

Dungeon World

Play to find out what happens

Hack and Slash (+Str)

- 10+) Deal damage, avoid attack OR Deal +1d6 damage and suffer counter attack
- 7-9) Deal damage, enemy makes attack

Volley (+Dex)

- 10+) Deal damage to an enemy at range
- 7-9) Deal damage and choose a consequence:
 - Decrease damage by 1d6
 - Lose 1 ammo
 - Put in Danger (GMs choice)

Defend (+Con)

- 10+) Hold 3, spend on the next few actions
- 7-9) Hold 1, spend on the next few actions
 - Redirect attack to you
 - Halve effect/damage of attack
 - Deal Lvl Damage

Defy Danger (+Appropriate)

How do you deal with the danger/threat?

- ❖ by powering through, +Str
- ❖ moving out of the way/acting fast, +Dex
- ❖ by enduring, +Con
- ❖ with quick thinking, +Int
- ❖ through mental fortitude, +Wis
- ❖ using charm and social grace, +Cha

Aid or Interfere (+Bond)

- 10+) Add +1 or -2 to the roll (Player choice)
- 7-9) As above and expose yourself to danger

Spout Lore (+Int)

- 10+) Learn something Interesting and very useful
- 7-9) Learn something Interesting, maybe useful?

Discern Realities (+Wis)

- 10+) Ask 3 questions from the list below
- 7-9) Ask 1 question from the list below
 - ❖ What happened here recently?
 - ❖ What is about to happen?
 - ❖ What should I be on the lookout for?
 - ❖ What here is useful or valuable to me?
 - ❖ Who's really in control here?
 - ❖ What here is not as it appears to be?

Take +1 forward when acting on the answers

Parlay (+Cha)

When you have leverage, ask for something:

- 10+) They need a promise from you
- 7-9) They need something concrete, right now

Encumbrance

When making moves while carrying weight:

- Up to or equal to Load: you're fine
- load+1 or load+2: you take -1 on all rolls
- Greater than load+2: automatically fail.

End of Session

Gain 1 XP for each positive answer:

- ❖ Did we learn something new and important about the world?
- ❖ Did we overcome a notable foe?
- ❖ Did we loot a memorable treasure?

Supply (+Cha)

When you seek something special or rare:

- 10+) You find what seek at a fair price.
- 7-9) You'll have to pay more or settle for something similar.

Range Tags

- Hand: within arm's reach, no further
- Close: arm's reach plus a foot or two
- Reach: several feet away
- Near: whites of their eyes
- Far: shouting distance

Common Items

Ragged Bow	near, 15 coins, 2 weight
Fine Bow	near, far, 60 coins, 2 wt.
Hunter's Bow	near, far, 100 coins, 1 wt.
Crossbow	near, +1 damage, reload, 35 coins, 3 wt.
Bundle of Arrows	3 ammo, 1 coin, 1 wt.
Elven Arrows	4 ammo, 20 coins, 1 wt.
Club, Baton	close, 1 coin, 2 wt.
Staff	close, two-handed, 1 coin, 1 wt.
Dagger, Shiv, Knife	hand, 2 coins, 1 wt.
Throwing Dagger	thrown, near, 1 coin, 0 wt.
Short Sword, Axe, Mace	close, 8 coins, 1 wt.
Spear	reach, thrown, near, 5 coins, 1 wt.
Long Sword, Battle Axe, Flail	close, +1 damage, 15 coins, 2 wt.
Halberd	reach, +1 damage, two-handed, 9 coins, 2 wt.
Rapier	close, precise, 25 coins, 1 wt.
Dueling Rapier	close, 1 piercing, precise, 50 coins, 2 wt.
Leather, Chainmail	1 armor, worn, 10 coins, 1 wt.
Scale Mail	2 armor, worn, clumsy, 50 coins, 3 wt.
Plate	3 armor, worn, clumsy, 350 coins, 4 wt.
Shield	+1 armor, 15 coins, 2 wt.

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Flags instead of Bonds

Flags are phrased as instructions, requests to the other players to treat your character a certain way.

A good flag should:

- ❖ Create some conflict or tension
- ❖ Showcase your character's personality
- ❖ Help develop a relationship with the group

End of Session: If you hit someone's flag during the session at least once, mark XP. If anyone hit at least one of your flags this session, mark XP.

Aid or Interfere: Roll with the appropriate Stat related to *how* you help instead of using Bonds.

Example Flags*

Aspiring: make me an offer that threatens my social standing.

Know-It-All: challenge my knowledge and prove that I have more to learn.

Curious: convince me to try something I shouldn't.

Deceitful: believe and act on a lie I've told you.

Devoted: offer me an easier solution that requires I compromise my relation with _____.

Gullible: tell me a lie I believe.

Heroic: let me keep you from going first into danger so I can go myself

Honest: involve me in a deception I must ruin.

Irresponsible: convince me to shirk my duty.

Peculiar: refuse my aid because I'm different.

Righteous: offer me an easier solution that requires I violate my principles.

Selfish: suggest I sacrifice something (tangible or intangible) to improve the lot of others.

Trustworthy: confide in me a secret that would damage you if revealed.

Undertake A Perilous Journey (+Wis)

When you travel through hostile territory:

Quartermaster 10+) Reduced required rations by 1

Trailblazer 10+) Reduces travel time (GM's choice)

Scout 10+) Get the drop on any foes

All 7-9) Things go about as well as can be expected

Make Camp

When you settle in to rest consume a ration; If you're somewhere dangerous decide the watch order as well. When you wake from a few uninterrupted hours of sleep heal damage equal to half your max HP.

Take Watch (+Wis)

When you're on watch and something approaches:

10+) You're able to wake the camp and prepare a response, the camp takes +1 forward.

7-9) You react just a moment too late; You have weapons and armor but little else.

6-) Whatever lurks outside the campfire's light has the drop on you.

Level Up

Subtract (current level + 7) from your XP, increase your level by 1, and choose a new advanced move. If you are the wizard, gain a new spell.

Choose one of your stats and increase it +1 (Max 18).

Constitution impacts your maximum and current HP.

1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

Outstanding Warrants (+Cha)

When returning to a civilized place where you've caused trouble before:

10+) Word has spread of your deeds and everyone recognizes you.

7-9) As above and the GM chooses a complication:

- ❖ The local constabulary has a warrant out for your arrest
- ❖ Someone has put a price on your head
- ❖ Someone important to you has been put in a bad spot as a result of your actions

6-) No cares enough about you to post warrant

Bolster

When you Spend time in study, meditation, or hard practice, you gain may gain preparation.

Week or two: gain 1 preparation

Month or longer: gain 3 preparation

- ❖ When your preparation pays off spend 1 preparation for +1 to any roll.

Carouse

When you return triumphant and throw a big party, spend 100 coin and roll + extra 100s of coin spent. On a 10+ choose 3. On a 7-9 choose 1. On a miss, you still choose one, but things get really out of hand.

- ❖ You befriend a useful NPC
- ❖ You hear rumors of an opportunity
- ❖ You gain useful information
- ❖ You are not entangled, ensorcelled, or tricked

Last Breath (+nothing)

When HP runs out:

10+) You're alive, gain d4 health, unstable

7-9) Bargain with Death, won't be pretty

6-) Death takes you, create a new character

*https://rpg.divnull.com/wiki/index.php?title=Dungeon_World_Flags