

Dragon World Hack

Version 0.4

Silly Fantasy Role-Playing

By Ewen Cluney

Credits

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Introduction

It's a time of adventure, of clashing swords and flashing spells. It is an age ruled by the passions of the bold and the whims of the elder dragons. The world is full of hidden secrets and glittering treasures, of the legacies of the dragons, the fallen empires, and the demon gods of ancient civilizations.

There are mighty kingdoms, grand cities, and quaint villages, and wherever you came from, you are one of those rare people with the talent and power—or failing that, the bloody-minded determination—to leave your home to become an adventurer and seek your destiny in the wider world.

Dragon World is a game for getting together with friends to make up stories about a bunch of passionate weirdoes getting into trouble in a bright, weird fantasy setting. It's heavily inspired by 90s fantasy comedy anime and manga like *Slayers* and *Dragon Half*, though you can also think of it as a game for playing just the silly parts of a D&D campaign.

Where This Came From

The rules of *Dragon World* are based on D. Vincent Baker's game *Apocalypse World*. It's a very different and much more serious game, but it created a fascinating framework that people have adapted to any number of other things, and some of them even don't have "World" in the title! If you enjoy *Dragon World*, you may find a lot to like in other Powered by the Apocalypse games. I especially like *Fellowship* and *World Wide Wrestling* myself.

Dragon World Hack (Version 0.4)

Taking a cue from *Dungeon World*, this "Dragon World Hack" is a free playable version of *Dragon World*, but it lacks the setting chapter that will go into the eventual commercial version of the game. This version isn't too different from 0.3. It has some refinements to the text and minor changes to some moves, and I renamed and tweaked some of the classes.

Things You'll Need

Like most RPGs, *Dragon World* doesn't come with everything you need, though considering that one of the things you need is other people to play with, there's only so much I can do about it.

People

This is a game you play with other people. One person will be the Dragon Master (DM for short), while the others will be the "players." I recommend getting a group of 2-4 players, because I think the game works best with a small group where the DM can give each character lots of individual attention, but you can have more players if you think you can handle it.

Dice

This game requires ordinary six-sided dice. You'll need at least two, but two per player is best. The DM doesn't need any dice though. In the book, I refer to the dice you use as "2d6," where 2 is the number of dice and 6 is the number of sides each die has.

Pencils

You'll be doing a little bit of writing while playing this game, and you'll need to erase some things too, so pencils are in order.

Printouts

Ideally, you should print out the full set of class sheets, plus one reference sheet per person. The DM should also have some scrap paper to jot things down.

Playing Online

Dragon World works pretty well for playing online with little to no changes. You will need some medium for chatting or posting (Discord, IRC, Slack, Roll20, a forum, etc.), a means for the players to roll dice, and maybe a shared document or wiki for info about the characters and the campaign.

Role-Playing

This is a role-playing game. Each player pretends to be a fictional character, and the person who takes on the role of Dragon Master* pretends to be the rest of the world. We sometimes call players that belong to the players “Player Characters” (“PCs” for short) and players that belong to the DM “Non-Player Characters” (“NPCs”). Together you have a conversation that lets you experience a fictional world. You say things, and sometimes the rules add to the conversation. You take turns, following not turn-taking rules but the ebb and flow of the conversation. Let everyone be heard.

What happens in the game happens in an imaginary world shared by the people playing. We call this “the fiction.” It’s the sum of the ongoing story and its contents. As a player, you’re going to say what your character says and does. You might speak more like a narrator, or more in the first person. Most people do some of each. Sometimes you’ll end up saying something that calls for using a move, and that’s when you get to use the rules of the game to see what happens. The rules help keep the story silly and unpredictable, though a group of people being creative together is far more unpredictable than any random number generator.

Scenes

When you play this game, you divide the action into scenes. A scene is basically a block of action and role-playing that happens in one time and place. For this game, we divide things into scenes partly to remind everyone to keep up the right kind of pacing, and partly because certain rules depend on scene timing. If you’ve played RPGs before chances are you already do things in scenes even if you don’t really think about it.

* Called the “Game Master” in most RPGs, but sometimes Dungeon Master, Storyteller, Producer, Animator, Keeper, Watcher, Judge, Referee, Master of Ceremonies, Story Guide, Host, Chill Master, Journey Master, Loremaster, Ghostmaster, Zombie Master, Ninja Master, Puppet Master, Ape Master, Hollyhock God, or in some specific cases, “Mike.”

Moves and Dice

This game makes extensive use of “**moves.**” A move is a discrete set of rules that trigger when a character does a certain thing. There are basic moves that all Player Characters can use, plus some special moves for each character class, and occasionally special moves that pop up in specific situations. If you do something that’s listed as a move, you have to roll the dice for it, but if there’s no move you don’t have to roll. While it’s only natural to think about what move you’re using and how your stat affects your chances, this game is at its best when you just say what you want your character to do and see what happens.

There are two really important things to keep in mind about moves:

1. If you do something covered by a move, you have to use the move. A move isn’t a button to push to get what you want; it’s a set of rules for when your character does something.
2. If you do a move, you’re going to have to live with the results.

Some of moves are really easy to trigger (like “run away”), but for others you need to give a clearer explanation of what you’re doing. Just saying “I trick him” is kind of lame, and you miss out on the chance to describe what your character does to accomplish that.

When you use a move, it’ll usually say “**roll 2d6 + [a stat].**” That means the player rolls two six-sided dice and adds whatever the character’s value is for that stat. If the total is 6 or less it’s a **miss**. On a 7+ it’s a **hit**. 7-9 means a **weak hit** (which usually means some complications) and a 10+ is a **strong hit** (which usually means you get just what you wanted). Some moves have stuff that happens on a miss, and they’ll say so. Otherwise the DM can take that opportunity to use one of their own moves (p. 45).

If a move says “**take +1 forward,**” you get a +1 bonus to your very next roll. If you get +1 forward more than once, you get +1 on that many rolls, and not a bigger bonus to a single roll. If it says “**take +1 ongoing,**” it means you get a +1 bonus to applicable rolls for however long it says you get a bonus.

Random Events

When you roll the dice and you get either snake eyes (☐☐) or boxcars (☒☒), something strange is going to happen. The DM will ask the player to roll on one of the Random Event tables (p. 47) to determine what happens. Snake eyes are usually bad for you and boxcars are usually bad for whoever’s working against you.

If the DM feels that the random event tables in the book are getting old, or just feels like it, they can make new tables or use the scenes from a hat method (see p. 50) instead.

The Stats

In this game we use a set of six numerical values called “stats” to represent how competent (or useless) the players’ characters are at different things.

- **Bloody-Minded** is your ability to stick to what you’re doing despite the odds.
- **Charming** represents attractiveness and the ability to get others to do what you want.
- **Eldritch** is knowledge of magic and other forbidden lore.
- **Mighty** is your physical strength, the ability to use brute force to get what you want.
- **Sane** means you’re actually grounded in reality and don’t give into your impulses or desires so easily.
- **Shifty** characters are hard to pin down and potentially good at doing sneaky stuff.

Stat values are normally between -1 and +2, but they can go as high as +3. If something would permanently make a stat go higher than +3, you can’t take that thing.

When a stat’s value is zero we’ll write it like “Charming +0.” If it’s a positive number we’ll write it with a plus sign, like “Mighty +1.” If it’s negative, we’ll write it with a minus sign, like “Eldritch -1.” If something raises or lowers your score, it’s listed as a plus or minus before the name of the stat. For example, “+1 Bloody-minded” means you add one to your Bloody-minded stat, and “-2 Shifty” means you subtract 2 from your Shifty stat.

Guts Points

Guts points let *Dragon World* PCs summon up extra strength in a moment of need. Each PC starts with 3 Guts, and gains more from certain situations and moves. You can spend a Guts point to do any of the following:

- Not Fall Down when you would otherwise.
- Add +1 to a roll you’re making (just after the roll).
- Subtract -1 from the roll of someone acting against you (just after the roll).
- Use moves that require you to spend a Guts point.

Any time you spend a Guts point for one of the above things you have to use the **Don’t Go Nuts** special move, the exception being that you don’t have to do this when you spend one to activate a move.

You gain a Guts point when:

- You start a game session.
- You recover from Falling Down.
- A move says you gain a Guts point.

You can’t store more than 6 Guts points at a time. If you have 6 and something happens that lets you earn one, you can either give it to another player (someone who has less than 6 themselves) or you lose it. It’s good to have some Guts points on hand of course, but don’t be afraid to use them.

Falling Down

This game is much too silly for characters to get injured or killed per se. Instead, when dangerous stuff happens to them they can “fall down.” If a character falls down, they’re incapacitated until the scene changes, which should happen fairly quickly. While they’re fallen down, other characters can imprison, strip, clothe, doodle on, or otherwise inconvenience them. If you don’t want to fall down, well first you need to do things to not end up in a situation where you would in fact fall down, but if the rules say you’re going to fall down, you can spend a Guts point to not fall down.

Minor, unnamed bad guys will just stay fallen down and not come back into the game. Moderately powerful bad guys may have a chance to run away after they fall down, but they’re not going to be in the fight again for a while. When you’re dealing with really powerful bad guys you’ll need the right MacGuffin to be able to make them fall down.

MacGuffins and Clues

A *MacGuffin* is something that lets a character accomplish something that wouldn’t be possible otherwise. In *Dragon World* a MacGuffin can be a magic sword, a spell, a potion, a book, a secret, a strategy, a song... The possibilities are endless. MacGuffins can play into the plot in all kinds of ways, but you almost always need one if you want to defeat a powerful enemy.

Some MacGuffins are easier to come by than others, usually in direct proportion to how powerful they are. You’ll need some *Clues* to find one. When I capitalize the word “Clue” I mean the game term, rather than just an ordinary hint pointing at something. Clues can take just as many forms as MacGuffins themselves, and you’ll usually need one to three of them depending on how big a feat it’ll let you accomplish. Players with excess clues (or who get clues when dealing with a foe for which they don’t need a MacGuffin) can trade a clue in to get +1 forward for acting against the subject of the clue.

Certain moves will give you Clues, and you can also get them from things like beating a different bad guy, investigating stuff, or dumb luck.

Wealth

Wealth is a special stat shared by all of the players’ characters. It indicates what financial resources they have to call on. They start with Wealth +0, but it will rise and fall over the course of the game.

Each time the players’ characters obtain treasure, their wealth stat normally increases by 1, but special treasures can have different effects. Wealth can’t go above +3 or below -3. When they make purchases, someone will have to use the Buy Stuff move (p. 12).

Some Other Notes

Be Cool

This is an important one, though if you're lucky it won't be something you need to say out loud. Don't be a jerk, pay attention to what everyone else is doing, and don't fight the flow. This game works with a certain level of trust between the people playing.

If something legitimately bothers you, that's one time when you don't have to go with the flow. Your character won't always be comfortable with the situations they face (comedy is often someone else's pain), but you, the human being sitting down to play with some friends, should be comfortable with the game.

Why to Play

"Something is wrong with these people, and I don't know what it is."

First off, the characters are hilariously weird. You might have a straight man in the group, but on the whole, everyone has something that can make them act strange.

Second, their weirdness is exponential. With so little to restrain them, they can feed on each other's oddities and reach ever greater heights of hilarity.

Finally, they live in a colorful fantasy land where can express their strangeness freely. The world is a delightfully odd place in the vein of any number of silly fantasy anime series you might've seen, or maybe just the dumb parts of your last D&D campaign. Your characters are big and bold players on the world's stage, and they can make kings and gods tremble in fear. Or just stare, totally flabbergasted that there are weirdoes like that running around.

On Fighting

Compared to your typical RPG, *Dragon World* has a particular and kind of peculiar approach to handling combat. That's partly because it doesn't make combat all that different from other things. The Dragon Master never rolls dice. Instead, it's his or her job to have a conversation with the players and invoke different moves. Players can call for a specific move, but overall, it's better to just tell the DM what your character is doing and let the DM make a judgment call on what move it involves. You don't roll dice to see if your character gets to go first. Instead, the DM plies the players with questions and choices, and figures out from there what happens.

Also, this is a comedy game where the players' characters are typically pretty powerful, able to steamroll most enemies, except for the really powerful ones. That's a deliberate design choice (albeit one I made following the source material), and the game works best when you embrace that.

Basic Moves

The basic moves are available to all the players' characters.

Act Sensibly Despite Temptation

When you try to *act sensibly despite temptation*, roll 2d6 + Sane. On a miss, you try to indulge in your temptation without any regard for what else is going on. On a 7-9 you contain yourself, but it's obvious to anyone watching what you really want. On a 10+ you can manage a good poker face if you so choose. If you have two conflicting temptations in play, you can pick which one will affect you, but your heart's desire always takes precedence.

This move is handy for making the game silly, but it takes some work on the part of the DM (and maybe other players) to make it go that way. Keep a list of the PCs' Temptations handy, and look for ways to bring them into the game.

Act Under Pressure

When you *act under pressure*, roll 2d6 + Bloody-minded. On a 10+ you bust through and keep going. On a 7-9 you have some difficulty along the way, and on a miss you get in trouble.

This is a general move for when characters are trying to push through a dangerous situation. The DM should have players roll for this move when it could be interesting to have PCs either fumble, have trouble along the way, or madly push through a situation. "Pressure" can mean just about anything you want it to, whether a hail of fireballs or just trying to cast a spell while people are yelling at you.

Kick Some Ass

When you *kick some ass*, roll 2d6 + Mighty. On a miss your opponent may hand your ass to you (and make you fall down) if they want. On a 7-9 pick one. On a 10+ pick two.

- Make your target fall down (if you don't need a MacGuffin to do this).
- Humiliate them.
- Get a *Clue* about them.

This is the general move for attacking others. To use it a character has to have some means of bringing an offense to bear (usually a suitable weapon), and in doing so they necessarily expose themselves to harm. This move makes it fairly easy for PCs to make NPCs fall down, which is where Clues and MacGuffins come in. It's also the clearest path to getting Clues, so it pays to keep in mind that players can trade a clue for +1 forward against the subject of the clue.

Run Away

When you *run away*, roll 2d6 + Shifty. On a 10+ you get clean away. On a 7-9 you get away, but the DM chooses one:

- You leave something (or someone?) behind.
- Your escape didn't go unnoticed.
- Your escape is temporary.

This is a really straightforward move. When the player wants to get away, they use it and try to get away.

Spout Lore

When you *spout lore*, roll 2d6 + Eldritch. On a miss the DM picks one:

- Your lore is subtly, dangerously wrong and you don't know it.
- Your lore is obviously, humiliatingly wrong, and you look dumb in front others.

On a 7-9 you have a good idea what's what with whatever it is you're looking at, but there are some details that elude you. On a 10+ you know exactly what's going on; this gives you a *Clue* to a MacGuffin you need.

This move can be tricky for the DM because it can really put you on the spot to make something up. I like to think of it as an opportunity to make up stuff to toss into the game though. If you're stuck, ask the players for ideas or just toss in something obvious.

Take Stuff Away

When you try to *take stuff away* from someone, roll 2d6 + Mighty. On a miss they brush off your efforts. On a 7-9 choose 1, on a 10+ choose 2.

- You take the thing you wanted.
- You keep them from making another try at getting it back any time soon.
- You seriously intimidate them.

This is a move for forcibly grabbing something and taking it away. It shouldn't be a push-button to take stuff though; using it carries risks, and puts you close to someone who is (or is about to become) hostile.

Trick an NPC

When you try to *trick an NPC* (who doesn't have MacGuffin protection) roll 2d6 + Charming. On a miss they realize you're trying to trick them and may become hostile. On a 10+ they're suckered in. On a 7-9 the DM chooses 1.

- There's a misunderstanding and they don't *quite* do what you want.
- Afterwards they figure out that they were tricked and try to retaliate.

Like *take stuff away*, tricking an NPC is a move that you need to be careful not to let become too much of a push-button, and which has all manner of potential consequences.

Help

If you try to *help someone out*, roll 2d6 + the same stat they're using. On a hit they get +1 (or some kind of advantage), on a miss they get -1 (or some kind of disadvantage), and on a 7-9 the DM chooses one:

- You expose yourself to danger or retribution.
- The action you were helping has unwanted consequences.

Interfere

If you try to *interfere with someone's action*, roll 2d6 + Shifty. If it's a PC, on a hit they get -2 to their roll, and if it's an NPC you inconvenience them in some way. On a 7-9 you expose yourself to danger or retribution in the process. On a miss the DM chooses one:

- You grant them a +1 to their roll (if it's a PC).
- You give them some kind of advantage, making their action that much more effective.

How much use you'll get out of the *help* and *interfere* moves will depend a lot on how much the players decide to cooperate or mess with people, especially other PCs. Keep in mind that helping or interfering should have an opportunity cost. It takes up time and effort that might otherwise go towards something else.

Special Moves

These moves are also available to all characters, but they fulfill specific functions in the game.

Gain a Level

Once per session you get to “gain a level.” You can do this at any point between scenes. If you don’t do it before the end of the session, do it at the end.

Select an Advance from those on your class sheet and mark it off; you cannot select the same Advance twice. Whatever the Advance involves, you gain that benefit. If it’s one of the ones with story fluff added, be sure to tell the DM about it. Also, advances cannot increase a stat above +3.

Advances can be a lot of fun and give characters some little twists and new abilities. As the DM, be sure to encourage players to take their advances, preferably before the end of the session.

Paragon Advances

After you take 5 regular Advances, you qualify to take Paragon Advances. When you level up you can select Paragon Advances from the list below or from the ones in your class, or you can take more regular Advances from your class. When a Paragon Advance has a blank, fill in a Story Element (see p. 15) or something comparable from the fiction.

- +1 to any stat, and random people start recognizing you.
- Change to a different class, and you gain a mentor of that class.
- Get another move from your class.
- Get a move from another class.
- Rewrite your Temptations.
- Rewrite your Heart’s Desire.
- Your character retires and finds some kind of happiness.
- With the DM’s approval, create a major plot development centering on your character.

If you change to a different class, your character keeps their current stats and moves and so on, but they gain the base moves of the new class. You should have something happen to explain why they were able to make this change, though considering the sort of game this is, goofy deus ex machina is a possibility.

Slower Advancement

Allowing players to get an advance every session gives them new toys at a steady pace, but it also makes it easy to run out of interesting advances to take in less than 10 sessions, which kind of sucks if you were planning to play the same characters for much longer than that. To make it last longer, the DM can use this slower advancement rule.

It’s pretty simple. The DM decides whether or not the PCs can level up in a given session. You can let them level up once every 2 to 3 sessions, let them do it whenever the PCs reach a suitable milestone, or some combination thereof. Leveling up is really a way to pace how you dole out advances, so you can create whatever schedule you think fits your game.

Buy Stuff

When you *make a significant purchase*, roll 2d6 + Wealth. On a miss you can't get what you're trying to get, and if you got something before paying (like at a restaurant) you can expect the merchant to retaliate. On a 7-9 the DM picks 2, and on a 10+ the DM picks 1.

- You get -1 Wealth.
- There is a small problem with what you bought.
- Your purchase draws unwanted attention.

This move is in the game to make major purchases a little more interesting. Of course, for *Dragon World* PCs, especially ones with the "Food" temptation, a meal can be a major purchase. This game doesn't bother with anything like equipment lists though, so things that PCs try to buy appear in the game mainly as flavor text, or occasionally as Clues or custom moves. Don't use this move for PCs buying little things, unless circumstances have made something little become a very big deal, like say buying water in the middle of a massive drought.

Don't Go Nuts

When you *spend a Guts point*, roll 2d6 + Sane. On a 10+ you're perfectly fine. On a 7-9 you're worse for wear and it shows. On a miss you have a Stress Explosion.

Have a Stress Explosion

When you miss with the *don't go nuts* move (or when something else tells you to), you *have a Stress Explosion*. Pick one from the list below and role-play an outburst of that kind of behavior.

- Madly pursue one of your Temptations.
- Just totally go berserk.
- Cry, plead, desperately pray, or otherwise have a breakdown.
- Break, steal, or deface some inanimate object.
- Indulge in some simple, basic pleasure (food, romance, gambling, etc.).

Character Creation

Before you can start playing the game proper, there's this whole process of making characters. The DM needs to be there to help facilitate the process, but this is where the players create the weirdo adventurers they'll portray in the game.

Introduce and Pick Classes

Bring a set of class sheets and reference sheets to the game. Pass them out, and have everyone take turns reading their descriptions to the rest of the group. Be melodramatic and hammy about it. Then let everyone pick one they like. No two players should have the same class.*

The DM should take some time to explain the basics of the game so that the players can make informed choices about stats and moves and such. They don't need to know *everything*, but definitely explain how moves work. Make a point to mention that moves need to start and end with the fiction. Also, maybe talk a bit about your expectations for the game and your inspirations. It wouldn't hurt to watch some suitable anime together beforehand if you have time.

From here on, the order in which you do things isn't all that important as long as you hit all of them. If a different order is more natural to you, or if one part of the process gives you a nifty idea for another, you can jump around and change things.

Name and Look

Each class has a list of possible names, usually divided into first and last name, sometimes with special titles and such. You can get a name from the list directly, use it as a source of inspiration, or just make up your own entirely.

Likewise, each class has three lines of different traits under Look. You can circle one item from each line to quickly define how your character looks, but as with names, you can make up stuff on your own well, not to mention you can flesh this out a little more beyond what's already in the class.

Stats

Each class has three stat arrays, and each stat array has two +1s, two +0s, and two -1s. Pick whichever stat array you like, and then add 1 to any single stat you want. Think about which moves you're going to be using a lot and what stats they use. I recommend aiming to have a +2 in a stat for which you have some class moves you want; that way you'll only have to roll a 5 to use them successfully.

If you really and truly feel that none of your class' stat lines fit the character you want to play, you can just distribute two +1s, two +0s, and two -1s among the six stats however you like and then add 1 to any one stat.

Class Moves

I talked about moves in Moves and Dice (p. 5), and had the Basic Moves earlier in this book (p. 9). Each class also has some additional moves unique to them, and each class sheet tells you which ones you can choose from. You'll typically start with two moves of your choice from your class, though a few classes (like the Explosive Mage and Cunning Thief) are exceptions. Fill in the bubbles for the ones you choose. Class moves sometimes deviate from the normal format for moves, and can instead do things like affect how other moves work or permanently increase a stat.

*You can have two of the same class if you really insist, but try to make them different from each other.

Temptations and heart's Desire

Temptations are the things a character wants, that can pull her away from common sense. Each class has a list from which the player chooses two. Temptations are open to interpretation, but there's a clear difference between being tempted by Women and being tempted by Love.

A character's **heart's desire** should be something specific that they want based on one of their temptations. If the explosive mage has Lore as a temptation, she might be after the Tome of Varga to gain ultimate power. If the half dragon has Love as a temptation, she could want a potion that will make her human so she can be with the human she loves. The DM is going to use these as the basis of the story, so your character's heart's desire should be something that you really want to play a role in the game.

Guts

Each character starts with three Guts points.

Some Other Things

Making Stuff Up

Each class has a list of suggestions for things like name, looks, and temptations. These are strongly geared towards maintaining the flavor of that class, but you can come up with something of your own for any of these. Just try to keep in the spirit of the game and the class you picked.

Gender Stuff

Some of the classes might seem to be heavily gendered, but none of them require a specific gender. The Pure Sacrifice, a feminine role in more traditional narratives, can easily be a man (as Prince Cygnus, our signature Pure Sacrifice character, demonstrates), and the Dumb Fighter, outwardly a rather masculine archetype, can certainly be a woman. You get the idea.

Also, if you want your character to be gay, lesbian, bisexual, transgender, etc., there's nothing to stop you. People in the *Dragon World* setting tend to be much more worried about whether adventurers are going to blow up the town than who they share a bed with or what their gender identity is like. You can use the fantastical setting to explore these themes in ways that you can't in real life if you want, but it can be enough to declare your character's sexuality or gender identity and leave it at that. These things can affect stuff like story threads and temptations (e.g., a bisexual character might have something like "Lovers" instead of "Women" as a temptation), but they don't have to.

Races

Role-playing games tend to use the word "race" in a rather strange way, referring to humans, elves, dwarves, and so forth as the various "races," each with different abilities and statistics. "Species" would be a more appropriate term strictly speaking (or you could try other terms like stock, kind, or kith), but something something Tolkien. This game doesn't use races in it in the typical RPG sense. The half dragon is, you know, half-dragon, but it's not the sort of game where you pick "half-elf" and write it down under "Race" on your character sheet. For the purposes of *Dragon World's* rules, being a human, halfling, or catgirl is basically cosmetic, and something you can just write down under Looks.

That said, the setting of *Dragon World* is plenty diverse, and you should feel free to play characters of any ethnicity you like. Real-life medieval Europe was far more diverse than people realize, and we're not even pretending to be realistic anyway.

Introductions

Once everyone has their characters made, take turns introducing them. Keep in mind that all the characters know each other, and they generally stick together, if only because the rest of the world is even less willing to put up with them.

When it's your turn, give your character's name, and tell the other players what you look like and whatever else you think would be helpful. When it's someone else's turn, ask them a question you think would be interesting.

The DM should note down all of the characters' Temptations and Heart's Desires.

Story Threads

So you've got your characters, with some desires and foibles no less, but you don't know much about how they relate to each other or the world at large. The "story threads" rules are a tool to develop relationships between characters and the world.

First, make a list of **story elements**. These are things—people, places, objects, etc.—that you're hoping to make important in the game. Start by writing down the names of each of the players' characters. Each player then gets to add one story element to the list, and the DM adds one or two as well. The setting chapter in the full version of the game has any number of things that could make for good story threads, but you don't have to limit yourself to those. Players, feel free to add something relating to your characters' temptations or heart's desire.

Next, each player takes turns picking story threads. Each class sheet has a list of threads, and each thread has a blank. When it's your turn, pick a thread, and fill in the blank with a story element that you haven't used before. Keep going until each player has at least 3 story threads. You can do more if you want, but that should be enough to start with.

Be Bold!

Don't be afraid to make ludicrous, bold choices, especially if they'll get your character into trouble. You can be the Dark Overlord's little brother, the gal who stole the Eye of Anubis from the Temple of Set, or the prince who Tiamat has a weird secret crush on.

Some story threads let you make statements about other players' characters. I think it's best to just roll with stuff, and if another player tells you that your character has a secret crush on theirs just run with it. Still, if something genuinely bugs you, feel free to speak up and figure something else out.

Extra Generic Threads

This is a list of generic threads so that if, though having a large group or going through lots of characters, you use up your class' threads you still have more to choose from.

- _____ accidentally summoned you.
- _____ and you are siblings.
- _____ and you were friends when you were kids.
- _____ has a crush on you.
- _____ has a magical artifact that lets them control you at times.
- _____ is a family heirloom.
- _____ is actually your parent.
- _____ may have killed your parents.
- A long time ago you deeply offended _____ through something really trivial.
- Agents of some dark power are asking you about _____.
- You and _____ are drinking buddies.
- You and _____ trained together.
- You and _____ were once lovers. It ended badly.
- You're a groupie, obsessed with _____.
- Your family is trying to arrange a marriage between you and _____.

The Party

Take some time to talk about the adventuring party (or other loose association) that these characters formed. Look at their temptations, hearts' desires, and story threads, and figure out why they're together and what their common goal is.

Adding New Characters Later

Whether through adding new players or an existing player starting a new character, sometimes you'll put new characters into the game after it's started.

Story Threads

You might be wondering what to do in the way of story threads if you add new characters to the game. Basically, you do as many additional story threads for them as feels right. Definitely have the new player do 3 story threads of their own, and ask for existing players to volunteer to do a few additional threads relating to the new character.

Level Up

Let new characters take as many Advances as the other players' characters have, but they're stuck with the starting 3 Guts points.

The Classes

This book provides a set of 12 classes. Although each one has some room to define the character how you want, they do come with something of an implied personality archetype, and you should think about that as much as what cool powers they'll have when you make your choice.

There will be more classes available later on, and you can try your hand at making new ones yourself.

- Angry Shadow Warrior
- Chosen Visitor
- Conniving Thief
- Dumb Fighter
- Explosive Mage
- Fanatical Cleric
- Foolhardy Bard
- Half Dragon
- Kooky Shaman
- Pure Sacrifice
- Ruthless Warlord
- Shiny Paladin

Angsty Shadow Warrior

"I was born in the world of shadows, and it yet marks me. All is suffering, pain, and darkness. I'm so depressed."

Whether among the dark elves, the reviled Shadow Tribe, or in a secret order of assassins, you were raised in a realm of darkness. Your combat skills are superb, but you spend so much time brooding that people just find you depressing to be around. Just because you're clad in midnight black and wield a sword made of rare Darkmetal from the Shadowplane doesn't mean you have to be down in the dumps all the time, right?

Name

Given Name: Belladonna, Darkstar, Desmond, Draco, Galus, Ivy, Kiriya, Raven, Shada, Shadus, Valen, Vincent

Family (?) Name: Altair, da Firenze, Darkblade, Dracul, Maleficarium, Ravenshadow, Urden, Valentine

Look

Pale skin, gray skin, blue skin, alabaster skin, cryptic tattoos

Long white hair, long black hair, braided white hair, spiky blue hair, shock of purple hair

Black leather with many buckles, ornate black steel armor, black corset and frilly black skirt, frayed black clothes

Stats

Select one set, then increase one stat by 1.

- **Darkblade:** Bloody-Minded -1, Charming -1, Eldritch +1, Mighty +1, Sane +0, Shifty +0
- **Shadow Assassin:** Bloody-Minded +0, Charming -1, Eldritch +1, Mighty +0, Sane -1, Shifty +1
- **Umbral Warrior Mage:** Bloody-Minded +0, Charming +0, Eldritch +1, Mighty -1, Sane +1, Shifty -1

Moves

You get all of the basic moves, plus two of the following angsty shadow warrior moves.

ODepressing Philosophy: When you tell people about what you consider to be the true nature of the world, roll 2d6 + Eldritch. On a miss, they find your blathering stupid. On a 7-9 they're a bit distracted, and on a 10+ they set aside what they're doing to wallow in depression.

OShadow Blade: You possess (or can conjure) a sword made of pure darkness wreathed in purple flames or some such. You can roll 2d6 + Eldritch to *kick some ass*.

OShadow Walk: You have the ability to use shadow magic to vanish from sight and travel through the shadows. Roll 2d6 + Shifty; on hit pick 1. On a 10+ you get +1 forward.

- You can follow someone for the rest of the scene, no matter where they go.
- You can slip through what would normally be an impossible obstacle.
- You vanish from sight, even in the midst of a pitched battle.

OThin Shadow: Something about your personality is such that people tend to just forget about you. Whenever someone is supposed to be paying attention to you and there's a distraction or other pressing matter, roll 2d6 + Eldritch. On a 7-9 your friends and normal people forget about you. On a 10+ even enemies actively searching will forget about you until you do something really overt and offensive.

OTrauma Switch: When someone brings up something that somehow connects to a painful memory of yours, roll 2d6 + Bloody-minded. On a miss, you wallow in self-pity for a bit. On a 7-9 you flip out and attack someone with +1 forward. On a 10+ you take +1 ongoing to tenaciously attack someone until one of you falls down or the scene ends.

OUnfettered Sight: All that time gazing into the abyss has given you the ability to look at the world as it really is, which is frankly rather depressing, but also useful. When you stop and contemplate the situation, roll 2d6 + Sane. On a miss, you get depressed for a while and take -1 forward. On a 7-9 choose 1, on a 10+ choose 2:

- You notice something important that everyone else has been missing.
- You receive a *Clue*.
- You realize the solution to a problem.

Temptations

Choose two temptations:

Brooding, Fine Food, Friendship, Lore, Love

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ always tells you when you're being stupid and emo.
- _____ has a secret power over you.
- _____ was the one who brought you out of the darkness and into the light.
- You have a crush on _____. But it's a secret. You don't care. Shut up.
- You know that some dark power is after _____.

Angsty Shadow Warrior Advances

- Get +1 Bloody-minded, and a member of your tribe tells you that you're cursed.
- Get +1 Charming, and there is a faraway gleam in your eyes like moonlight.
- Get +1 Eldritch, and wisps of shadow follow you around.
- Get +1 Mighty, and nocturnal animals keep a respectful distance from you.
- Get +1 Sane, and dealing with your friends gives you headaches.
- Get +1 Shifty, but your friends tend to forget about you at times.
- Get a new angsty shadow warrior move, and your shadow sometimes has a mind of its own.
- Get a new angsty shadow warrior move, and you acquire a taste for a surface food.
- Get a move from another class.
- Get a move from another class.

Angsty Shadow Warrior Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- You achieve a moment of perfect clarity that puts it all into perspective.
- You discover that _____ was behind the betrayal that put you in this state.
- Your actions let you reform one key aspect of your culture once and for all.

Chosen Visitor

“If this is anything like in Dragon Fantasy VI, in the next part we’ll take an airship to the moon.”

Your memory is a bit fuzzy, but you’re pretty sure you died. There was a speeding truck, a moment of pure adrenaline, and searing pain. But at least that cute girl you never got around to talking to was safe. The next thing you knew, you were talking to a goddess. She told you that you had two choices: literally go to hell, or go to another world and fight the Dark Lord. You took the second one, and found yourself in this strange world full of magic and monsters with a magic sword in your hand and people calling you the Chosen One. You’re beginning to wonder if you did something to piss that goddess off, because having everyone trying to kill, use, or worship you is exhausting.

Name

Family Name: Fujisawa, Hiraga, Inoue, Ishii, Mizuhara, Ryuuzaki, Takamichi, Tanaka

Female Given Name: Haruka, Hikaru, Kaori, Manami, Megumi, Umi

Male Given Name: Akira, Daichi, Hideki, Keiichi, Mamoru, Ryo, Takeshi

Look

Spiky hair, short parted hair, long straight hair, bobbed hair, pigtails, stylish feathered hair, twin tails

Dewy eyes, mean eyes, keen eyes, thick glasses, thin glasses

Stiff-collared boys’ high school uniform, dress shirt and tie, skirt and blazer, sailor fuku, track suit, cosplay outfit, everyday casual clothes, Harajuku fashion

Stats

Select one set, then increase one stat by 1.

- **Chosen Seer:** Bloody-minded -1, Charming +1, Eldritch +1, Mighty -1, Sane +0, Shifty +0
- **Ordinary Kid:** Bloody-minded -1, Charming +0, Eldritch +1, Mighty +0, Sane +1, Shifty -1
- **Plucky Hero:** Bloody-minded +1, Charming +0, Eldritch +0, Mighty +1, Sane -1, Shifty -1

Moves

You get all of the basic moves, plus two of the following chosen visitor moves.

OEarth Gadgets: You have some gadgets from earth that might come in handy here. Choose two gadgets. Each one does about what you’d expect it to (maybe more if you’re creative), and you can use one (only one at a time) to get a +1 bonus to a roll once per session.

- Alluring Gym Clothes
- Digital Camera
- Mobile Phone
- Music Player
- Portable Game Machine
- Textbook

OEarth Knowledge: Your knowledge of science and such from earth, although basic back home, has a way of being useful in this new world. When you try to *apply knowledge gained from living in a post-industrial society on Earth to a problem in the fantasy world*, roll 2d6 + Shifty. On a hit you gain a clue towards a MacGuffin, or you find an unorthodox solution to a problem (though carrying it out won’t necessarily be simple). On a 10+ you also get +1 forward to use whatever it is you discover.

OMarked as the Chosen One: Some innocuous thing you have (your school uniform, a piece of jewelry, the color of your eyes, etc.) is very unusual in this world, and marks you as the chosen one of legend. When you *meet new people*, roll 2d6 + Eldritch; on a 7-9 choose one, on a 10+ you get all 3.

- No one tries to attack, trick, or seduce you.
- Whether out of awe or fear, people offer you food, shelter, and assistance.
- No one spreads news about you where you wouldn't want it.

OO**Mysterious Power:** You manifested a strange power upon arriving in the fantasy world. Select one of the moves from other classes listed below. You can take this move a second time and gain a second move if you wish.

- Almighty Power (Pure Sacrifice)
- Big Bang (Explosive Mage)
- Healing Prayer (Fanatical Cleric)
- Legendary Sword (Dumb Fighter)
- Obnoxious Little Familiar (Explosive Mage)
- Ridiculously Strong (Half Dragon)

OS**Sacred Machine:** You have an ancient magical robot at your disposal. It will count as a MacGuffin for some major enemies, and you can roll 2d6 + Eldritch to *kick some ass*. However, you can only use it for one scene per session.

Temptations

Choose two temptations:

A Way Home, Food, Glory, Love, Wealth

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ showed up on Earth and is somehow responsible for your predicament.
- _____ took a memento of home from you.
- _____ was so crazy about you being the Chosen One that you started avoiding them.
- _____ welcomed you when you first came to this world.
- An oracle told you that you must find _____ to save the world.

Chosen Visitor Advances

- Get +1 Eldritch, and you begin having strange visions.
- Get +1 Bloody-minded, and a vein in your forehead throbs when you get mad.
- Get +1 Charming, and your eyes have an alluring sparkle to them.
- Get +1 Mighty, and you can crack your knuckles loudly before a fight.
- Get +1 Sane, and you sigh a lot.
- Get +1 Shifty, and you're getting the hang of avoiding thieves.
- If you have the Earth Gadgets move, get two more gadgets. Your new gadgets arrive mysteriously and contain reminders of home.
- Get a new chosen visitor move, and someone reveals a prophecy about you.
- Get a new chosen visitor move, and you have visions of what's going on back home.
- Get a move from another class.
- Get a move from another class.

Chosen Visitor Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- You discover the means to go home, but are reluctant to use it.
- You find out exactly what your true purpose is here.
- You learn that _____ was the true cause of your arrival in this world.

Conniving Thief

“Well if they didn’t want it to be stolen they shouldn’t have left it there with only nine guards!”

Adventurers seldom have great relationships with the law, but an out and out thief necessarily views the law as something for other people. There are a few who try to dress their profession up as “treasure hunting,” but by and large a thief is someone who takes things that belong to others. It should go without saying that a thief isn’t always the best traveling companion, especially if you’re a fan of having your possessions stay where you left them and not having party members show up on wanted posters. Of course, sometimes you really need someone who can steal from *bad* people. So that’s okay then. You guess.

Name

Given Name: Cherry, Chocolate, James, Jasmine, Kim, Moz, Santiago, Sebastian, Sheila, Violet, Woodchuck

Family Name: Catgut, Cuervo, Gambino, Kemp, Montoya, Nachtmann, Quincy, Smith, Stingray

Look

Skinny, short, inexplicably spry, mousy urchin, scruffy ruffian, halfling, stray catgirl, slick rogue

Leather armor, clothes with lots of pockets, dressed in black, layer of grime, swashbuckler finery

Goggles, extensive supply of daggers, bandana, rakish hat, cool scarf, hooded cloak

Stats

Select one set, then increase one stat by 1.

- **Charming Knave:** Bloody-minded +0, Charming +1, Eldritch -1, Mighty -1, Sane +0, Shifty +1
- **Clever Treasure Hunter:** Bloody-minded -1, Charming +1, Eldritch +1, Mighty +0, Sane -1, Shifty +1
- **Slimy Cutpurse:** Bloody-minded +1, Charming -1, Eldritch +0, Mighty +0, Sane -1, Shifty +1

Moves

You get all of the basic moves, plus *what’s yours is mine* and one other conniving thief move.

● **What’s Yours Is Mine:** You are always stealing small random objects, and occasionally bigger, important objects. You can simply declare that you’ve stolen something minor, and you can spend a Guts point to declare that you’ve already stolen something important when no one was looking, as long as the target of the theft doesn’t have MacGuffin protection.

○ **Backstab:** You can roll 2d6 + Shifty to *kick some ass*.

○ **Dragon’s Eleven:** When you *attempt a robbery*, roll 2d6 + Shifty. On a 7-9 choose 2. On a 10+ you get all 3.

- You steal the thing you were after.
- No one sees you doing it.
- You get clean away.

○ **I Know a Guy:** You have a lot of connections in various towns and cities. When you *look for someone to do stuff for you or give you information*, roll 2d6 + Charming. On a miss, you find someone who holds a grudge for something you did in the past. On a 7-9 the DM chooses 2, on a 10+ the DM chooses 1:

- It’s going to cost you; use the *buy stuff* move.
- They want you to do something risky for them in return.
- They want you to do something humiliating for them in return.
- Your transaction does not go unnoticed.

ONot Me: You have a knack for avoiding or shifting blame. When you try to *hide or shift the blame*, roll 2d6 + Charming to try to hide or shift the blame. On a miss, they figure out it was you. On a 7-9 there's some possible doubt, and on a 10+ no one could reasonably suspect you unless you slip up.

OSneaky Bastard: When you're *being stealthy*, roll 2d6 + Shifty. On a 7-9 choose 1. On a 10+ you get all 3.

- No one notices you.
- You're able to get in somewhere before anyone notices anything's amiss.
- You get +1 forward to your next Shifty roll.

Temptations

Choose two temptations:

Bragging, Luxury, Money, Stealing, Telling Lies

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ has inexplicably taken a liking to you.
- _____ helped you with a difficult heist for some reason.
- _____ is convinced you stole something from them.
- If you don't steal a certain valuable thing, _____ is going to come after you.
- Your bragging has caught _____'s attention.

Conniving Thief Advances

- Get +1 Bloody-minded, and a vein throbs in your forehead when you're mad.
- Get +1 Charming, and you occasionally have people asking for autographs.
- Get +1 Eldritch, and one of your past associates reveals themselves to be involved in a powerful cult.
- Get +1 Sane, and it occurs to you that books are also worth stealing.
- Get +1 Shifty, and other thieves show you respect, after a fashion.
- Get +1 Mighty, and your weapons gleam dramatically.
- Get a new conniving thief move, and you start seeing more wanted posters of yourself.
- Get a new conniving thief move, and you start wearing a jaunty cap or scarf.
- Get a move from another class.
- Get a move from another class.

Conniving Thief Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- A band of thieves ask you to lead them to deal with _____.
- Someone very powerful offers to employ you.
- You steal something that ought to be intangible or abstract. You cannot explain how.

Dumb Fighter

"I don't really know what's going on, but he's the bad guy, right?"

Mages must learn their craft through intensive study, and so tend to look down on fighters who seemingly ply their trade by virtue of being made of meat. There are plenty of warriors who are quite intelligent, but you kind of live up to the stereotype. The stuff your companions are trying to deal with doesn't always make much sense to you, but at least your sword can deal with the bad guys. Usually.

Name

Given Name: Adric, Carrot, Chuck, Dirk, Gil, Gillian, Janet, Katrina, Ken, Oliver, Lance, Leon, Victoria, William

Family Name: Archer, Ashford, Blacmanche, Flare, Harkness, Saucer, Stollen, Waterfield, Williams

Master of the (Favorite Weapon): Bare Hands, Battle Axe, Broadsword, Great Club, Katana, Long Sword, Spear, Sword and Shield, Twin Short Swords, Warhammer

Look

Muscular, lithe, deceptively average build, unusually tall, beautiful and athletic

Metal armor, tabard, loincloth and boots, chainmail bikini, common tunic and breeches, leather kilt, shirtless but with leather pants

Decked out with many weapons, wicked scar, headband, magic amulet, shoulder spikes, winged helmet

Stats

Select one set, then increase one stat by 1.

- **Big Bruiser:** Bloody-minded +1, Charming -1, Eldritch -1, Mighty +1, Sane +0, Shifty +0
- **Legendary Hero:** Bloody-minded +1, Charming +0, Eldritch -1, Mighty +1, Sane -1, Shifty +0
- **Unexpectedly Clever Swordsman:** Bloody-minded -1, Charming +0, Eldritch -1, Mighty +1, Sane +0, Shifty +1

Dumb Fighter Moves

You get all of the basic moves, plus two of the following dumb fighter moves.

OBerserker Rage: When you *kick some ass*, you can declare you're doing a berserker rage attack. On a hit you can use one of your selections to make all enemies in the immediate area fall down, but on a 7-9 you will fall down yourself at the end of the battle.

OLegendary Sword: Your sword is actually a special sword of legend. It always counts as being one clue closer to a MacGuffin.

OMeat Shield: If you *put yourself in harm's way to protect someone else*, roll 2d6 + Bloody-minded. On a 10+ you take the brunt of what they were going to take. On a 7-9, you fall down and the threat has only been temporarily held back.

OOblivious: When *someone is trying to intimidate, manipulate, or scare you*, roll 2d6 + Mighty. On a 10+ it has no effect. On a 7-9 you are troubled and distracted, but otherwise unaffected.

OWarrior's Charisma: You can roll 2d6 + Mighty to *trick an NPC*.

OWarrior's Insight: If you *fight someone in melee combat*, roll 2d6 + Shifty. On a hit you take +1 forward for fighting them, and on a 10+ you also get a *clue* about them.

Temptations

Choose two temptations:

Battle, Bragging, Food, Good Deeds, Women (or Men)

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ is a friendly rival you periodically brawl with.
- _____ is an adventuring companion you've been with through thick and thin.
- _____ is certain that you have a great destiny before you.
- _____ is constantly underestimating you.
- _____ looks up to you for your bravery.

Dumb Fighter Advances

- Get +1 Mighty, and your weapon gleams dramatically when you prepare to do battle.
- Get +1 Bloody-minded, and a vein bulges in your forehead when you're angry.
- Get +1 Charming, and your armor tends to get damaged in conveniently revealing ways.
- Get +1 Sane, and your battle tactics are rather sensible.
- Get +1 Shifty, and your footwork in battle is particularly clever.
- Get a new dumb fighter move, and your weapon makes a dramatic metallic sound when you unsheathe it.
- Get a new dumb fighter move, and your battle cries become particularly impressive.
- Get a move from another class.
- Get a move from another class.

Dumb Fighter Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- After many clashes, _____ becomes your friend.
- Your favorite weapon turns out to be of great historical significance.
- Your mentor tells you that they want you to be their successor.

Explosive Mage

“That was the last slice of cake! Now I’m really mad! PRISMATIC SPRAY!”

You don’t look like much. If anything, you look like some weirdo with a bad dress sense. But people who cross you have a way of blowing up. Most wizards seek apprentices who will use their magic for the betterment of the world, but some just want to run around making things explode for fun and profit. When someone like that is in the area, people learn to stay the hell away if they can help it.

Name

Given Name: Anubis, Ashram, Diana, Emil, Galvan, Light, Louise, Luna, Lyrica, Magnus, Melanie, Mina, Sol

Family Name: Astraios, Bishop, Elric, Felicitas, Françoise, Hyperion, Inverse, Mercury, Pax, Tesla, Vallière, Varga

Master of the (Favorite Spell): Apocalypse Shard, Flame Tempest, Gravity Storm, Ice Storm, Mega Flare, Meteor Swarm, Prismatic Spray, Thunder Blitz, Wrath of Abraxas

Look

Redhead, long black hair, long blond hair, spiky hair, shock of white hair, quirky hairstyle, funny hat

Gothic Lolita, scantily clad, skull motif, witch garb, colorful clothes, stereotypical wizard

Magic staff, magic wand, mystic grimoire, eldritch orb, celestial calligraphy, arcane scepter

Stats

Select one set, then increase one stat by 1.

- **Sexy Sorcery:** Bloody-Minded +0, Charming +1, Eldritch +1, Mighty -1, Sane +0, Shifty -1
- **Sneaky Mage:** Bloody-Minded +0, Charming +0, Eldritch +1, Mighty -1, Sane -1, Shifty +1
- **Mystic Maniac:** Bloody-Minded +1, Charming -1, Eldritch +1, Mighty +0, Sane -1, Shifty +0

Moves

You get all of the basic moves, plus *big bang*, *medium bang*, and one other explosive mage move.

●**Big Bang:** You *toss out a massive destructive spell*. To use this move you have to either spend a Guts point or Fall Down immediately after using it. Roll 2d6 + Eldritch. On a 7-9 choose 1. On a 10+ you get all 3. On a miss you get none, and look like an idiot.

- You make any enemies in the area fall down (unless you need a MacGuffin to beat them).
- You cast the spell without causing massive collateral damage.
- You cast the spell without harming any of your allies.

●**Medium Bang:** You can roll with Eldritch instead of Mighty to *kick some ass*.

○**Big Ritual Magic:** When you *perform a ritual to cast a powerful spell*, describe how you gather special spell components and take some time chanting and such, and then roll 2d6 + Eldritch. On a miss the ritual fails in some way and the DM chooses 2:

- It costs you a Guts point.
- The spell’s failure causes a dangerous side-effect or it has the opposite of the effect you intended.
- It does something humiliating to you.
- It makes you fall down.

On a 7-9 choose 1, on a 10+ choose 2:

- It doesn’t cost you a Guts point. (If you don’t select this it does cost a Guts point.)
- The spell has the intended effect. (If you don’t select this its effect is off in some way.)

- The spell doesn't consume a valuable spell component.

OBloody-Minded Fool: You gain +1 Bloody-minded.

ODangerous Reputation: When *ordinary people become aware of who you are and what you can do*, roll 2d6 + Eldritch. On a 10+ they will flee in terror if you show the slightest sign of aggression. On a 7-9 they'll be shaking in their boots, but may try to act against you if they think they can get away with it.

OObnoxious Little Familiar: You have some kind of creature magically bound to you that can help you out. Decide what it looks like (cat, raven, frog, elemental spirit, pixie, etc.) and what its personality is like (fawning, argumentative, lazy, hedonistic, pragmatic, etc.) When you *send your familiar on an errand*, roll 2d6 + Charming. On a miss your familiar ignores you, screws up, or draws unwanted attention. On a 7-9 your familiar more or less gets it right, but some aspect of the errand doesn't turn out the way you wanted. On a 10+ your familiar actually does it right.

OWeird Little Cantrips: You can roll 2d6 + Eldritch try to *accomplish a mundane task with gratuitous magic*, using telekinesis or conjuring small, temporary objects. On a 10+ it works perfectly. On a 7-9 it works, but it's flawed and obviously unnatural in some way. On a miss it goes wrong, in a way that is either disastrous or just humiliating.

Temptations

Choose two temptations:

Bragging, Food, Lore, Money, Power

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ wants you to perform a powerful and dangerous spell.
- _____ was in the same magic school or apprenticeship as you.
- You accidentally blew up something important belonging to _____.
- You and _____ have been adventuring for a while, and you've been together through thick and thin.
- You know that _____ could be useful in a very powerful ritual.

Explosive Mage Advances

- Get +1 Bloody-minded, and your eyes glow red when you're mad.
- Get +1 Charming, and you start wearing a new piece of occult jewelry.
- Get +1 Eldritch, and your eyes glow whenever you use powerful spells.
- Get +1 Mighty, and your physical feats are accompanied by sparks of magical power.
- Get +1 Sane, and you start making calculations for your spells.
- Get +1 Shifty, and your shadow sometimes has a mind of its own.
- Get a new explosive mage move, and your body is marked with mystic runes.
- Get a new explosive mage move, and your hand motions leave afterimages when you cast spells.
- Get a move from another class.
- Get a move from another class.

Explosive Mage Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- _____ is actually after you alone, and has no interest in your allies.
- The spell you've been using could be the tool you need to defeat a great evil, but it also carries terrible risks.
- Your magic brings you in mental contact with one of the Elder Dragons.

Fanatical Cleric

"The King of the Sky watches over all of us! Even you! Yes, you! Right there! No, the one to his left!"

Most people don't take religion *too* seriously. They attend church, make the occasional offering, and that's that. Others take it very seriously and start making demands of others to follow scripture to the letter. And a few just take it way too far. Most priests are content to hold worship services, inscribe manuscripts, and pray a bunch. Clerics prefer a more hands-on approach to religion, going into battle to serve their gods with blazing divine power. Normal people find comfort in religion, normal clergy find a calling in religion, and clerics believe everything with a burning certainty that makes even other church officials wonder if the whole thing is really a good idea.

Name

Title: Archpriest, Bishop, Brother, Cardinal, Deacon, Elder, Father, Godman, Inquisitor, Maester, Mother, Reverend, Saint, Sister, Super Reverend, Turbo Reverend

Given Name: Amelia, Bridget, Celestine, Clarice, Edmund, Elena, Illuminata, Lena, Maximus, William, Zephyrinus

Family Name: Becker, Churchton, Crosburg, Pelagius, Seirann, Valentine, Vitalian, Wagner, Zygmunt

Look

Fanatical girl, mustachioed freak, bald monk, grim crusader, beautiful priest

White robes, nun habit, chainmail and tabard, black priest garb, ragged clothes

Oversized holy symbol, mace shaped like a fist, anointed warhammer, holy staff, spiked mace, massive holy book

Stats

Select one set, then increase one stat by 1.

- **Battle Priest:** Bloody-Minded +0, Charming +0, Eldritch +1, Mighty +1, Sane -1, Shifty -1
- **Holy Invoker:** Bloody-Minded +1, Charming -1, Eldritch +1, Mighty +0, Sane -1, Shifty +0
- **Street Preacher:** Bloody-Minded +1, Charming +0, Eldritch +1, Mighty +0, Sane -1, Shifty -1

Moves

You get all of the basic moves, plus two of the following fanatical cleric moves.

ODivine Visions: Your god sometimes sends you visions, or so you claim anyway. When you *make an entreaty to your god to show you visions*, roll 2d6 + Eldritch. On a 7-9 pick one. On a 10+ pick 2.

- Your god doesn't strike you with lightning bolts or similar.
- You get a vision of something important that may help you.
- You receive a Clue about a foe.

OHealing Prayer: If someone has fallen down and you *use a healing spell to help them*, spend a Guts point and roll 2d6 + Eldritch. On a hit, they get up again. On a 7-9 choose 1:

- They're filled with excessive holy vigor, and must try to *kick some ass* against the nearest evildoer they see (or think they see).
- The healing has some embarrassing side effect. The subject changes color, is only able to say one word, sprouts a funny-looking horn, or similar for the rest of the scene.
- They promptly have a Stress Explosion.

OJustice Fist: Your strong faith lends might to your fist, which can crush sin and wickedness. Or in other words, you can roll 2d6 + Bloody-minded to *kick some ass*. But try to be all holier-than-thou about it.

OMad Eyes: Whether you intend it that way or not, you have a way of scaring off people you stare down. When you *stare someone down*, roll 2d6 + Bloody-minded. On a miss, your staring and ranting make you look foolish. On

a 7-9 they're given pause and take -1 forward or are put at a disadvantage. On a 10+ they take -1 ongoing as long as you can keep staring at them.

OPunish the Wicked: When someone is trying to overcome a temptation, you can roll 2d6 + Bloody-minded to interpose and punish them. On a miss, you gain their temptation too for the rest of the scene. On a 7-9 you manage to put them off whatever was tempting them for the rest of the scene. On a 10+ you put them off of it for the rest of the session.

OShield Spell: You can roll 2d6 + Eldritch to *create a magical shield to protect someone from danger*. On a miss your shield is badly placed or otherwise ineffective. On a 10+ it completely protects them from harm. On a 7-9 they're more or less protected, but choose one:

- They're much worse for wear.
- The spell temporarily marks them in some way.
- They have a Stress Explosion.

Temptations

Choose two temptations:

Food, Glory, Good Deeds, Justice, Preaching

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ doesn't share your religion, and you routinely end up in arguments about it.
- _____ has insulted your god, and you haven't forgiven them yet.
- _____ knew you before you became a priest, and has watched your descent into fanaticism.
- A vision has led you to believe you must protect _____.
- Your god commanded you to do something about _____.

Fanatical Cleric Advances

- Get +1 Bloody-minded, and your booming voice carries even further.
- Get +1 Charming, and your clothes stay exceptionally clean and pure.
- Get +1 Eldritch, and you emit a white glow when you use magic.
- Get +1 Mighty, and you gain a pendant for head-butting enemies.
- Get +1 Sane, and your holy visions become less frequent.
- Get +1 Shifty, and your swift feet kick up a righteous cloud of dust when you make a tactical withdrawal.
- Get a new fanatical cleric move, and you discover an ancient holy relic.
- Get a new fanatical cleric move, and you are the recipient of a prophecy.
- Get a move from another class.
- Get a move from another class.

Fanatical Cleric Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- A divine vision makes it all clear: You know how to deal with _____.
- A portion of the things you have put forth are added to the church's canon.
- Your church reluctantly makes you the leader of an order.

Foolhardy Bard

“The Song of Corathion is one of the great works of elven literature, and you will listen and appreciate it even if blunt trauma is required!”

A bard is a poet, minstrel, and storyteller all rolled into one. Their craft takes many years of training as well as a certain natural talent. A master bard’s performances are literally magical, and can move hearts and minds and pluck at the threads of the tapestry of the world like the strings of a harp. A lot of bards strive for a cushy position in a royal court, but you’re not like that. You want to be out in the world, seeing brave deeds firsthand! Sure, it means facing mortal peril, having bad food, sleeping on rocks... but they kicked you out of the bard college, so it’s the open road for you!

Name

Given Name: Allegra, Anton, Calanon, Camille, Canter, Edward, Elan, Eleniel, Gustave, Melody, Octague, Paulette, Penelope

Family Name: Ayrshire, Camus, Chevalier, Dubois, Galliard, Menard, Orleans, Shakespeare, Taliesin, Trudeau

Look

Prissy minstrel, rock star, court jester with bells, elaborate fop, scruffy skald

Stylish blond hair, elaborate curls, mullet, messy black hair, wavy red hair

Lute, magic wand, flute, guitar, microphone, keytar, songbook, jester’s wand with bells, hand puppet

Stats

Select one set, then increase one stat by 1.

- **Prissy Minstrel:** Bloody-Minded +1, Charming +0, Eldritch +1, Mighty -1, Sane -1, Shifty +0
- **Rock Star:** Bloody-Minded +1, Charming +1, Eldritch +0, Mighty -1, Sane +0, Shifty -1
- **Unrelenting Skald:** Bloody-Minded +1, Charming +0, Eldritch +1, Mighty +0, Sane -1, Shifty -1

Moves

You get all of the basic moves, plus two of the following foolhardy bard moves.

○**Annoying Song:** When you give a musical performance, you can be pretty amazingly irritating to listen to if you want to. Roll 2d6 + Eldritch. On a miss someone has an urge to hit you. On a 10+ NPCs in the area flinch and cover their ears, while PCs must *act under pressure* to do anything at all, and delicate objects may break. On a 7-9 pick one:

- You draw attention from others to yourself.
- Your music breaks something delicate.

○**Lullaby:** Although you don’t necessarily mean it to turn out that way, you have a knack for putting people to sleep. Roll 2d6 + Eldritch; on a miss someone will most likely tell you to shut up. On a 7-9 you can put people to sleep if they’re already tired, and on a 10+ you can put people to sleep regardless of what’s going on. Anyone put to sleep by this will wake pretty easily though, especially if someone tries to do something violent to them.

○**Masterpiece Instrument:** You carry around an instrument that is a true masterpiece, a work by a master craftsman imbued with magic or that simply some famous owners. The instrument and the sound it produces count as a *clue* towards a MacGuffin.

○**Punching Bag:** If you *get in the way of someone else coming to harm*, roll 2d6 + Bloody-minded. On a hit you take the brunt of whatever would’ve affected them and take -1 forward. On a 7-9 you also definitely fall down and look stupid.

ORousing Song: When you try to *encourage your friend by playing a rousing song*, roll 2d6 + Charming. On a miss your song turns out to be annoying or distracting. On a hit your allies feel more motivated; pick one from the list below. On a 10+ pick two.

- You can give any number of your Guts points to allies.
- You can spend a Guts point to revive someone who has Fallen Down.
- Your allies get +1 forward.
- Your group generally looks intimidating and badass, making your foes flinch.

OVicious Mockery: When you *deliver a vicious insult against someone*, roll 2d6 + Bloody-minded. On a miss your insult falls flat and you look kind of dumb yourself. On a 7-9 pick one, and on a 10+ pick two:

- The target is humiliated.
- The target is momentarily distracted.
- The target is momentarily vulnerable. The next character to act against them gets +1 to their roll or another small advantage.

Temptations

Choose two temptations:

Bragging, Drinking, Performing, Romance, Telling Lies

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ likes you but doesn't want to admit it.
- You just know that _____ is going to be the stuff of legend.
- You know a song that is of great interest to _____.
- You know the songs about _____, much to their chagrin.
- You once played a song just for _____.

Foolhardy Bard Advances

- Get +1 Bloody-minded, and your voice carries even further.
- Get +1 Charming, and your eyes sparkle when you're emotional.
- Get +1 Eldritch, and you discover a long-forgotten song.
- Get +1 Mighty, and you're surrounded by a red aura when you're mad.
- Get +1 Sane, and your grasp of rhyme and meter suddenly improves.
- Get +1 Shifty, and you learn to speak particularly quickly.
- Get a new foolhardy bard move, and you acquire a knack for quickly replacing broken instruments.
- Get a new foolhardy bard move, and you uncover a lost epic poem.
- Get a move from another class.
- Get a move from another class.

Foolhardy Bard Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- Despite everything, you summon up the courage to keep singing, no matter what happens.
- Just this once, you compose a song that is perfect to give hope to the people.
- There is a song you learned long ago, one you're never supposed to sing, that has power over _____.

half Dragon

"He made fun of me because I have a tail! This is the worst day ever!"

Unions between humans and dragons are a rare thing, not because such a mating is difficult, but because it leads to all kinds of gossip and humiliation. Humans are scared of half-dragons, and dragons tend to snicker whenever they learn that one of their kind has deigned to copulate with a human. Love is a powerful force however (also some people and dragons have very particular kinks), so there are those exceptions. Half-dragons tend to look mostly human apart from some specific draconic traits, but they also tend to be *very* powerful, and with all the self-control of a gold-loving dragon. Despite having really weird parents, you've made the best of your mixed heritage, and now it's time for you to go out and pursue your own dreams!

Name

Alexander, Cici, Draco, George, Helios, Jezebel, Levi, Long, Naga, Pink, Sol, Spark, Tatsu, Tia, Tim, Vex

Look

Catlike eyes, wild hair, fangs, fin ears, brightly colored hair, face markings, vividly colored skin

Dragon tail, claws, horns, wings, scaly legs, big forehead horn

Battle bikini (or loincloth), dragon armor, scraps of hide, casual clothes, golden clothes, excessive jewelry

Stats

Select one set, then increase one stat by 1.

- **Good-Natured:** Bloody-Minded -1, Charming +1, Eldritch +0, Mighty +1, Sane +0, Shifty -1
- **Little Monster:** Bloody-Minded +1, Charming +0, Eldritch +0, Mighty +1, Sane -1, Shifty -1
- **Sexy Dynamite:** Bloody-Minded +0, Charming +1, Eldritch -1, Mighty +1, Sane -1, Shifty +0

Moves

You get all of the basic moves, plus two of the following half dragon moves.

ODraconic Charisma: You gain +1 Charming.

ODraconic Fear Aura: When you try to *scare someone* (or you just do something scary), roll 2d6 + Charming. On a 7-9 choose 1, on a 10+ choose 2.

- They run away from you.
- They don't try to act against you any time soon.
- They're paralyzed by fear.

ODragon Wings: You have wings that let you fly. You can roll 2d6 + Mighty to *run away*, and flying lets you get to places you wouldn't normally be able to.

OFamily Hoard: You have access to your draconic parent's treasure hoard. When you *take something you want or use gold from the hoard to buy something*, roll 2d6 + Charming. On a miss your parent delivers some kind of punishment. On a hit you're able to get the thing you want, but on a 7-9 you attract unwanted attention in the process.

OFire Breath: You inherited your draconic parent's ability to breathe fire. When you use this, roll 2d6 + Mighty. On a miss you cough up some smoke. On a 7-9 you get 1, and on a 10+ you get all 3.

- You make an enemy or group of enemies fall down.
- You don't cause any collateral damage to your allies.
- You intimidate your enemies.

ORidiculously Strong: You are staggeringly strong. When you *attempt a feat of strength*, roll 2d6 + Mighty. On a miss you break something, but not in a useful way. On a hit you get 1 from the list below, and on a 10+ you look cool doing it and can intimidate others nearby.

- You destroy an inanimate object, regardless of how durable it might have seemed.
- You can carry something heavy, regardless of how heavy it might be.
- You throw something an impressive distance.
- You restrain someone or something, but you can't do anything else while you hold them.

Temptations

Choose two temptations:

Affection, Food, Glory, Good Deeds, Love

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ fears you will interfere with their plans.
- _____ was in love with one of your parents, and bears a grudge against your other parent.
- _____'s parents asked you to take good care of them.
- You're avoiding _____ because they seem to want to do something untoward to you.
- You're hopelessly in love with _____.

Half Dragon Advances

- Get +1 Mighty, and a knight declares he's going to slay a dragon whose description sounds a lot like you.
- Get +1 Charming, and your healthy skin positively gleams.
- Get +1 Eldritch, and one of the elder dragons reveals themselves to you.
- Get +1 Bloody-minded, and smoke comes out of your nose and ears when you're mad.
- Get +1 Sane, and you get a bit better at not breaking things.
- Get +1 Shifty, and your tail swishes around when you don't mean it to.
- Get a new half dragon move, and you have an urge to sleep curled up on a pile of gold.
- Get a new half dragon move, and someone reveals some kind of prophecy about you.
- Get a move from another class.
- Get a move from another class.

Half Dragon Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- _____ has the means to make you fully human, if you wish to take it.
- A major ruler falls in love with you and tries to win your favor.
- You discover you're actually half Kaiser Dragon, and have a great destiny before you.

Kooky Shaman

“The spirits say you’re a big fat jerk!”

Deep in the wilderness there are those peoples who live close to nature, the wild elves, the catfolk, and the barbarian tribes. You were special; you grew up with the spirits your constant companions. This has made even other members of your tribe find you a bit weird and off-putting, which in turn has made you become that much more eccentric and lonely. It’s a vicious cycle. But these adventurers, who are always running around and doing neat stuff? They’re already weird, so you fit right in with them. They don’t always respect nature as much as you’d like, but maybe you can fix that.

Name

Amal, Fam, Lia, Mao, Nisha, Oak, Ram, Rui, Sheena, Thalia, Viren, Willow

Look

Messy hair, cat eyes, pointed ears, cat tail, bright green hair, growing moss, surrounded by birds

Skimpy jungle garb, tiger skin, clad in leaves, patchwork clothes, weird wooden armor

Gnarled wooden staff, giant boomerang, shillelagh, glowing crystal, scary mask, big wooden club, handmade long-bow

Stats

Select one set, then increase one stat by 1.

- **Adorable Wild Child:** Bloody-minded +0, Charming +1, Eldritch +1, Mighty -1, Sane +0, Shifty -1
- **Feral Weirdo:** Bloody-minded +1, Charming +0, Eldritch +1, Mighty -1, Sane -1, Shifty +0
- **Noble Druid:** Bloody-minded -1, Charming +1, Eldritch +1, Mighty +0, Sane +0, Shifty -1

Kooky Shaman Moves

You get all of the basic moves, plus two of the following kooky shaman moves.

○Animality: You can transform into a fearsome Avatar of Nature’s Wrath. You can decide when this is on or off. When it’s on, you can roll 2d6 + Eldritch to *kick some ass*, you take +1 ongoing to *act under pressure*, and you take -1 ongoing to anything that requires subtlety. If you fall down while in this form, you can’t use it during the next scene.

○○Animal Companion: You have an animal friend who follows you around. This is a non-magical animal, though cleverer than normal and very loyal to you. Decide what kind of animal it is (wildcat, wolf, eagle, squirrel, etc.), its general temperament, and name. Pick one thing your companion can do for you from the list below. You can take this move a second time to get another thing from the list.

- Your companion can shield you from danger. Once per session if you’re going to fall down your companion can sacrifice themselves and fall down in your place.
- Your companion can fight for you. When they do, you can roll 2d6 + Charming to *kick some ass*.
- Your companion can scout and track for you. When they look for something for you, roll 2d6 + Charming. On a miss they don’t find anything or find a false positive. On a 7-9 they get on the trail of what you’re looking for, and on a 10+ they quickly spot it.

○Animal Friends: You possess the ability to talk to animals, though they don’t always have something useful to say. If you *try to get information from the local wildlife*, roll 2d6 + Charming. On a miss they rebuff you or waste your time talking about trivialities. On a 7-9 ask 1, on a 10+ ask 3.

- What people have been around here?
- What has been harming the natural world here?

- What has the weather been like?
- Have you seen anything unnatural?
- Can you please bring me something to eat?

OSavage Curse: When you give in to bad stereotypes and *put a terrible curse on someone*, roll 2d6 + Eldritch. On a 7-9 hold 1, on a 10+ hold 3. On a miss the DM holds 1 on you. You can spend a hold to afflict them with any of the things listed below for the rest of the scene. You lose these holds if you don't use them by the end of the session.

- They spontaneously develop a skin condition or similar affliction.
- Their voice changes, they start speaking a foreign language, or they start spewing gibberish.
- They transform into the opposite sex, a different humanoid species, or similar.

OSpirit Friends: You can call on nature spirits to aid you in your adventures. When faced with a physical or magical obstacle you can roll 2d6 + Charming. On a hit the spirits deal with it for you, but on a 7-9 the DM chooses 1:

- It was particularly conspicuous.
- Getting through will still be time-consuming.
- The spirits didn't like doing that, and you take -1 forward.

OStorm Spirits: Though you are loath to do so (or ought to be), you can *call down the destructive spirits of storms to strike down your foes*. Roll 2d6 + Eldritch and spend a Guts point. On a miss the spirits get irritated and zap you (which is painful and conspicuous, but doesn't make you fall down). On a hit the power of the elements makes any enemies in the area fall down, but on a 7-9 the DM chooses one:

- The area becomes extremely difficult to navigate.
- Something important is destroyed or lost.
- The characters are separated from one another.

Temptations

Choose two temptations:

Affection, Food, Lore, Love, Protecting Nature

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ is kind of a jerk about how they treat nature.
- _____ is your bestest friend ever and you'd be totally lost without them.
- The spirits told you that _____ is in great danger.
- You and _____ are bound together by a strange ritual.
- You rescued _____ when they were stranded in the wilderness.

Kooky Shaman Advances

- Get +1 Eldritch, and your eyes glow with an unearthly light when you commune with the spirits.
- Get +1 Charming, and you become a bit lither and more attractive in a feral kind of way.
- Get +1 Bloody-minded, and your fangs show when you grin.
- Get +1 Mighty, and you bite when you're mad.
- Get +1 Sane, and every now and then you stop to drink in the beauty of nature.
- Get +1 Shifty, and you have a habit of pouncing on things.
- Get a new kooky shaman move, and the spirits tell you that something has them worried.
- Get a new kooky shaman move, and plants always seem a bit healthier around you.
- Get a move from another class.

- Get a move from another class.

Kooky Shaman Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- The spirits point the way to _____.
- The spirits reveal a secret to you that could shake the foundations of the world.
- You discover a sacred place of unimaginable natural beauty.

Pure Sacrifice

"If I cannot reach the Dragon Altar before the Demon Lord, this world will be doomed. Please, you must take me there safely. I only have five or six trunks to bring with me..."

Whether by circumstance or divinely inscribed destiny, history periodically furnishes individuals who (apparently) must sacrifice themselves for the greater good. Such innocent princesses, priestesses, or maidens (or princes, priests, or young men) can wield terrible divine power, but desperately need protection until the time comes to fulfill their destinies. Being so important to the future of the world, you've gotten oddly accustomed to being captured, but your escorts (and perhaps the overly potent divine powers granted to you) will see you through.

Name

Title: Brother/Sister, Cantor, High Priest/Priestess, Holy Virgin, Lady/Lord, Maiden of the Sun, Of the Morning Star, The Oracle, Prince/Princess

Given Name: Andromeda, Aurora, Caelum, Celestia, Charles, Charlotte, Claire, Cygnus, Emeraude, Euphemia, Henry, Marie, Ophiuchus, Orion, Rosette

Look

Flowing blond hair, doe-eyed, starry eyes, occasionally glows, high elf, elaborate makeup

Tiara, strange rune mark, mysterious tattoo, crystal in forehead, actual angel wings, mysterious discolored eye

Pure white dress, white robe, traveling clothes, elaborate fancy clothes, Japanese miko outfit

Stats

Select one set, then increase one stat by 1.

- **Holy Dancer:** Bloody-minded -1, Charming +1, Eldritch +1, Mighty -1, Sane +0, Shifty +0
- **Pure Divinity:** Bloody-minded +0, Charming +1, Eldritch +0, Mighty -1, Sane +1, Shifty +0
- **Willful Scion:** Bloody-minded +0, Charming +0, Eldritch +1, Mighty -1, Sane -1, Shifty +1

Moves

You get all of the basic moves, plus two of the following pure sacrifice moves.

○Almighty Power: You can *call down divine wrath to smite your enemies*. Roll 2d6 + Charming. On a miss the divine is not with you and you fall down. On a hit your power makes any minor enemies in the area fall down. On a 7-9 choose one. On a 10+ you get both.

- You are able to use this power without falling down yourself.
- You are able to use this power without harming any of your allies in the area.

○Blood of Prophecy: Your blood contains magical power. If you shed blood, it can count as a Clue towards a MacGuffin, or give someone else +1 forward for any use of magic, but you will take -1 ongoing for the rest of the scene. You can do this a second time in a scene, but it will make you fall down.

○Bondage-Prone: You're entirely too accustomed to being tied up. The DM can declare by fiat that you've been captured by bad guys, and you gain a Guts point when you get free. When *you're captured and you try to use the situation to your advantage*, roll 2d6 + Shifty. On a 7-9 choose 1, on a 10+ choose 3.

- You manage to loosen your bonds at a critical moment.
- If you aren't restrained (or if you use the selection above to get free), you get +1 forward to *run away*.
- You distract your captors at a critical moment.
- You learn some useful information from your captors.

ODamsel in Distress: Your ability to motivate others to come to your aid lets you give your Guts points to others if they're trying to rescue or protect you.

OMad Oracle: When you *enter a trance and make a pronouncement about the future*, roll 2d6 + Eldritch. On a miss, the higher power that grants you these visions has told you something that seems unlikely and frankly kind of stupid. On a 7-9 roll on the snake eyes random event table. On a 10+ roll on the boxcars random event table. On a hit, whatever you roll on the corresponding random event table will turn out to be true, though possibly in a weird, convoluted way. If you roll boxcars on this move, you can roll *twice* on the boxcars random event table and pick one of the two entries.

ORoyal Privilege: You can use your impressive rank to open doors where you might not be able to otherwise. You can roll 2d6 + Charming to *buy stuff*, but on a miss your identity is revealed, and this creates enough of a ruckus that your purchase kind of gets forgotten, and on a 7-9 the DM may declare that you attracted unwanted attention in place of one of the two *buy stuff* bullet point options.

Temptations

Choose two temptations:

Fatalism, Love, Lust, Prayer, Wealth

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ has a crush on you.
- _____ is secretly plotting to sacrifice you.
- _____ is your sworn protector.
- You know you need _____ in order to fulfill your destiny.
- You really don't understand what's going on with _____, but something's wrong.

Pure Sacrifice Advances

- Get +1 Bloody-minded, and your moods sometimes affect the weather.
- Get +1 Charming, and your eyes take on a dramatic sparkle.
- Get +1 Eldritch, and a glowing magic circle appears on the ground when you use your powers.
- Get +1 Mighty, because sometimes you've got to do things yourself.
- Get +1 Sane, and when things get to you, you stop, close your eyes, and take a deep breath.
- Get +1 Shifty, and you have a talent for shuffling away when no one's looking.
- Get a new pure sacrifice move, and you discover a new fragment of the prophecy.
- Get a new pure sacrifice move, and a higher power sends you a message.
- Get a move from another class.
- Get a move from another class.

Pure Sacrifice Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- You learn the true intentions of the ones who set you on this path.
- You now know that love will be _____'s undoing.
- You receive a sign from on high, that the prophecy that led you here was not what you thought it was.

Ruthless Warlord

“I suppose my legend will have rooms for companions. You may join me, so long as you are prepared to die in glorious battle.”

Perhaps even more important than warriors are those with the skill to command them. The great battle commanders are known as warlords, men and women whose charisma, tactical acumen, and bloody-minded persistence make them devastating opponents. No warlord is a “normal” person per se, but some are pretty out there. Adventuring with one of these weirdoes is a mixed bag. On the one hand, they’re usually scarily competent at leading warriors into battle and ensuring that no enemies are left standing. On the other hand, most of them are a little too willing to do just that, and some have... unorthodox methods of motivating their troops.

Name

Given Name: Alexandria, Brigitta, Demetrius, Evangeline, Gabriela, Hugo, Isabella, Lucas, Octavia, Roland, Rufus, Vladimir

Family Name: Alexandrov, Aragon, Castillo, Dragonsbane, Kaltenbach, Lyons, Petrov, Vasconcelos, Walker, Zarides

Commander of the (Military Unit): Black Sheep, Blood Sharks, Crimson Lancers, Dragon Fangs, Hydras, Night Stalkers, Red Scorpions, Wolf Pack

Look

Sharp blue eyes, piercing black eyes, intense red eyes, fierce green eyes

White dress, ornate silvery armor, crisp military uniform with epaulets, skull-laden demonic warlord gear, savage hide armor, ornate lacquered armor, war paint

Ornate long sword, whip, shield with family crest, cavalry saber, military banner, giant warhammer, hook sword, riding crop, massive greatsword, fancy pole arm

Stats

Select one set, then increase one stat by 1.

- **Brutal Captain:** Bloody-minded +1, Charming +0, Eldritch -1, Mighty +1, Sane -1, Shifty +0
- **Captain Charisma:** Bloody-minded +0, Charming +1, Eldritch +0, Mighty +1, Sane -1, Shifty -1
- **War Diva:** Bloody-minded +1, Charming +1, Eldritch -1, Mighty +0, Sane -1, Shifty +0

Moves

You get all of the basic moves, plus two of the following ruthless warlord moves.

OFighting Men: You have a small squad of nameless soldiers at your command. You can effectively use them as your weapon when you *kick some ass*, as long as you can communicate with them. In a situation where you would fall down, you can roll 2d6 + Charming; on a hit, they take the attack and fall down in your place, but on a 7-9 they’re out of commission for the rest of the session.

OKeep on Shouting: You have a certain knack for shouting and blustering with such force that people do what you want out of fear or sheer reflex. When you yell at an NPC to get them to do something, roll 2d6 + Bloody-minded. On a miss your shouting is just obnoxious. On a 7-9 they do what you want, but briefly and distractedly, more hoping it’ll get rid of you soon than anything. On a 10+ they rush to do what you’re demanding.

OMaster Tactician: Your keen insight lets you read an opponent as few can. If you *take a moment to observe an opponent*, roll 2d6 + Charming. On a 7-9 choose 1, on a 10+ choose 3, and on a miss, you start to get a bit of a headache.

- You gain a *Clue* about them.
- You notice something embarrassing about them.
- You or an ally of your choice get +1 forward against them.

- You figure out what they're going to do next.

OSpring the Trap: Your mind is always working hard to craft schemes to bring down your enemies. If you declare that you're springing a trap you must've laid earlier, roll 2d6 + Bloody-minded. On a miss, you fall into a trap of some kind yourself. On a hit, you can make an enemy or enemy mob fall down or become trapped or delayed. On a 10+ you get a *Clue* about them as well.

OVicious Taunt: You really know how to make an insult that hurts and digs deep. When you *deliver a vicious taunt to someone*, roll 2d6 + Bloody-minded. On a miss, they brush it off and you come off as kind of dumb. On a 7-9 choose 1, and on a 10+ choose 3.

- The target inadvertently reveals something by how they react.
- The target takes -1 forward (if a player character) or grants +1 forward to the next character who acts against them (if an NPC).
- The target stumbles at a critical moment.
- The target is publicly humiliated.

OWhip into Shape: You have a way of inspiring people to keep going, whether with inspiring speeches, barbed insults, or just corporal punishment. If *someone has fallen down and you encourage or berate them into getting up again*, spend a Guts point and roll 2d6 + Bloody-minded. On a hit they get up again. On a 7-9 choose 1:

- They get to do one thing before they fall down again.
- They take -1 ongoing for the rest of the scene.
- They promptly have a Stress Explosion.

Temptations

Choose two temptations:

Glory, Honor, Men (or Women), Money, Power

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ gets suckered in by your charisma, but doesn't want to admit it.
- _____ is your biggest fan.
- _____ served with you during the war.
- For glory and pride, you must acquire _____ at all costs.
- You were supposed to receive _____ as a reward for your service in the army.

Ruthless Warlord Advances

- Get +1 Charming, and there is a manic gleam in your eyes.
- Get +1 Bloody-minded, and your eyes glow red when you're mad.
- Get +1 Eldritch, and you come across some kind of artifact.
- Get +1 Mighty, and an annoying troupe of minstrels sings your praises.
- Get +1 Sane, and your friends know to back off when you get *that* look in your eyes.
- Get +1 Shifty, and you start seeing your picture on wanted posters now and then.
- Get a new ruthless warlord move, and someone gives you a magnificent mount.
- Get a new ruthless warlord move, and your full armor is positively dazzling when you go to battle.
- Get a move from another class.
- Get a move from another class.

Ruthless Warlord Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- _____ comes to fear you, perhaps irrationally.
- A powerful being, moved by your exceptional courage, grants you a boon.
- You rally an army to your cause.

Shiny Paladin

“Oho! A dragon, eh? Very well! I shall face it in honorable single combat!”

A paladin is a holy knight, a paragon of virtue of such intensity that many people find them utterly insufferable, even in the church. They follow a special Paladin’s Code, and insist on things like fighting honorably, always telling the truth, and following the exact letter of the law. On the plus side, a paladin in gleaming armor is usually a terribly effective warrior (when he doesn’t find a Lawful Good reason to not fight), or at the very least a rather distracting target for your foes.

Name

Title: Dame, Lady, Lord, Maid, Ritter, Seigneur, Ser, Sir

Name: Charles, Clare, Gwendolyn, Helen, Isaac, Isabella, Leo, Oliver, Richard, Ronaldo, Rowena, William

Sobriquet: The Bold, The Dragon, The Fair, The Green, The Golden Stag, The Jovial, Lionheart, The Rose Knight, The White

Look

Brave face, expressionless face, kindly face, blazing eyes, beautiful face, square jaw

Flowing golden locks, never takes off helmet, short black hair, outlandish hair, has an actual halo

Pure white cloak, silvery armor, golden armor, white tabard, outlandish fantasy armor with many crystals

Stats

Select one set, then increase one stat by 1.

- **Charismatic Warrior:** Bloody-minded +0, Charming +1, Eldritch -1, Mighty +1, Sane +0, Shifty -1
- **Charming Champion:** Bloody-minded +0, Charming +1, Eldritch -1, Mighty +1, Sane -1, Shifty +0
- **Unrelenting Good:** Bloody-minded +1, Charming +0, Eldritch -1, Mighty +1, Sane +0, Shifty -1

Moves

You get all of the basic moves, plus two of the following shiny paladin moves.

OHonorable Combat: Once per session you can *declare that you are going to fight someone honorably*. This gives you +1 ongoing against them, until one side is defeated, someone else interferes in the battle, or you do something dishonorable.

OInquisition: When you *declare someone to be evil*, roll 2d6 + Charming. On a miss, everyone finds it laughable. On a 7-9 they are taken by it but slow to act. On a 10+ at least one person will take direct action against the evildoer.

OLay on Hands: If someone has fallen down and you *lay on hands to heal them*, roll 2d6 + Charming. On a hit, you can spend a Guts point to make them get up again. If you do, on a 7-9 choose 1:

- They make a rather conspicuous glow for the rest of the scene.
- They feel compelled to do the precise opposite of one of their temptations.
- They react badly to the holier-than-thou power and have a Stress Explosion.

OMagic Horse: Your devotion to your god has brought you a special celestial mount. This mount is very swift and strong, and pretty clever for a horse. When you *try to get somewhere quickly on your magic horse*, roll 2d6 + Mighty. On a miss the horse has decided it would rather do something more virtuous, like helping orphans or something. On a hit, it gets you where you want to go, but on a 7-9 it unceremoniously drops you in the thick of things.

OShiny and Perfect: When you *reveal how shiny and glorious you are*, roll 2d6 + Charming. On a hit, you draw the attention of everyone in the immediate area, and on a 10+ people are too awestruck to do anything for a moment. On a miss, you manage to draw attention to others instead. Also, your clothes and armor are always perfectly pristine.

OSmite Evil: Your divine power makes it so that you effectively have an extra *clue* towards a MacGuffin when fighting a genuine evildoer.

Temptations

Choose two temptations:

Battle, Courty Love, Prayer, Preaching, Punishment

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ needs your guidance.
- _____'s evil will not stand!
- You feel you owe _____ a great debt.
- You have composed many a sonnet extolling _____'s virtues.
- You were sent on a holy quest to find _____.

Shiny Paladin Advances

- Get +1 Charming, and your teeth sparkle charmingly whenever you smile.
- Get +1 Bloody-minded, and there is fire in your eyes when you punish the wicked.
- Get +1 Eldritch, and the holy symbol on your armor glows when you are feeling fervent.
- Get +1 Mighty, and your muscles sparkle dramatically when you perform feats of strength.
- Get +1 Sane, and you take an interest in your religion's philosophical texts.
- Get +1 Shifty, and you develop a habit of punishing yourself for your sins.
- Get a new shiny paladin move, and your sword glows with a holy light.
- Get a new shiny paladin move, and you are given a holy quest.
- Get a move from another class.
- Get a move from another class.

Shiny Paladin Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- A representative of your god entrusts you with a holy artifact of great import.
- You are able to rally the faithful to your cause.
- You make _____ reconsider their evil ways, at least temporarily.

The Dragon Master

This chapter is chock full of advice and ideas for the Dragon Master. There's no need to keep it a secret from the other players, but they don't need to read further either.

Agendas

- Play to find out what happens.
- The main point is to laugh.
- Make stuff up as you go along.

This isn't the kind of game where you should be coming to with detailed plans. A big part of the fun of DMing a *Dragon World* game is tossing stuff at the players and seeing what happens.

Always Say

- What the principles demand
- What the rules demand.
- What honesty demands.

The Principles

The principles are a set of tenets for making your *Dragon World* game work. They help keep the game silly, fantastic, and interesting.

Run with it! Let the players suggest things, speak for your NPCs, and generally run roughshod over the world you're painting, doubly so if they're funny.

Don't force the funny. People often need time to warm up to get the comedy really flowing, and it helps to develop some semblance of a situation for the comedy to take place in and play off of.

Paint a colorful fantasy world. The world of *Dragon World* is yours to create, but it should be made up of bright, colorful fantasy elements. Don't *ever* make the players play *Peasants & Crapmongers*; this game has nothing at all to do with historical squalor. Indulge and subvert high fantasy clichés, blending colorful genre tropes with the weirdest quirks you can come up with.

Talk to the characters, not the players. It reinforces the mood and helps everyone else remember the characters' names.

Begin and end with the fiction. Always make the actual fictional happenings the focus of the game, and use the moves and such to add to the fiction rather than to replace it.

Don't name your moves. You shouldn't ever need to anyway. If you're using one of your moves, it'll be because you have something to put into the game that fits it.

Use everything. This is a genre that has a certain economy of story elements. If you want to put something into the game, first see if you can do it with a character or other element you've already established. Freely give old enemies new tricks—even if you have to retcon to make it happen—and let the running gags run free.

Use callbacks. Think about what happened before, and look for ways to bring it back into the game. Combined with the oddball characters and a little subtlety (or in some cases a total lack of subtlety), referencing something that came before can be laugh out loud funny.

Ask questions and use the answers. Put the players on the spot and force them to make stuff up about their characters and even the world around them.

Take notes. This can be a surprisingly powerful tool for keeping things straight in your head and for making a lot of the other principles work, especially when it comes to “use everything” and “use callbacks.” Continuity is more

helpful to comedy than you'd think. Also, keep a list of the PCs and their temptations and heart's desires in front of you.

Be a fan of the players' characters. Give them opposition, throw problems at them, but don't screw them over. You want them to have chances to look cool and do whatever hilarious stuff they can.

No really, they're nuts. The players' characters are not alone in their weirdness, but they're nowhere near normal. Anything that reflects on their personalities and behavior should be equally out there. If an alchemist makes clones of the explosive mage, he'll have unleashed an unspeakable danger on the land.

Break your toys in the name of comedy. When you've got something that you as the DM control, always look for ways to subvert and break it to make the game funnier. Let the bad guy be a dumb weirdo, let the plot stumble around wherever seems interesting, and generally let the players run roughshod over anything you put into the game.

You can be serious once in a while too. You'll know when. When a character who's been all wacky all the time finally gets pushed too far and gets deadly serious, you don't have to fight it. I don't know about you, but those are some of my favorite moments. If it helps, think of MacGuffins as "trump cards" and Falling Down as "being incapacitated."

hard Moves

A "hard move" is one of the things you do when there's a lull in the action, when someone rolls badly, when someone puts themselves in danger.

- Add a complication
- Announce future trouble
- Bring in the authorities
- Capture someone
- Fade out on chaos
- Humiliate them
- Introduce a new version of an old nuisance
- Introduce lore
- Introduce a temptation
- Make someone fall down (as established)
- Provide a clue or MacGuffin
- Take something away
- Withhold, ruin, or replace a MacGuffin

Add a complication. Whatever is going on, add a new wrinkle to it that the heroes are going to have to deal with.

Announce future trouble. Although this is the sort of game where the action follows the protagonists pretty closely, you can offer hints of trouble on the horizon.

Bring in the authorities. Sometimes the most sensible thing for the local authorities to appear and try to deal with the situation. They may not actually help, but it's their job to try.

Capture someone. Sometimes the opposition is going to be able to close in and capture one or more of the heroes.

Fade out on chaos. Sometimes the right thing to do is just move on from the current scene to another one. Skip ahead to showing the consequences of what's been going on.

Humiliate them. Comedy often undercuts characters' egos. When things go wrong, often the best way to bring it home is to make the characters look foolish.

Introduce a new version of an old nuisance. Don't let previous antagonists go to waste.

Introduce lore. Fantasy worlds are full of lore, and a lot of lore is about bad stuff. Reveal new information, new secrets, that instill dread or just complicate things.

Introduce a temptation. Characters have temptations, and sometimes you just need to dangle temptation in front of them. Try to use this move when it makes some amount of sense.

Make someone fall down (as established). When it makes sense to, declare a character falls down. If they drop the potion that has been established as explosive, they should probably fall down. Players can still opt to spend a Guts point to stay up though.

Take something away. The PCs have stuff, and sometimes you need to take that stuff away from them.

Withhold, ruin, or replace a MacGuffin. MacGuffins are not immune to being taken away. It's not something you should do lightly, but it is a tool in your toolbox.

The Flow of the Game

This game runs on a kind of conversation, a back and forth. There aren't rules to determine who goes first, and this is because the DM uses the flow of the conversation to figure stuff out. If you need to answer a question that the rules don't cover, ask the players probing questions until you know what you need to know. When a player character makes a move, make one of your moves back, and keep things moving. Always start with what the player wants their character to actually do, and then get into the rules if need be.

Also, moves don't have to be about short, discrete actions. A character's missed *act under pressure* move could be a protracted exchange of sword blows, followed by the bad guy whipping out a spell to knock her out. Be creative in how you use the information the moves take in and spit out, and encourage the players to do the same.

The First Session

Before you play, print up a set of class sheets and reference sheets for the players, and read through them. Read through the rest of this book too, and make sure you know the core rules. There aren't all that many to know anyway.

Think about some imagery that would fit with *Dragon World*, and maybe watch some suitable anime. The setting chapter (after this one) is a handy source of ideas. Don't write anything down though, or if you do, don't commit to using it.

Once the players are there are ready to get things moving, guide them through character creation and answer questions and whatnot as needed. The process is pretty straightforward.

Take a look at each character's heart's desire. Make up something that will dangle at least one character's heart's desire in front of their faces. The first sessions is going to be about that. If you're going to do a one-shot or a short game you can let them get to it fairly quickly, but for a longer game you should have plenty of obstacles along the way.

Also, certain character types can strongly suggest a storyline (especially the Chosen Visitor and Pure Sacrifice). Throw in some stuff that ties into that. If you can make it smoothly fit in with someone's heart's desire, even better.

After the First Session

You know all that stuff you totally pulled out of your ass during the first session? Pick out the best parts and keep using them. Add new details and invent extra significance. Some groups will take the initiative and lead the way, while others will do better if you put a task right in front of them.

Scenes

A scene is a block of action in a particular time and place. Role-playing tends to naturally arrange itself into scenes even if no one in the game is trying on purpose. There's going to be a natural mix of stuff taking place "on camera" that's spelled out explicitly, and stuff that's "off camera" and handled with brief explanations. The former are scenes, the latter are bits of conversation you have to help figure out what the next scene is going to be about.

For this game you shouldn't be too heavy-handed about setting and ending scenes, but you shouldn't let the action drag on either. If someone falls down, that's a signal that it's likely time to move on to a new scene with the consequences of them falling down.

Random Events

When a player rolls snake eyes or boxcars, it's time to roll on one of the random event tables below. Tell the player to roll two dice, designating one as the tens digit and the other as the ones digit. This'll give you one of 36 possible results numbered 11 to 66. Check it against the proper table, and toss whatever that is into the game however you can.

Random events are also a great way to push the game forward when it starts to get slow. If things aren't weird enough, pick a table, tell a player to roll, and stick the result into the game.

You can of course make up your own random event tables, especially if you want to tweak things to cover different settings or situations. All you have to do is write out a set of 36 events that can easily slot into ongoing action.

Snake Eyes Random Event Table

Roll	Random Event
11	An NPC ally suddenly reveals himself to be in league with the bad guys!
12	All of the locals turn against you for some reason.
13	An enemy turns out to be a player's character's long-lost sister!
14	Something you ate wasn't quite dead.
15	A ghost starts haunting you.
16	You come across a small child begging for help. (It's a trap.)
21	A dangerous dragon awakens in the mountains nearby.
22	One of your temptations pops up for no apparent reason. (It's a trap.)
23	Something you drank contained a magic potion that lays a curse on you.
24	Someone temporarily swaps genders.
25	It turns out one of the NPCs has or represents a PC's temptation.
26	The Dark Lord's armies are marching, and they try to conscript the PCs.
31	You discover that something of yours was stolen.
32	You find a wanted poster with your face on it.
33	Someone important is suddenly struck with amnesia.
34	What you thought was a big rock or stone monument is actually a golem, and it wakes up.
35	Something you ate makes you terribly sick.
36	Bandits attack!
41	Something explodes.
42	A whale falls out of the sky for no apparent reason.
43	A terrible monster attacks you!
44	You come across a bunch of slimes (the really, really gross kind).
45	Rock fall. Everyone falls down.
46	The weather suddenly becomes really terrible.
51	What should be an inanimate object starts talking and won't shut up.
52	The place you're standing turns out to be in the mouth of a giant monster!
53	There's a rather devious trap of some kind in your way.
54	You stumble across an enemy that's ready to attack!
55	You're under a curse that temporarily prevents you from using your main abilities.
56	An old fortuneteller starts shouting at you about how there is DOOM in your future.
61	You receive a letter with an ultimatum.
62	An elder dragon appears to tell you that your days are numbered.
63	A major demon lord appears and does something kind of petty and mean, then vanishes in a vortex of smoke.
64	You stumble across a terribly ominous castle.
65	A religious cult declares you are the Chosen One! (They're preparing to sacrifice you.)
66	The DM asks the other players what the worst thing that could happen is, and picks one of those that he or she likes best.

Boxcars Random Event Table

Roll	Random Event
11	An NPC enemy suddenly reveals himself to be an ally!
12	Windfall! One of your temptations pops up for no apparent reason.
13	All of the locals take a liking to you for some reason. It's convenient, but kind of weird.
14	You come across a food vendor selling shaved ice or something else perfect for the season.
15	Someone very important needs rescuing from what for you is a trivial threat.
16	You come across a small child begging for help. (There will be a reward for a small side-quest.)
21	You find a treasure map.
22	An unexpected rescue!
23	It turns out one of the PCs has or represents an NPC's temptation.
24	Someone temporarily swaps genders.
25	The king (or some other ruler) has an important mission for you.
26	You come across a legendary sword stuck in a stone.
31	A traveler approaches you and collapses.
32	It turns out your enemies are wanted by the authorities.
33	Someone entrusts you with a scroll containing an extremely powerful spell.
34	You discover that something of yours got swapped with something similar but much more valuable.
35	Something odd happens that is a weird omen.
36	Bandits attack!
41	Something explodes.
42	Some strange factor temporarily makes your main abilities much too powerful.
43	A terrible monster attacks your enemies!
44	Someone you helped once before brought you a sumptuous meal.
45	You come across a bunch of slimes (the cute kind).
46	You meet a bad guy on his day off, and he's actually kind of a decent chap.
51	What should be an inanimate object starts talking and tells you something useful.
52	You come across a magic shop offering an item that could change your destiny. For a reasonable price.
53	Something makes you have a surreal vision that gives you a clue about what you need to do.
54	You stumble across an enemy in the middle of doing something really embarrassing.
55	Someone turns out to be hopelessly in love with one of the PCs.
56	An old fortuneteller starts shouting at you about how there is LOVE in your future.
61	You receive a letter with good news.
62	An elder dragon appears to deliver a cryptic prophecy.
63	That smarmy paladin you hate so much handily solves a problem for you and then leaves.
64	A religious cult declares you are the Chosen One and showers you with gifts!
65	You stumble across the entrance to a dungeon. There could be great riches inside!
66	A goddess manifests before you to deliver a blessing!

Scenes from a Hat

The random event tables can get old after a while, especially if there are characters whose moves cause random events. Here's a simple way to get around that. Before you start playing, pose a question and have each player write down an answer on a slip of paper. The questions can be general, or they can be specific to what's going on in the game.

- What terrible thing could (plausibly) happen?
- What weird thing could happen?
- What strange thing might happen to someone venturing into the Caves of Chaos?
- Think of an improbable plot twist!
- What weird thing could happen because of Princess Aurora?
- Think of a random encounter with a member of Calabraxas' undead army!

Put the answers in a hat (or whatever) and draw one to use whenever a player rolls snake eyes or boxcars. Direct it at the players' characters when it's snake eyes, and at their opposition when it's boxcars, but mostly just run with it. Save the ones you don't use for later.

Custom Moves

You can make up new moves to better handle things that might come up in the game. Moves with actual rules should still relate to the players' characters, so you need to think in terms of what confronting something will force the players' characters to do. For example, a move for the PCs going through a particularly shady area might look something like this:

When you *travel through Darkhaven*, roll 2d6 + Shifty. On a miss, you either take -1 Wealth or have a confrontation with thieves. On a hit, you find what seems to be useful information, but on a 7-9 it's not trustworthy.

There are several more examples in the next chapter, to go with the sample locations and NPCs and such.

Story Moves

"Story moves" are a special kind of moves that characters can get that represent some kind of story development around them. These tend to be fickle, sometimes helping and sometimes making life more difficult, but seldom boring. This section includes several sample story moves, but you're more than welcome to make up new ones. A given character should only have one story move; one is more than enough to give them all kinds of stuff to deal with.

Each story move has an end condition, basically some kind of trigger that means it's run its course. Other moves can't eliminate a story move, so for example even if you had a character who could do exorcisms, it wouldn't work for removing a Haunted story move.

Command Unit

You have in your possession an object which you thought was just a cool accessory, but which is actually a command unit for a ridiculously powerful ancient artifact. The command unit won't leave you alone, and once the wrong people start to figure out what it is, having that thing will get you into big trouble.

If you *try to deliberately control a suitable piece of ancient technology*, roll 2d6 + Eldritch. On a miss, you activate it in a way that makes things worse. A lot worse. On a 7-9 it does something subtly beneficial, though not necessarily what you wanted. On a 10+ it does what you want, but very conspicuously.

If you *are separated from the command unit*, it will attempt to return to you. Roll 2d6 + Eldritch. On a miss, it sits there, and you have a debilitating headache for a little while. On a 10+ it immediately reappears on your person with a massive flash of light. On a 7-9 it shows up later seemingly by coincidence.

If you *are seen in a public place without concealing the command unit*, roll 2d6 + Bloody-minded. On a miss, no one in particular notices. On a 7-9 information gets whispered without you knowing it. On a 10+ someone interested in the command unit was right there and may strike.

You lose this story move when you permanently lose the command unit, or you fulfill your destiny as its bearer.

Guardian Angel

You have a guardian angel, a benevolent supernatural being that protects you, or at least tries to. Angels don't necessarily understand mortal affairs, so there will be misunderstandings.

Any time you're in really serious danger, or just seem to be in your guardian angel's eyes, roll 2d6 + Charming. On a miss your guardian angel is tied up elsewhere. On a 7-9 her divine wrath makes everyone in the area except you fall down. On a 10+ she actually manages to not harm your allies or cause undue property damage.

When you *pursue one of your Temptations*, roll 2d6 + Bloody-minded. On a hit your guardian angel manifests to try to talk you out of it. On a 10+ she is willing to use force to stop you.

You lose this story move upon reaching what the angel thinks is your destiny, or the powers that be giving her a new assignment.

Haunted

There is a ghost or other spirit somehow attached to you. The ghost can't end this even if they want to, and the only way to resolve the situation is to do something about the ghost's unfinished business.

When *the ghost reveals their presence*, roll 2d6 + Eldritch. On a hit normal people and animals are terrified and try to get away if they can. On a 10+ even exceptional beings show signs of fear. On a miss, people write off the ghost's actions as coincidence, and think you're crazy if you claim otherwise.

You lose this story move when the ghost's unfinished business is resolved.

Hunted

You're being pursued by the authorities, or some other powerful group with lots of connections.

When you *make a scene in public*, roll 2d6 + Shifty. On a miss your pursuers get key information about your whereabouts. On a 7-9 you're forced to lay low if you want to avoid detection. On a 10+ they're surprisingly oblivious to your presence.

When *initially dealing with people who are also being troubled by your pursuers*, take +1 forward.

You lose this story move when you escape this pursuit one way or another.

Lycanthropy

You've been infected or curse with lycanthropy. On nights when there's a full moon (or when there's some magical effect that adequately imitates a full moon) you involuntarily transform into a terrible wolf creature* and go on a rampage.

While in this state you have the Temptations of Raw Meat, Running Free, and Dog Stuff. You cannot speak or use tools, and you lose all of your class moves. However, you can roll 2d6 + 3 to *kick some ass* or *act under pressure*. Also, no one can make you fall down without a MacGuffin, namely a silver weapon.

You lose this story move upon finding a cure.

* There are plenty of other kinds of werebeasts of course.

The Ultimate Spell

One of the most powerful spells in the universe, inscribed by one of the elder dragons, has lodged itself in your brain. Without this spell, the world could be doomed, but if it falls into the wrong hands it could also be doomed. The spell itself has a kind of life, and it will lash out to protect itself from time to time. It does however have one other important drawback: it doesn't like other magic.

When the spell makes itself known, roll 2d6 + Eldritch. On a miss, no one really notices. On a 7-9 everyone in the immediate area notices. On a 10+ the light show is obvious for miles around.

Any time you're in serious danger, or just seem to be as far as the spell knows, roll 2d6 + Bloody-minded. On a 7-9 the spell lashes out, making anyone else in the area fall down. On a 10+ it manages to be subtle enough to only affect the source of the danger. On a miss, it backfires and makes you fall down.

Whenever you are the subject of another magic spell (even if it's beneficial), roll 2d6 + Eldritch. On a 10+ the Ultimate Spell negates it in a spectacular fashion. On a 7-9 the Ultimate Spell corrupts the foreign magic, causing a snake eyes random event to happen instead. On a miss the spell works normally, but to anyone who understands magic it's clear something odd is going on.

You lose this story move when you manage to cast the Ultimate Spell during a total eclipse, or when some great power extracts it from your mind.

Treasures and Wealth

When the players' characters obtain treasure, they normally get +1 Wealth and that's that. Certain treasures can have special effects that trigger their own custom moves. Below are some examples.

Cursed Item

When you try to sell off this item, roll 2d6 + Eldritch. On a miss the curse activates and whoever you're trying to sell it to attacks you. On a 7-9 whoever you're trying to sell it to is adversely affected and won't pay you for it. On a 10+ you get +1 wealth from it.

Strange Coins

When you try to use this item, roll 2d6 + Charming. On a miss the NPC decides that the coins are counterfeit. On a 10+ the NPC recognizes the coins as a rare collector's item; take +1 forward to wealth.

Too Much to Carry

You find more valuables than you can reasonably carry. Roll 2d6 + Mighty; on a 7-9 you get +1 Wealth. On a 10+ you get +2 Wealth. On a miss, you take +1 forward to Wealth.

Anatomy of a Bad Guy

There are a few things you'll need to figure out for your bad guys in *Dragon World*. There's the common-sense stuff like what the baddie looks like, but also some stuff that's more specific to this game.

Motivation

- **Conquest:** Some bad guys want to take over, leading armies to conquer and expand their territory.
- **Greed:** Some bad guys just want more stuff, whether it's amassing monetary wealth or just getting delicious food. This tends to lead to a petty kind of villainy, but on the plus side since a greedy man's goal isn't to cause suffering for its own sake, it's easier to get him to change his ways with, shall we say, economic incentives.
- **Lust:** Libido plays an embarrassingly extensive role in human affairs, and that includes motivating some bad guys to find a bride or otherwise create problems for the opposite sex* (or the same sex for that matter). A

* Just to be clear, a wicked king who's hopelessly in love with a beautiful girl can be funny. Rape is not.

lustful bad guy is potentially easy to deflect, since you just have to give him a new target for his lust (or make him the target). Of course, very few grudges are as enduring as those that come out of love spurned.

- **Oblivion:** There are ancient demon lords and other foul creatures (and in some cases outwardly pure beings) who simply want to bring the world to an end, whether to end the pain or just to watch it burn.
- **Glory:** Great warriors can become more concerned with glory, with the thrill of battle, than anything else. This is a kind of motivation that normal people don't understand, plus it gives a warrior the foible of seeking thrilling and honorable battle even when it would be better not to.
- **Righteous Cause:** Some of the most difficult antagonists are the ones who're sure they're doing the right thing. Chances are they're wrong, but they won't be easy to convince of that, and they tend to be good at attracting fanatical underlings who truly believe.
- **Power:** The very worst are the ones who just want power for its own sake. It separates them from normal people, leading them to do terrible things, and no matter how much they have it's never going to be enough.

MacGuffin Requirements

The magnitude of the MacGuffin necessary to beat a bad guy is directly proportional to his power level. There isn't much correlation between *what* a bad guy is and where he falls on the MacGuffin scale. What *seems* to be a really impressive enemy can often turn out to be all show, and a peon can be a total badass.

A **minor enemy** or a **band of faceless minions** require no MacGuffin at all. Anything that can make enemies fall down will deal with them handily.

A **moderately powerful enemy** typically requires some kind of insight to beat, so one or two clues derived from basic moves is enough to get the necessary MacGuffin.

A **final boss type enemy** will definitely require some kind of very special MacGuffin, probably something the characters will have to go on long adventures for. This can't be gleaned from simple insights (though they might need a second insight-based MacGuffin to even use it effectively), and it will take a few clues to find it.

Custom Moves

Some enemies can have some kind of custom move around them. This will be less common than you might think, since a lot of things that you might be tempted to make as moves can simply be the thing the players' characters need to get a MacGuffin to overcome. A seemingly impenetrable defense is a prime example of this.

Blast Attack: The bad guy can attack everyone in the area at once with some kind of spell or explosive. He's not good at discriminating friend from foe though, so his own minions will probably fall down too.

Mind Control Bullshit: *If the bad guy tries to use his mind control bullshit on you*, roll 2d6 + Eldritch. (You can change the stat according to how the mind control bullshit works.) On a miss, you do whatever he wants for the rest of the scene. On a 7-9 you gain a new temptation ("Attack Allies") for the rest of the scene (and you're going to be very tempted). On a 10+ you're unaffected.

Really Gross: The bad guy is just really gross and no one wants to get near him. *If you get close to him at all*, whether you're making a melee attack or he managed to move close to you himself, roll 2d6 + Bloody-minded. On a miss, you back away. On a 7-9 you can hold your ground, but you take -1 ongoing while you're close. On a 10+ you can act normally.

Tainted Wish: *When the bad guy grants you a wish*, roll 2d6 + Sane. On a miss the wish has immediate and horrible consequences. On a 7-9 something bad is going to happen, but it's not immediately obvious. On a 10+ the wish is going to be more or less what you wanted, but something's going to be a little bit off.

Appendix: Extra Notes You Can Skip If You Want

Design Notes

For me, humor has always been a huge part of role-playing. There are occasional exceptions, but my experience has been that most RPGs have a lot of laugh out loud moments. The first RPG I ever owned was *Toon: The Cartoon Roleplaying Game*, and the first game I published was *Maid: The Role-Playing Game*. *Dragon World* is in part an extension of a general trend of silly RPGs that goes all the way back to the day I picked up my special ordered copy of *Toon* from the local B. Dalton.

The spark of inspiration for this game came from when I finally got to read the original *Dragon Half* manga. In the English-speaking world, most people who are familiar with *Dragon Half* know it through the anime series, which was excellent but only got two episodes. As I read through the 7 volumes of the manga, I started to see ways to convey that general kind of story through a hack of D. Vincent Baker's game *Apocalypse World*. There are plenty of other titles that influenced this game (most notably *Slayers*), but they're almost all wacky fantasy anime and manga from the 90s. There are many newer anime that I like, but I got into anime in the mid-90s, and there's a ton of stuff from back then that's all but forgotten now. The D&D games I've been in were an influence too, and in a sense you could say this is also a game about the silly parts of a D&D campaign.*

Humor is tricky. It can vary wildly depending on culture and context, and there's a part of it that defies explanation. I hope I've made this book and the play that it generates funny, but there isn't some secret formula that can ensure that. In the book *The Humor Code*, psychologist Peter McGraw offers what he calls the "benign violation theory" of humor, which posits that humor comes from a violation of expectations that turns out to be benign. On the simplest level, a pun violates our expectations of how words work in a harmless kind of way. *Dragon World*, like its source material, plays around with our expectations of what certain kinds of characters should be like. We expect wizards to be mysterious and subtle, and not blowing up half the town with a hasty Dragon Slave (or Prismatic Spray, in the case of Lyrica, this game's signature Explosive Mage). We expect the king to be wise rather than a buffoon who insists you call him "Muffin." Even when the "violation" is expected, it can still be a source of humor. The fantasy genre is loaded with expectations, and it's generally something that could stand to have more people take the piss out of it.

On the other hand, I tried to make *Dragon World* a game that would encourage you to have an actual story, and even some serious moments now and then. This is partly because I think that it's just plain awesome when otherwise silly characters find their moment of transcendent triumph, and partly because I think it makes the humor more sustainable and generally better. I've had a tremendous amount of fun with games like *Toon* and *Maid*, but they lend themselves to frantic single game sessions that feel like a haze of randomness. Having an overall story with more natural pacing lets the jokes (and the people at the table) "breathe" more, and gives you that much more of a scaffolding to hang jokes on.

Dragon World uses the basic framework of *Apocalypse World*, probably more closely than any of the other Powered by the Apocalypse games I've designed, but the changes I made are nonetheless pretty fundamental. There's obvious stuff like leveling up and falling down, but *Dragon World* is also much more about making stuff up on the fly to make the game more fun in the moment. *Apocalypse World* calls for using fronts to set forth various events that could challenge the PCs, while *Dragon World* zeroes in on what the PCs are doing and doesn't care all that much about what's off-camera. In a lot of ways this is codifying how I run games like *Toon* and *Maid* RPG, and the DM advice and moves are a distillation of my experiences with those games.

* Also, I put the Ruthless Warlord in just so I could make a *Dragon World* version of the warlord I played, and the Shiny Paladin was heavily inspired by an NPC paladin from that same campaign named Sir Leo.

It should go without saying, but you can do whatever you want to make this game your own. I already did a lot of stuff to *Apocalypse World* to make this game after all. Add new classes, new moves, new rules, and anything else you like. Take ideas from other Powered by the Apocalypse games, or just anything that excites you. I especially encourage you to make new classes, since it seems like everyone who takes an interest in *Dragon World* has some to suggest.

Influences

In keeping with the best traditions of fantasy gaming, *Dragon World* came from a great stew of media.

Role-Playing Games

Apocalypse World and *Dungeon World*, but that kind of goes without saying. *Monsterhearts* taught me how to make *Apocalypse World* my own, and *Inverse World* showed me new ways to invoke a unique world. All of them are worth checking out, for different reasons.

Dungeons & Dragons. I've said many times that in anime terms when you play D&D you aspire to *Record of the Lodoss War*, but usually end up with *Slayers*. Other games may be better for epic sword and sorcery, but D&D remains the best absurdist magical murderhobo dungeon crawl game.

Ghostbusters, *Teenagers From Outer Space*, and *Toon: The Cartoon Role-Playing Game* are all earlier comedy RPGs I had varying degrees of experience with. Any comedy RPG I might try to do will inevitably be in part a reaction to *Toon*.

Maid: The Role-Playing Game looms surprisingly large over my game design efforts, more than merely having translated it would account for. Aside from D66 tables infiltrating this and other games, it also has a lot to teach about cartoon violence and the role of temptation.

Meikyuu Kingdom is a Japanese TRPG from Adventure Planning Service. It takes place in a world that, following the event known as the Dungeon Hazard, consists of nothing but dungeons. Your task is to carve a tiny kingdom out of the dungeons, and the game is generally brilliant. Aside from its intensely quirky style, its super-simple approach to leveling up was an important influence on *Dragon World*.

Super Action Now! I asked Story Games for ideas about comedy and slapstick in RPGs, and among other things that's how I heard about Marshall Burns' stab at the genre. The "scenes from a hat" rule was directly inspired by that game.

Other Media

Akazukin Chacha, Bastard!!, Cucumber Quest, Dragon Age, Dragon Half, Dragon Quest, Final Fantasy, El Hazard, The Familiar of Zero, Game of Thrones, Gold Digger, Grandia, Hello From the Magic Tavern, KonoSuba, Magic Knight Rayearth, Maze, Ruin Explorers, Rune Soldier, RWBY, Slayers, Sorcerer Hunters, Terry Pratchett's Discworld Novels,* Those Who Hunt Elves

People

A bunch of people whose names I've forgotten or never knew at FanimeCon and No-Name Anime in the late 90s

The friends I've played RPGs with in recent years; Mike, Chris, another Mike, Tim, Elton, a third Mike,† Dave, Aaron, a different Dave, Matt, Grant, Cat, Dylan, Lindsey, Broam, another Chris, Jono, and Sushu

Steven Savage, Andy Kitkowski, Ben Lehman, Ryo Kamiya, Clay Gardner, Mike Stevens, Alyssa Schmelz, Jonathan Walton, Nick Colucci‡, Amy Veeres, Paul Matijevic

*GURPS *Discworld* didn't really have much to do with this book, but I just wanted to say that "Shouting at Foreigners" is one of my favorite skills in any RPG ever.

† If I had all my friends in one room, it would be crowded and awkward. But there'd also be a lot of confusion about names.

‡ Nick provided several terrible puns for this book. You're welcome.