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Community Content Share comments is available in the CC-BY-SA section unless otherwise stated. If you haven't found this page unintentionally, then like me, you probably have an interest in playing Dungeon World. I think it's wildly creative, innovative, and fantastic, but my friends and I found the design of the character tables to be a little crisp for our old-school FRPG flavours. I went to work creating a few sheets with a bit of retro fantasy flair- not retro 0E, but definitely more mystical and formidable. More than just doing a simple re-skin, I wanted to introduce a familiar layout to D&D players and other systems and make a usability setting. Moore on that below downloads. LEND A HAND Please consider making a small donation if you like these emails. All that will be most appreciated. I'm a dad and I do it in my spare time. CHARACTER SHEETS & MOVES (v0.1) Here's the current work in progress. If you find errors, please email me at matt@mysticworks.com DOWNLOAD TABLES (PDF, ALL) GM REFERENCE SCREEN I also work on GM Reference Letters designed for printing for use as a screen. Here's a work in progress. SCREEN (PDF) ABOUT LETTERS I wanted new sheets to look cool and fun, familiar layouts – statistics in the column are at the heart of it. I also increased the smallest font size and the presented roll leads to a more tabulous format. Placing gear at the bottom of p.2 means that any additional room can be used for recording. Sorry, but I deleted the suggested character names. If you can't create a name for your character, ask GM or another player for help. Stickers will also notice text settings. This was done mainly to layout the flow (removing the excess turn of phrase, etc.) I also added some options where there was obvious space (e.g. cleric domains/commandments). Ultimately I hope these sheets will be very customized for my own DW set, so I couldn't help myself in moments. Everything is designed for printing with a double-sided and 3-hole stamp. For those with color printers, text that refers to the concepts of rules by name is colored (e.g.: hack and slash, load.) I found that it helps new players deliberately pick up game jargon. The sheets are designed for double-sided printing and trilunk punching. Set the printer fields as wide as possible. For the ultimate in old school, get yourself some ivory parchment or better but goldenrod paper. c: Creating characters, loads, alignment, comment classes Share in the Dungeon World system, each class has its own action book. The playbook includes a sheet of characters and all the information needed to fill it, such as start moves, which race, alignment, suggestions of connections, etc. classes have playbooks available free of charge from DW publishers, as well as a hard copy of basic moves and special moves. Below is the same information in the non-building of non-building Select a class When creating GM group symbols, you must first provide a copy of each available playbook. In classic DW in the world, there is only one character in each class. If you're a bard, you're the only bard in the famous world, although there are minstrels and other types of musicians. So each player has to choose a different class from everyone else. Main Classes Barbarian Bard Cleric Druid Fighter Immoulator Paladin Ranger Thief Master Other Classes Free Playbooks Purchase Playbooks Choose race in the dungeon world campaign, players narrative create details about people, places, and things as the game goes on. Specific details about character races (size, skin color, cultural stereotypes) do not need to rely on established fantasy world tropes. Who, what, where, how and why each DW game thereby becomes its own fiction. Below are the combinations of classes/races in the classic dungeon world that will reference their unique starting run. . Gnomes: Cleric, Fighter, Elves: Bard, Fighter, Ranger, Master of The Semis: Druid, Fighter, Thief People: Bard, Cleric, Druid, Fighter, Paladin, Ranger, Thief, Master of Outsiders: Barbarian Salamanders: Immoulator Alignment Highlights What Your Character Moves to Do Because of Their Ethics, Ideals or Basic Instincts Most creatures have neutral alignment. Only some alignments are available in classic DW for each class. Below is a link to the pursuit of each class/alignment combo. If a character successfully commits to this aspiration during a game session, they get XP while wrapping. Chaotic: barbarian, bard, druid, immoulator, ranger, thief evil: cleric, immoulator, fighter, thief, wizard good: Bard, cleric, Druid, Fighter, Paladin, Ranger, Master Legal: Cleric, Paladin Neutral: Barbaric, Bard, Druid, Immoulator, Fighter, Ranger, Thief, Master Select Ability Ratings Select Name Basic Names Playbook Other Names Select Watch Basic Playbook Looks like a custom character looks to fill the hit points Barbaric HP is 8 + Con Score Bard HP is 6 + Con Assessment HP Cleric is 8 + Con Score Druid HP is 6 + Con Score HP fighter is 10 + Con Score HP Immoulator is 4 + Con Score Paladin HP is 10 + Con Score Ranger HP is 8 + Con Score Thief HP is 6 + Con Score Wizard is 4 + Con Score Fill in Base Damage Causes Barbaric Base Damage to d10 Bard Base Damage d6 Cleric Base Damage d6 Druid Base Damage d6 Fighter Base Damage d10 Immoulator Base Damage d8 Paladin Damage Base d10 Ranger Damage d8 Thief Base Damage d8 Master Damage d4 Reading Initial Moves Most the initial moves very straight ahead. The next starting steps, however, require players to make choices from lists and can personal history and personality of the character. Select Gear Set Load Barbaric Load 8 + Str Modeling Bard Load 9 + Str Modeling Cleric Load 10 + Str Modeling Druid Load 6 + Str Modeling Fighter Load 12 + Str Modeling Immolator Load 9 + Str Str Mod Paladin Load 12 + Str Modeling Load Ranger 11 + Str Modeling Thief Load 9 + Str Modeling Master Load 7 + Str Mod Select Gear (by Class) Set Armor Rating should be 0-4. Select the character relationships to create load alignment classes of community content available in the CC-BY-SA section unless otherwise stated. Creating dungeon world characters is quick and easy. You should all create your first characters together at the beginning of the first session. Creating a character, like the game, is kind of a conversation - everyone should be there for him. You may need to make another character during the game if your gets killed, for example. If so, don't worry, the process of creating a character will help you make a new character that fits into the group in just a few minutes. All characters, even replacement characters, begin on the first level. Most of all you need is to create the character you will find on the character sheets. These steps will guide you to fill a sheet of characters. 1. Select the Class Look at the character classes and select the one you are interested in. To begin with, everyone chooses a different class; there are no two masters. If two people want the same class, talk about it as adults and compromise. I sit down with Paul and Shannon to play a game run by John. I have some interesting ideas for the master, so I mention that would be my first choice. No one else thought to play one, so I take the master character table. 2. Select Race Some classes have race options. Select one. Your race gives you a special move. I like the idea of being flexible - having more spells available is always good, right? I choose Man, as it will allow me to choose a spell of cleric and cast him as it was a wizard. This will leave cleric Shannon free to keep healing magic flowing. 3. Select a name Select your character's name from the list. Avon sounds good. 4. Select Look your look – this is your appearance. Select one item from each list. Haunted eyes sound good, as each wizard has seen some things to which no mortals have been assigned. No good wizard has time for styling hair so wild hair is it. My robes are weird and I mention to everyone that I think maybe they came from Beyond as part of a challenge ritual. There is no time to eat with all that learning and research: a thin body. 5. Select Statistics Assign these ratings to your statistics: 16, 15, 13, 12, 9, 8. Start by searching for basic moves and initial moves for your class. Choose the move you're most interested in: what you'll do a lot, or what you'll do you're outnuperding. Put 16 in the statistics for this step. Look at the list again and choose the next most important step to your character, maybe something that supports your first first Put your 15 in the stats for this step. Repeat this process for your remaining scores: 13, 12, 9, 8. It looks like I need intelligence to cast spells that are my thing, so my 16 goes there. The danger option for Dexterity looks like something I could do to dip out of the way of a spell, so that gets my 15th. Wisdom 13 will help me notice important details (and perhaps preserve my sanity based on the course of danger). Charisma can be useful in dealing with caused creatures, so I'll put my 12 there. Life is always nice, so I put my 9th in the Constitution for some extra HP. Power gets 8. 6. Find out the modifiers Next you need to find out the modifiers for your statistics. Modifiers are what you use when +DEX or +CHA is on the go. If you use standard character maps, modifiers are already listed with each account. Modifier metric 1–3 -3 4–5 -2 6–8 -1 9–12 0 13–15 +1 16–17 +2 18+3 7. Set the HP maximum hp level to the HP+Constitution base score of your class. You start with a maximum HP. Base 4 plus 9 con gives me a whopping 13 hp 8. Click Start moves The front side of each character sheet contains the initial moves. Some classes, like the fighter, have the choice to make as part of one of their moves. Make that choice now. The wizard will need to select a spell for his spelling book. Both the cleric and the wizard will need to choose which spells they have prepared to begin with. Calling a spell is an easy choice, so I take Contact Spirits. Magic Missile will allow me to hurt more damage than a pathetic d4 for a master class, so it is too. I'm picking alarm bells for my last spell since I can think of some interesting uses for it. 9. Select Align your alignment - these are a few words that describe your character's moral outlook. Each class can only begin with certain approvals. Choose alignment – in the game, it will give your character certain actions that can earn you an extra XP Neutral option for masters says I earn an extra XP when I discover a magical secret. Avon is all about discovering a mystery - I'll go with Neutral. 10. Select Gear Each class has the choice to make to run the gear. Keep in mind your workload - it limits how much you can easily carry. Make sure to have all the armor and mark it on the character sheet. I'm worried about my HP, so I take the armor over the books. Daggers sound about the right to rituals; I choose this over the staff. This is toss between healing potions and antitoxin, but healing wins. I also end up with some rations. 11. Introduce your character now that you know who your character is, it is time to introduce them to everyone else. Wait for everyone to finish choosing their name. Then go around the table; in your turn, share your look, class and anything else that has the most view of your character. You can share your alignment now or save save secret if you prefer. It's also time for GM to ask questions. GM questions should help establish the relationship between the characters (What do you think of it?) and involve the group in an adventure (Does that mean you've met Grundloch before?). GM should listen to everything in the description and ask about everything that stands out. Indicate where they are from, who they are, how they came together, or anything else that seems relevant or interesting. It's Avon, a mighty wizard! He is a man with haunted eyes, wild hair, strange robes, and a thin body. As I mentioned before his mantle is strange because they are literally not out of this world: they came to him as part of a ritual challenge. 12. Select Bonds After everyone has described their characters, you can choose your connections. You have to fill out one connection, but it's in your best interest to fill in more. For each blank, fill in the name of the same character. You can use the same character for more than one statement. Take some time to discuss bonds and let GM ask questions about them as they come up. You want to go back and forth and make sure everyone is satisfied and comfortable with how the bonds came out. Leave room to find out what each one can mean in the game, too: don't pre-define everything in the beginning. After each has filled out their connections, read them to the group. When a move has you roll + bond, you will count the number of bonds you have with the symbol in question and add that to the roll. With all presented I choose which character to list in every connection, I have fighter Paul Gregor and cleric Shannon Brinton to choose from. The connection about prophecy sounds fun, so I choose Gregor for him and ultimately with Gregor will play an important role in the events to come. I predicted it! It looks like a wizard who is in contact with things from outside and the cleric can't see eye to eye, so I add Shannon's character and get Brinton grief misinformed about the world; I'll teach them everything I can. I leave my last connection blank; I'll deal with it later. Once everyone is done, I read my bonds out loud and we all discuss what it means, why we're together and where we're going. 13. Get ready to play Take Off with a little break: take a drink, stretch your legs and let GM brainstorm a little about what they've learned about your characters. Once you're all ready, grab the bones and your leaf and get ready to take on the dungeon. Once you're ready, GM will get started as described in the First Session section. Chapter.

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