +2 armor vs. fire, 1 weight)*

When you take a short break to recharge and fine-tune your Gadgets, set your Charge to 3. This Charge is used to power your Gadgets.

When you use one of your Gadgets as a Weapon, you can spend 1-Charge to roll +INT instead of +STR or +DEX. **When you use one of your Gadgets to Volley,** if you would mark ammo, spend 1-Charge instead.

When you have less than three gadgets or want to replace one of your existing gadgets for any reason, you can make a replacement by spending a day or so in a workshop.

FIELD TEST (INT)

When you use one of your Gadgets to get out of a tight spot, describe what it does and roll +INT. **On a hit,** it works as expected, but choose 1. **On a 7-9,** choose 2 instead:

- The Gadget's effects won't last long - you'll need to hurry to take advantage of it.
- The Gadget draws unwanted attention or puts someone in a spot.
- The Gadget is damaged. You can repair it, but it will take some time and concentration.
- The Gadget drains your reserves - spend 1 Charge.

JURY-RIG (INT)

When you quickly fix, repurpose, or fabricate a device on the spot, describe what you're doing with it and roll +INT. **On a 10+,** it'll hold together just as long as you need it to.

On a 7-9, choose one:

- It'll work, but not for long. You'll need to hurry to take advantage of it.
- It works, but there's a weird quirk or complication to it.
- It'll work, but it needs some juice. Spend 1 Charge.

LET ME SEE THAT

When you take a few moments to handle or examine something interesting, ask the GM two of the following questions. The GM must answer truthfully.

- What does this do?
- Who made this?
- What's wrong with this, and how might I fix it?
- What has been done most recently with this, or to this?

RACE

- DWARF**
Your first thought when you started making gadgets were to make weapons and armor. You ignore the clumsy tag on armor you wear.
- GNOME**
When you try to avoid an alchemical or mechanical effect, take +1 to Defy Danger.
- HUMAN**
You have one more gadget than whatever your moves tell you.

BONDS

Fill in the name of one of your companions in at least one:

I have shown _____ the secrets of my inventions.
 _____ helped me with one of my projects. I owe them.
 _____ called me mad. Mad! I'll show them!
 _____ is my personal assistant.

CHARGE:

LEVEL

XP

THE ARTIFICER

*When a player takes the Field Test move as a multiclass move, they also gain the Gadget Belt move, but only with 1 Gadget.

GEAR

Your Load is 9 + STR. You start with Dungeon Rations (5 uses, 1 weight), your Gadgets (1 weight each), a toolkit (1 weight), and 7 Coin.

Choose two:

- Mechanical Suit (2 armor, clumsy, 3 weight)
- Protective Clothing (1 armor, 1 weight)
- Adventuring Gear (5 uses, 1 weight)
- Bag of Books (5 uses, 2 weight)
- Bandages (3 uses, 0 weight)

Record your Gadgets here:

ADVANCED MOVES

When you gain a level from 2–5, choose from these moves.

CARRYING HARNESS

You affix mechanical tools, plates, chains, and flippy gizmos to yourself. Everything you carry is attached to you, and you can never drop anything or be disarmed without your consent. You also gain +5 Load.

CONSTRUCT COMPANION

You have crafted a mechanical companion. **Choose a specialization:**

- **Assistant:** Your construct will always give you whatever you need the moment you need it, if it's somewhere he can get it for you. You never need to reload or dig through your pouches in a tight spot.
- **Guard:** You take +1 ongoing when you Defend.
- **Research:** You take +1 ongoing to Spout Lore.
- **Scout:** When you Undertake a Perilous Journey, you can take 2 jobs for the exploration.

You only get the bonus provided by your Construct Companion while it is within arm's reach of you. **When your Companion is destroyed**, you can rebuild it in a couple of days.

EUREKA! I'VE GOT IT!

When you roll a 12+ on Field Test, your Gadget defies expectations, its effects going above and beyond what your theories predicted. Choose nothing from the list.

ETHERIC FIELD

You have a portable, energized force field of your own design. **When you hold at least 1-Charge**, you have +1 Armor.

GADGETEER

Add 2 more Gadgets to your Gadget Belt. **When you have less than five gadgets or want to replace one of your existing gadgets for any reason**, you can make a replacement by spending an hour or so in a workshop.

IT'S TOO DANGEROUS TO GO ALONE

When you Aid an ally, you can spend 1-Charge and give them one of your Gadgets to automatically succeed on the Aid roll. Explain how your Gadget helps them out.

LOGICAL

When you use strict deduction to analyze your surroundings, you can Discern Realities with +INT instead of +WIS.

OVERLOAD

When you use a Gadget as a weapon, you may choose to deal +1d6 damage with it. If you do, either spend 1 Charge or the Gadget is damaged - you can repair it, but it will take some time and concentration.

ROCKET MAN

When you need to be somewhere really quickly, roll +DEX. **On a hit**, you are there the moment before you need to be. **On a 7-9**, also choose one:

- You needed a burst of speed to get there in time - spend 1 Charge.
- Your reckless charge puts you in a tight spot.

WORLDLY

Gain one move from a playbook no one else is currently using.

When you gain a level from 6–10, choose from these moves or the level 2–5 moves.

A LITTLE TRICK I PICKED UP

Gain one non-multiclass move from the Thief, Mage, or Wizard class list.

FORCEFIELD UPGRADE

Replaces: Etheric Field

You have +Armor equal to your held Charge.

HIGHLY LOGICAL

Replaces: Logical

When you **use strict deduction to analyze your surroundings**, you can Discern Realities with +INT instead of +WIS. **On a 12+**, you get to ask the GM any three questions, not limited by the list.

I'LL MAKE MY OWN FRIENDS

When you spend some downtime assembling a robotic hireling, roll +INT.

On a 10+, it has +3 Loyalty and 5 points worth of skills, divided as you see fit.

On a 7-9, it has +2 Loyalty and 3 points worth of skills, divided as you see fit.

On a miss, it has +1 Loyalty and 1 point in a skill of the GM's choosing. In any case, your new hireling has "Cost: Regular repairs and fine-tuning."

INCREASED VOLTAGE

You can draw out more juice in a pinch. **When a move requires you to spend 1-Charge while you have none**, you may damage any one of your Gadgets to gain 2-Charge. You can repair it, but it will take some time and concentration.

MAXIMUM OVERLOAD

Requires: Overload

When you use a Gadget as a weapon, you may spend 1-Charge to deal +3d6 damage with it. If you do, the Gadget is damaged - you can repair it, but it will take some time and concentration.

OLD CONSTRUCT, NEW TRICKS

Requires: Construct Companion

You have improved your old Construct. Your Companion can now have two specializations at a time. **When your Companion is destroyed or you want to remodel it**, you can rebuild it in a couple of days, with new specializations.

OTHERWORLDLY

Requires: Worldly

Gain one move from a playbook no one else is currently using.

PUT TO BETTER USE

When you are finished using a device made using Jury-Rig, you can dismantle it to choose one:

- Gain 1-Charge
- Give +2 armor forward to yourself or an ally within arm's reach
- Immediately repair a damaged Gadget or other piece of equipment

QUICKLY, I MUST MAKE PREPARATIONS

When you work hard on modifying yourself and your gear for an hour or two, set your prep to 1. **When you prepare for a day or longer**, set your prep to 3. **When your preparation pays off**, spend 1 prep to give +1 to any roll, even if it isn't your roll. You can only spend one prep per roll.

This replaces the Bolster special move for you.

PREP: