

BASIC MOVES REFERENCE

HACK AND SLASH

When you attack an enemy in melee, roll+STR. On a 10+, you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

VOLLEY

When you take aim and shoot an enemy at range, roll+DEX. On a 10+, you have a clear shot - deal your damage. On a 7-9, choose one in addition to dealing your damage.

- You have to move to get the shot, placing you in danger of the GM's choice.
- You have to take what you can get: -1d6 damage.
- You have to take several shots, reducing your ammo by one.

DEFEND

When you stand in defense of a person, item, or location under attack, roll+CON. On a 10+, hold 3. On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option.

- Redirect an attack from the thing you defend to yourself.
- Halve the attack's effect or damage.
- Open up the attacker to an ally, giving that ally +1 forward against them.
- Deal damage to the attacker equal to your level.

DISCERN REALITIES

When you closely study a situation or person, roll+WIS. On a 10+, ask the GM 3 questions from the list below. On a 7-9, ask 1. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful to me?
- Who's really in control here?
- What here is not what it appears to be?

SPOUT LORE

When you consult your accumulated knowledge about something, roll+INT. On a 10+, the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7-9, the GM will only tell you something interesting - it's on you to make it useful. The GM might also ask you "How do you know this?" Tell them the truth, now.

PARLEY

When you have leverage on a GM character and manipulate them, roll+CHA. Leverage is something they need or want. On a hit, they ask you for something and do it if you make them a promise first. On a 7-9, they need some concrete assurance of your promise, right now.

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DEFY DANGER

When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it..

- ..by powering through, +STR.
- ..by getting out of the way or acting fast, +DEX.
- ..by enduring, +CON.
- ..with quick thinking, +INT.
- ..through mental fortitude, +WIS.
- ..using charm and social grace, +CHA.

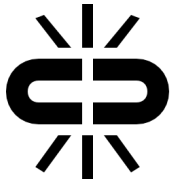
On a 10+, you do what you set out to do and the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch; the GM will offer you a worse outcome, hard bargain, or ugly choice.

AID OR INTERFERE

When you help or hinder someone, say how you do so and roll with that stat, just like Defy Danger. On a 10+, they take +1 or -2, your choice. On a 7-9 you also expose yourself to danger, retribution, or cost.

NOTES

THE BINDER



NAME:

HUMAN: Avon, Morgan, Rath, Ysolde, Ovid, Vitus, Aldara, Xeno

ELF: Galadiir, Fenfaril, Lilliastrae, Phirosalle, Enkirash, Halwyr

DWARF: Hrona, Jarad, Rasmus, Fala, Drefit, Balon, Syglyn

HALFLING: Mortimer, Ennis, Fosric, Ophelia, Moira, Kearney

LOOK

Choose one

Choose one for each, or write your own:

EYES: Haunted, Sharp, Crazy

HAIR: Styled, Wild, Pointed Hat, Hooded

CLOTHING: Worn, Stylish, Strange

BODY: Stringy, Muscled, Stout

RACE: Any

DRIVE

Choose one

ECCENTRICITY: Alienate someone with your strange behavior.

PEACE: Settle a dispute or end a fight without bloodshed.

SACRIFICE: Endanger yourself to save another.

BACKGROUND

APPRENTICE: You were trained under the tutelage of a wise sage, and you learn quickly from your mistakes. When you roll a miss on any class move, take +1 Forward on your next attempt.

OCCULTIST: You learned the importance of secrecy and deception long ago. You gain **Masked Demeanor** move.

EMISSARY: You deal with people and their disputes as easily as you broker your power from the seals. Gain the **Oathbinder** move, and when you **Discern Realities** about a confrontation between parties, add these options to the list:

- What do all relevant parties truly desire?
- What will shatter this peace?

BONDS

Fill in the name of one of your companions in at least one, but no more than four:

_____ believes that my powers are "too dangerous," but I will convince them that the benefits outweigh the risks. *Trigger: Use my powers to achieve something otherwise dangerous.*

_____ is keeping an important secret from me, but I will wrest the truth from them. *Trigger: Find out, by force if need be.*

_____ is woefully misinformed about the world; I will teach them all that I can. *Trigger: Reveal something new about the world.*

_____ and I shared a mystic vision after drinking the blood of the demon world together. *Trigger: Become a part of that vision.*

CHARACTER SKETCH

HIT POINTS _____ MAX	ARMOR _____	DAMAGE d6
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LEVEL									
	2	3	4	5	6	7	8		
	8	10	LEVEL UP WHEN XP = CURRENT LEVEL + 7						

STR MOD _____ SCORE	DEX MOD _____ SCORE	CON MOD _____ SCORE
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- | | | |
|------------------------------------|-------------------------------------|------------------------------------|
| <input type="checkbox"/> WEAK (-1) | <input type="checkbox"/> SHAKY (-1) | <input type="checkbox"/> SICK (-1) |
|------------------------------------|-------------------------------------|------------------------------------|

INT MOD _____ SCORE	WIS MOD _____ SCORE	CHA MOD _____ SCORE
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- | | | |
|---------------------------------------|--|--|
| <input type="checkbox"/> STUNNED (-1) | <input type="checkbox"/> CONFUSED (-1) | <input type="checkbox"/> SCARRRED (-1) |
|---------------------------------------|--|--|

Assign these starting scores to your stats:

16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), 8 (-1)

Your maximum HP is 6+Constitution.

STARTING MOVES

You start with these moves:

Seals of Power

Choose two seals of power that do not oppose one another and answer the following questions for each:

- What are they called (The Crow, The Fist, The Sun)?
- What do they look like (a bird, two hands, a flame)?
- What do they represent (death, strength, fire)?
- What do they oppose (life, weakness, water)?

□ BINDING

When you *spend an hour or more scribing a seal’s symbol on your body*, lose any existing bindings and bind yourself to that seal. You then gain a boon or special quality appropriate to the seal’s power until you next perform a **Binding**. In addition, you bear its influence; your physical or mental state is altered in a distinct way - others will react accordingly. Then, roll +WIS:

- On a 10+, you choose how the seal alters your physical or mental state.
- On a 7-9, the GM chooses how the seal alters your physical or mental state.
- On a 6-: The Binding went horribly wrong. You still receive a Boon, but not in the way you intended. The GM will also choose the seal's influence - it isn't pretty.

□ INVOKE THE BEYOND

When you *invoke the power of seal you know*, choose one:

- Conjure a minor magical effect related to its powers.
- Grant aid to your current action; take +1 Forward.
- Grant protection against an incoming attack; take +1 armor Forward.
- Grant your attack strength and potency; take +1d6 damage Forward.

Then, roll+WIS. On a 10+, the effect happens, but you must choose a payment from the list below.

- On a 7-9, choose one payment from the list and the GM will choose another:
- The magic of the seal is overt and obvious, drawing direct attention to you.
- The invoked seal will demand a sacrifice from you. Invoking the seal is physically taxing; take 1d4 damage (ignores armor).
- Your connection to the seal is tested and found wanting; take -1 Ongoing to use that seal until you next Bind it.

Describe how the seal causes the effect to occur. Does The Sun protect your skin from fire? Does The Crow cause the enemy's armor to weaken and rot where you strike it?

ADVANCED MOVES

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

□ AWAKENED BINDER

You learn to scribe a third seal that doesn’t oppose any other you know. Answer the questions posed in **Seals of Power**.

□ UNNATURAL PRESCIENCE

When you **Discern Realities** *in relation to a seal you know*, you may replace one question from the list with any question you like. In addition, when you **Spout Lore** in relation to a seal you know, the GM must tell you something useful.

□ GIFT FROM BEYOND

When you **Invoke the Beyond**, add the following options to the list of possible effects:

- Add the +2 *piercing, messy, forceful, or stun* tag to any mundane weapon. The tag lasts until you dispel it, or rest.

□ DISRUPT OR ENHANCE

When you **Invoke the Beyond**, add the following option to the list of possible effects created by that seal:

- Negate a magical effect that opposes the invoked seal.
- Strengthen a magical effect that aligns with that seal.

□ ROGUE APOSTATE

When you **Invoke the Beyond**, on a 7-9 you can choose to ignore any of the consequences posed by the GM. You cannot invoke that seal or bind yourself to it until you pay the price of those consequences in full.

□ PERFECT BINDING

When you **perform a Binding**, choose a seal. You take +1 ongoing on all moves related to the bound seal's name, appearance, representation, or opposition.

□ MASKED DEMEANOR

When you are *under the influence of a Binding*, at any time you can choose to repress the influence of the powers you’ve summoned and instead take -1 ongoing to any rolls you make, until you relent. You can turn this ability on and off.

□ SUMMONER

When you *summon a servant from a seal you know*, roll +WIS. On a 10+, You may command it to perform any simple, harmless task within range. On a 7-9, it will still complete the task, but not exactly to your liking. It can carry an item, turn a doorknob, create a sound related to its seal, etc. Its abilities are determined by the nature of its seal - though it cannot harm any other creatures. It disappears the moment it completes its task.

□ OTHERWORLDLY FEROCITY

When you **Invoke the Beyond**, take +2d6 damage Forward instead of +1d6, or take +2 armor instead of +1.

MASTER MOVES

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

□ MASTER BINDER

Requires: Awakened Binder

You learn to scribe a fourth seal that doesn’t oppose any other you know. Answer the questions posed in **Seals of Power**.

□ READ THE SIGNS

When you *spend a few minutes in deep concentration after arriving in a territory*, each of your seals will tell you one fact regarding a nearby place of power, as related to their power.

□ CONJOINED BINDING

When you **perform a Binding**, on a 12+ you may bind yourself to an additional seal. For any power you gain from this seal, the GM will choose how it physically or mentally affects you.

□ THE PRICE OF POWER

When you *absorb the energy from a place of power*, roll+WIS. On a hit, you learn a new seal appropriate to that power; the place of power is then destroyed. In addition, you must bear the new seal’s influence, permanently (some moves may repress it). On a 7-9 you must also replace a seal that you already command.

□ PAINFUL BARGAIN

When you take **Last Breath**, don’t roll. Instead, petition one of your seals; the power behind it will require a favor from you. Lose access to that seal’s power until you complete its request.

□ GREATER INVOCATION

When you **Invoke the Beyond**, you can draw power from two of your seals. If you do, you may choose an additional option from the list, and the GM chooses an additional consequence.

□ OATHBINDER

When you *serve as the mediator for an oath or agreement between two parties*, you may use your magic to bind them to their words. If either party breaks their oath, the other will know of it, and a curse will befall the oathbreaker. Tell the GM what kind of fate you would wish upon the players - they will decide. If you are one of the involved parties, the GM will reveal the curse.

□ SYMBOL OF REVULSION

When you *draw a protective seal on an object or location*, roll +WIS. On a hit, any creature or entity that opposes that seal will be unable to enter its boundaries, or destroy the seal with non-magical attacks. On a 10+, the protection lasts as long as you wish; on a 7-9 it disappears after a short while. A seal may only be bound to one object or location at a time.

GEAR

Your load is 8+STR. You start with:

- Dungeon Rations (5 uses, 1 weight)
- Bandages (3 uses, slow, 0 weight)
- Leather Armor (1 armor, 1 weight)
- Your inscribing tools: describe them (0 weight)

Choose your armament:

- Short Sword (close, 1 weight)
- Spear (reach, thrown, 1 weight)
- Weighted Gloves (hand, 0 weight)

Choose one additional item:

- Bag of Books (5 uses, 2 weight)
- Adventuring Gear (5 uses, 1 weight)
- Shield (+1 armor, 2 weight)

ITEMS	WEIGHT	VALUE

COINS & TREASURE

LOAD

MAX

EXAMPLE SEALS

If you're unsure of how to define your seals or answer the questions provided, the following examples have been provided.

The Spear

Look: A wicked spearhead, serrated and sharp, at the end of a broken shaft.

Represents: Agony

Opposes: Mercy

The Traveller

Look: A shooting star against a black sky.

Represents: Movement

Opposes: Protections

The Pyramid

Look: An embossed triangle with gilded edges, and an eye within.

Represents: Revelation

Opposes: Illusions

The Serpent

Look: A coiled cobra with fangs bared.

Represents: Treachery

Opposes: Bravery

The Beast

Look: A tusked, muscular, bear-like creature with piercing eyes.

Represents: Physical Might

Opposes: Moral Weakness

The Dragon

Look: A hoard of coins and jewels.

Represents: Fire

Opposes: Generosity

The Hunter

Look: An immaculate bow and a full quiver.

Represents: Predation

Opposes: Civilisation

EXAMPLE BOONS

Boons should be relevant to what the seal represents or opposes. Here are some example boons and special qualities that one may gain from a Binding.

Immunity to non-magical heat and flame.

The ability to breathe underwater.

A perfect sense of direction.

The ability to see in complete darkness.

Your mind can't be read, and your alignment can't be divined.

Nearby creatures are unnerved by your presence.

Your blood is poisonous, harming any that ingest it.

Mundane beasts consider you their ally.

You can't be harmed by bladed weapons.

The surface thoughts and intentions of others are laid bare to you.

Your voice is soothing - or seductive - to other humanoids.

You can touch immaterial and ghostly creatures and things as if they were solid.

You know, inherently, the skills and tricks of some mundane profession.

You are immune to non-magical poisons and diseases.

Metal items and objects rust at your touch.

In your presence, plants wither, wood rots, and animals are struck by fear.

You are sure-footed, no matter the terrain.

You have no need for food, water, or rest.

You can see through most minor illusions with only a little effort.

Anything stolen from you always finds its way back to you, now or later.

You can speak with the recently deceased and undead creatures treat you as one of their own.

EXAMPLE INFLUENCES

Influences may be relevant to what the seal represents or opposes, but not necessarily. Here are some example influences that one may gain from a Binding.

Physical Influences:

A single, crystalline horn protrudes from your forehead.

Your breath stinks of ash and brimstone.

A significant scar shows around your neck, as if you had been beheaded.

You always seem to be well-lit, yet you cast no shadow.

You gain a lisp and can't help but speak in a sibilant manner.

Your teeth and tongue turn pitch black.

Your skin takes the appearance of cracked stone.

You gain an extra set of eyes, bloodshot and green.

Your flesh becomes pudgy and slick with a coloured ooze.

A symbol (possibly the seal itself) forms somewhere on you.

You gain a wracking cough that spews dust and small stones from your mouth.

Mental Influences:

Once you've made up your mind, there's no changing it.

You become incredibly stingy and greedy for coins and other valuable material possessions.

You're incredibly calm, lethargic, and slow to act.

An intense fear and loathing of a particular type of creature afflicts you.

You become overly trusting of those loyal to you, even in the face of clear treachery.

Your affections become intense and fickle; you fall in love easily, and often.

You become guiltless and pitiless, bearing no shame, mercy, or embarrassment.

You become terribly forgetful, even of those you care about deeply or of important information.

You are driven to destroy tools, armor, weapons, and other manmade doodads.