

# NAME




*Dwarf:* Duri, Fulgrim, Gilnil, Glimma, Moggrim, Mornia, Thradin, Tymar  
*Human:* Adalric, Gastrius, Hugo, Meredith, Organa, Rose, Victoria, William

# LOOK

Cunning Eyes, Hopeful Eyes, or Innocent Eyes  
Athletic Body, Fat Body, or Handsome Body  
Cropped Hair, Stylized Hair, or Fancy Hat  
Merchant's Clothes, Noble's Clothes, or Pauper's Clothes

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**  
Take action to uphold the system.
- GOOD**  
Use your connections to influence and help others.
- EVIL**  
Kill someone to advance your ambition.
- CHAOTIC**  
Subvert or defy the system.

# STARTING MOVES

## CONNECTIONS (CHA)

When you put out the word that you need access to something or someone, roll +CHA. On a 10+, choose one. On a 7-9, choose two. On a 6-, choose three, and there's a hangup. The GM will let you know what went wrong.

- It costs a lot of money
- It will take a while before you get any results
- You will need to go out of your way to get it
- You will owe someone a favor for this

## ELITE TRAINING

You grew up in a lavish and luxurious manner; no cost was spared in your pleasure or education. Pick two subjects from the following. When one of your Elite Training subjects would apply to any roll you make, take +1 to that roll. You can only gain this bonus once per roll, even if more than one Elite Training applies.

- |  |   |
|--|---|
| <input type="checkbox"/> Ancient History           | <input type="checkbox"/> Horsemanship                     |
| <input type="checkbox"/> Courtship and Seduction   | <input type="checkbox"/> Languages and Culture            |
| <input type="checkbox"/> Dueling                   | <input type="checkbox"/> Sailing                          |
| <input type="checkbox"/> Games of Skill and Chance | <input type="checkbox"/> Stonework and Fine Craftsmanship |
| <input type="checkbox"/> Geography and Politics    | <input type="checkbox"/> Warfare and Strategy             |

## LOYAL ASSISTANT

You have a loyal assistant of above-average skill and capability. In addition to The Noble, you also take the Assistant playbook, and you control both characters as your own. Follow all the rules for creating and playing the Assistant, as listed on the playbook.

Your assistant does not follow your orders for free. Choose a Desire:

- Love    Justice    Renown    Riches    Thrills

They will serve you so long as you can provide that Desire for them. When you fail to provide your Assistant's Desire during a session, starting next session, they become an NPC under the GM's control until you can provide their Desire once more. When your Assistant dies, gain a new one at level 1 the next time you spend some downtime in a populated area.

When either you or your Assistant takes damage, subtract this damage from the Noble's HP. When you have less than half HP, either The Assistant or The Noble is unable to continue, your choice. When you fall to or below 0 HP, the other is also unable to continue, and set your HP to 1. When you or your Assistant takes damage while you are at 1 HP, whichever one took the damage rolls their Last Breath.

## LORDLY CALIBRE

When you aid or interfere with another PC, increase the bonus or penalty by 1. When you order or recruit hirelings, take +1. When you Aid your Assistant or they Aid you, take +1.

# RACE

- DWARF**  
You were trained in the ways of the merchant-princes of the deep mountain holds. You gain the **Stonework and Fine Craftsmanship** Elite Training option, in addition to your other two choices.
- HUMAN**  
You've learned to twist the dagger after the thrust. When you successfully manipulate, blackmail, intimidate, or command someone, take +1 forward against them.

# BONDS

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

- \_\_\_\_\_ served under my father, and I was cruel to them.
- \_\_\_\_\_ served under my father, and I was kind to them.
- \_\_\_\_\_ is an uncultured savage, but I will teach them the finer things.
- \_\_\_\_\_ amazes me with their skill and talent; I hope to learn from them.



# THE NOBLE

LEVEL

XP

# Gear

Your Load is 8 + STR. You start with a well-crafted example of any weapon you choose (and 3-ammo, should it require it) and dungeon rations (5 uses, 1-weight).

## Choose a defense:

- Sensible leathers or a chain shirt (1 armor, worn, 1 weight)
- Custom-fitted platemail (3 armor, worn, clumsy, 4 weight)
- A signet ring worth 100 coin

## Choose one:

- One Hireling per player. Each player defines the cost, skill, and name of one hireling. Each player gets 4 points to divide between their hirelings' skill and loyalty.
- Noble's Gear (5 uses, 0 weight). Spend 1 use of Noble's Gear to gain any nonmagical item in the Equipment chapter of the Dungeon World core rulebook, from weaponry or adventuring gear to a merchant ship or a summer home. For treasures or other trade goods, one item can have a maximum value of 200 coin.

# Advanced Moves

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

## ABOVE THE LAW

When you return to a civilized place in which you've caused trouble before, roll +CHA. **On a hit**, all the right people feel your ill deeds are of little consequence. **On a 7-9**, that, and the GM chooses a complication:

- But only if you seek a pardon personally
- But only if you make a show of good faith
- But only if you have something to offer

This replaces the Outstanding Warrants special move for you.

## ADVENTURING STIPEND

When you spend some downtime in a populated area, gain 2-wealth. For every 1-wealth you have, all goods below 10 coin in value are free for you to purchase. For example, if you have 3-wealth, anything that costs 30 coin or less is free. You can spend 1-wealth to gain 50 coin at any time.

## ANYTHING YOU CAN DO...

You are a quick student, and a bit of a showboat. **When you Make Camp**, choose one move another player knows and gain hold equal to the number of bonds you have with that player. You can spend 1-hold to use that move. **When you Make Camp**, lose any remaining hold from this move.

## FLAUNT SUPERIORITY

When you insult and threaten an intelligent creature, roll +CHA. **On a hit**, they're angry at you and all their focus is on you. **On a 10+**, take +1 ongoing against them until they calm down.

## FRIENDS IN HIGH PLACES

When you use your Connections, choose one less option, even on a 6-.

## HIGH LEVEL HEIR

Gain one more option from the Elite Training list.

## LIFE OF THE PARTY

When you Carouse, on a 12+ choose as many options as you like. People will talk about this party for years to come, and you've become a local celebrity.

## LUCKY

When you Make Camp, set your luck to 3. **When you roll a miss**, you may spend 1-luck and re-roll. **On a hit**, explain how you succeeded by sheer fortune and good luck. However, your luck can run out. **When you hold 0-luck**, you take -1 ongoing until you gain more.

## OH, DIDN'T YOU HEAR?

When you go out in a populated area and spread rumors about a person, place, or thing, roll +CHA. **On a 10+**, choose two. **On a 7-9**, choose one.

- Most everyone believes you
- The rumors travel as fast as is reasonable
- Nobody can trace the rumor to you

## WEALTH AND TASTE

When you make a show of flashing around a valuable possession, choose an NPC present. They will do anything they can to obtain your item or one like it. **When you are in a populated area**, you may spend 200-coin or sell off a valuable possession to gain 1 use of Noble's Gear.

## WORLDLY

Choose one move from a playbook no one else in the party is currently using.

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

## HIGH LEVEL PERFECTION

Requires: High Level Heir

Gain two more options from the Elite Training list.

## ...I CAN DO BETTER

Replaces: Anything You Can Do...

Your refined nobility and skill is beyond compare. **When you Make Camp**, choose one move another player knows, and gain hold equal to the number of bonds you have with that player. You can use that move until the next time you Make Camp. **When you use the chosen move**, you can spend 1-hold to take +1 to your roll. **When you Make Camp**, lose any remaining hold from this move.

## MASTER ASSISTANT

When you snap your fingers or hold out your hand expectantly, your Loyal Assistant will immediately appear at your side, either offering you exactly what you need or performing a task for you.

## OFF-PLANAR BANK ACCOUNTS

Replaces: Adventuring Stipend

When you spend some downtime in a populated area, gain 2-wealth. For every 1-wealth you have, all goods below 25 coin in value are free for you to purchase. For example, if you have 3-wealth, anything that costs 75 coin or less is free. You can spend 1-wealth to gain 100 coin at any time.

## OTHERWORLDLY

Requires: Worldly

Choose one move from a playbook no one else in the party is currently using.

## PERSONAL ENTOURAGE

When you spend some downtime in a populated area, gain a hireling or two.

## SUPREMELY LUCKY

Requires: Lucky

When you Make Camp, set your luck to 4 instead of 3. **When you would take damage**, you may spend 1-luck to prevent that damage. If you do, describe the comedic, contrived, or outright miraculous circumstances that saved you from harm.

## WEALTH BEYOND AVARICE

Requires: Wealth and Taste

When you spend some downtime in a populated area, gain 1 use of Noble's Gear.

## WORD OF COMMAND

Requires: Flaunt Superiority

When you give an order to NPCs beneath your station, roll +CHA. **On a 10+**, they obey you to the best of their ability before they can even think about it. **On a 7-9**, the GM chooses one:

- They do it, but not very well or exactly how you wanted
- They offer you something else they think you want
- They stop whatever they were doing to turn their attention to you

**Held Wealth:**

**Held Luck:**

NAME 

LOOK

CHOSEN PLAYBOOK:

Record your Look here.

Record The Noble's stat modifiers along the top row. Assign +1, +0, +0, +0, -1, and -1 along the bottom row.

| STR                              | DEX                               | CON                              | INT                                 | WIS                                  | CHA                                 |
|----------------------------------|-----------------------------------|----------------------------------|-------------------------------------|--------------------------------------|-------------------------------------|
| <input type="checkbox"/> WEAK -1 | <input type="checkbox"/> SHAKY -1 | <input type="checkbox"/> SICK -1 | <input type="checkbox"/> STUNNED -1 | <input type="checkbox"/> CONFUSED -1 | <input type="checkbox"/> SCARRED -1 |

DAMAGE

ARMOR

When The Noble's stat modifiers change, change them on this sheet too.

ALIGNMENT

Record your Alignment move here.

STARTING MOVES

## CREATING THE ASSISTANT

Do not follow the standard Character Creation moves for The Assistant. Instead, do all of the following, in roughly the following order:

- Choose a playbook no one else is using. The Assistant counts as a PC using that playbook.
- Choose a Name, Look, and Alignment from the chosen playbook.
- The Assistant does not have stat scores, only modifiers. The Assistant's stat modifiers are almost equal to The Noble's - record The Noble's stat modifiers along the top row of stats, above. In the bottom row, record each of the following, placed however you see fit:

+1, +0, +0, +0, -1, -1

- Record the damage die of the chosen playbook.
- Gain one of the Race moves from the chosen playbook.
- Gain the Bonds and Gear of the chosen playbook, following the normal methods for choosing each of them.
- Gain **all but three** of the chosen playbook's starting moves. For the purposes of counting, if you have to pick from among two or more starting moves (such as with The Barbarian or The Cultist), that choice counts as only one starting move. **If the chosen playbook only has three starting moves**, you gain none of them. You can either record the Assistant's moves on the back of the sheet, or keep the chosen playbook on hand and mark your choices on it.

## PLAYING THE ASSISTANT

The Assistant makes rolls and gains XP the same as every other player does. **When The Assistant makes a move**, add together the modifiers of the top and bottom rows of appropriate stat in The Assistant's stat bar. The Assistant can never have a base stat modifier higher than +3 or lower than -2.

## LEVELING UP THE ASSISTANT

The Assistant does not level up quite the same way other players do. **When The Assistant gains a level**, do not increase any of their stats and do not choose an advance move. Instead, do the following, depending on which level you gained:

- **When you gain level 2, 3, or 4**, gain a starting move from the chosen playbook that you do not yet have. The Assistant should have all starting moves from their chosen playbook at level 4.
- **When you gain level 5, 6, 7, or 8**, gain one of the 2-5 Advance moves from the chosen playbook.
- **When you gain level 9 or 10**, gain one of the 6-10 Advance moves from the chosen playbook, or one of the 2-5 advances from the chosen playbook.
- **When you gain level 4 or 8**, increase one of the stats along the bottom row by +1, to a maximum of +2. Keep in mind that the total of a boosted stat and The Noble's modifier caps at a +3 modifier, in total.

RACE

Record your Race move here.

BONDS

Record your Bonds here. The Assistant and The Noble can take bonds with each other.

GEAR

LOAD:



THE ASSISTANT

LEVEL XP