

NAME: _____

LEVEL: ○

XP:

LOOK:

Choose one for each, or write your own:

BODY: stocky, skinny, fit

EYES: Fiery, darting, deep

HAIR: Messy, neat, bald

CLOTHES: Clean, burnt, old

ARMOR



HIT POINTS

Max: 6+Constitution



DAMAGE



DRIVE:

- Knowledge:** Discover something about a magical mystery
- Peace:** Use your magic to aid another
- Ambition:** Solve a problem with an overly impressive display of magic

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12(-), 9(-), 8(-1)

Strength	Dexterity	Constitution
STR	DEX	CON
Intelligence	Wisdom	Charisma
INT	WIS	CHA

BONDS

_____ has no respect for the magic I wield. *Trigger: you attempt to change their mind.*

I will prove to _____ that I am a reliable ally that they can count on. *Trigger: you help them in a time of need.*

_____ is trying to hold me back. *Trigger: you attempt to figure out why.*

_____ is keeping something from me. *Trigger: you attempt to find it out.*

RACE:

MOVE:

STARTING MOVES

- ELEMENTALLY ATTUNED**
You are magically attuned to an element of nature. You switch elemental attunements when the following triggers are meant. These attunements last until you meet the trigger of another attunement.
 - **Fire:** You sacrifice or risk your own well-being for a passion or cause
 - **Earth:** You remain steady despite incoming danger, discomfort, or pressure
 - **Water:** Your deep compassion and empathy inspire you to change course
 - **Air:** You exhibit fickle nature or attempt to attack something from an unexpected angle

- ELEMENTAL TELL**
You have a magical tell that reveals your magical attunement. You may have eyes that glow different colors, magical essences that orbit your head, a magical glow around your hands, or something else entirely. Describe how it changes when you switch attunements.

- HURL ELEMENT**
When you conjure a magical attack based on your current attunement using your magical implement, describe the form it takes and roll+INT. On a hit, deal your damage. On a 7-9, choose 1:
 - *You expose yourself to danger*
 - *Your magic hits an additional unwanted target*
 - *Your magic is weaker than you wanted.*
Deal -1d4 damage

- ELEMENTAL RITUAL**
When you draw on a place of power to manipulate the four elements in harmony, tell the GM what you're trying to achieve. Elemental effects are always possible, but the GM will give you 1-4 of the following conditions:
 - *It's going to take days/weeks/months*
 - *First you must ____*
 - *You'll need help from ____*
 - *You need to certain items*
 - *The best you can do is a lesser version, unreliable and limited*
 - *It is dangerous for one reason or another*

ADVANCED MOVES

When you gain a level from 6-10, you may choose from these moves.

Moves that specify an element are only active if that element is.

ARMOR OF EARTH (EARTH)

Requires: Stone Flesh

When you defend, you can negate all the damage instead of just half.

GEOMANCER'S TRAINING (EARTH)

You can mold and shape the earth to your will. When you declare your intent to do so, the GM will tell you how long it will take, how taxing it will be on you, and what complications you can expect.

AQUAMANCER'S TRAINING (WATER)

Replaces: Cleansing Water

Anyone who is healed under your care and supervision is also healed an additional +1d10 health points.

FROST AURA (WATER)

Requires: Cone of Cold

When you attempt to freeze an area, you can also choose to deal your damage to anyone caught in the cold without proper protection.

BOLT TO THE HEART (AIR)

Whenever you deal damage to a foe who could have sworn you were somewhere completely different, you deal your max damage ignoring armor.

AEROMANCER'S TRAINING (AIR)

Requires: Ride the Lightning

When you Defy Danger (DEX), on a 10+, your mastery of air magic lifts you up, pushes you out of danger, turns you into lightning itself, or otherwise grants you an escape. The GM will tell you one advantage this gains you, and you and all allies gain +1 forward when acting upon it.

BURNING RAGE (FIRE)

Requires: Empowering Flame

When you deal damage to someone who damaged you first, your damage dice is d10.

PYROMANCER'S TRAINING (FIRE)

When you calm yourself and quell the passion within your soul, you also quell all fires that are around you. This removes your attunement until you trigger another one.

SUMMON ELEMENTAL

When you have time to concentrate and prepare, about half an hour, you can create an elemental being based on your attunement. Treat this elemental as a hireling with loyalty of 2 and 8 stats to be distributed as you see fit. You may only have one elemental at a time.

GROUP WORK

Requires: Summon Weapon

When you summon a weapon, you also summon a copy of that weapon for an ally.

BREWING STORM

Death Move

When Death approaches and you feel your grasp of your magic slipping, you can put everything left into a storm. Use some or all of your elements to describe an incredibly powerful elemental tempest. Roaring flames, shifting earth, biting wind, torrential downpours, and more are at your disposal.

Then, point the storm in the general direction you want it to go. Everything in that direction better move, find shelter, or be okay with joining you in the afterlife, and they better pick which of those they want really quickly.

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NAME: _____

LEVEL: ○

XP:

LOOK:

Choose one for each, or write your own:

BODY: Pudgy, slender, tired

HEADGEAR: Goggles, safety helmet, monocle

BACKPACK: Patchwork, crammed, humming

CLOTHES: Leathers, coat, apron

ARMOR



HIT POINTS

Max: 8+Constitution



DAMAGE



DRIVE:

- Knowledge:** Sacrifice your own well-being for science
- Altruism:** Use your technical knowledge to improve someone's quality of life
- Ambition:** Sabotage someone's efforts to best you

BONDS

_____ is prime fodder for an invention I am working on. *Trigger: you attempt your invention.*

_____ does not respect my work. I will change their mind. *Trigger: you give them a reason to reconsider.*

I respect _____'s inventive mind. I will take advantage of it soon. *Trigger: you pick their mind.*

_____ has offered to help my work, but I am unsure of their potential contribution. *Trigger: you re-assess their value.*

RACE:

MOVE:

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12(-), 9(-), 8(-1)

Strength STR	Dexterity DEX	Constitution CON
Intelligence INT	Wisdom WIS	Charisma CHA

STARTING MOVES

BUILD A KIT

A kit is an invention or a collection of inventions with a singular theme that help you on your journeys. When you have an extended period of time, about an hour, to tinker on a kit, describe the kit you are working on, spend one use of Engineering Gear, and roll+INT. On a 10+, pick 3 bonuses and 1 downside that reflect its design. On a 7-9, pick 2 bonuses and the GM chooses 1 downside.

(Bonuses and downsides are listed on the kit page)

RESOURCEFUL

What most people see as junk you see as potential. When you spend a full day in a scrapyards, junkyard, or other collection of discarded gears, bolts, and wiring, you gain 1 Engineering Gear (3 uses, 1 weight) that you can use in your inventions. You may also choose to spend 3d10 coins to buy a series of random and seemingly unrelated goods at a market to receive 1 Engineer Gear in a fraction of the time.

OPERATE KIT

If no relevant move applies to your kit, when attempting to use it, roll+INT. On 10+, it works as intended. On 7-9, it works, but choose one:

- You lose 1 use
- You expose yourself to danger or attract unwanted attention
- It is not as effective as you wanted

CREATE INVENTION

When you have access to a workshop full of tools, you may draft a blueprint of an invention to fill a specific purpose. If you do so, the GM will give you 1-4 of the following requirements.

- It will require a specific material
- It is going to take ____ amount of time
- You need to call on a colleague
- You will need to break down an item you own
- You need to convince local authorities that it is okay

If you decide to make due, roll+INT and -requirements. On a 10+, you did it despite what those naysayers said. On a 7-9, you did it, but the GM will give you a nasty consequence for each unfulfilled requirement.

ADVANCED MOVES

When you gain a level from 6-10, you may choose from these moves.

HEALTH ASSURANCE

Requires: Health Insurance

When your kit has the Medical Dispersion Field, it heals 2d8 or 1 debility.

MODIFIED AMMUNITION

Replaces: Improvisational Creation

You may mark off 1 use of Engineering Gear to add a kit bonus to anything the next time you use it. Describe how you hastily temporarily modified it.

MAKE DUE

You may choose, instead of marking a use, to eliminate a bonus from your kit. You may not do so if your kit only has 1 use. Rationed Resources does not count as a bonus for purposes of this move.

ADVANCED SURVEILLANCE

Replaces: Surveillance

You can spend a use of an Engineering Gear to create an advanced proximity alarm (2 uses, 0 weight). Describe how it will alert you without tipping off who activates it. If you set up one while making camp, when the Take Watch move activates, it is automatically treated as a 10+, and you mark off 1 use.

GADGETEER

Requires: Toy Tinkerer

When you create something you know will tempt someone, mark off 1 use of Engineering Gear and roll+CHA. On 10+, they really want it and will give 10d10 to buy it (or trade an appropriate item or service). On 7-9, they will bargain for it.

APPLIED FORCE

When you Spout Lore about a building, the GM will tell you how to strengthen it and how to bring it down in addition to the normal effects.

NERF THIS

When you decide to rig your kit to explode, roll+remaining uses. On a 10+, the kit will explode and deal your damage precisely when you want it to. On a 7-9, the kit will explode, but you choose one:

- *Someone has to detonate it manually*
- *The kit will do reduced damage, subtract 1d4*
- *The explosion will make the area incredibly hazardous*

OPTIMIZED ACTIVATION

Requires: Ambitious Creator

When you roll 12+ to Build a Kit, you double the effects of one of your bonuses. Double the effects of all your bonuses if you choose to double to the effects of your downside(s) as well.

SECOND DRAFT

Replaces: Careful Notes

When you create a kit, you also create a blueprint for that kit. As long as you have that blueprint, you can recreate the kit by spending 1 use of Engineering Gear without rolling. If you do roll, take 1 fewer Downsides but no different Bonuses.

QUICK STUDY

Requires: Signature Marks

Whenever you Spout Lore on a mechanical item and get 12+, you instantly know how to make it and how to improve upon it. The GM will tell you how long it will take and how many resources it will use up.

SYSTEM ERROR

Death Move

Your body is failing and Death is close, but what you are really worried about is that somehow, something was activated. Actually, scratch that: EVERYTHING was activated.

Which would not be as big of a problem if you had not kept bits and pieces of every kit, every invention, every wiring and configuring--all of it has something left of it in your pack, lining your clothes, or adorned upon your body.

Describe what you kept of past kits and inventions and the particular type of chaos that is about to erupt. Then roll+number of kits and inventions (capped at 5).

If you get 10+, roll again but decrease your modifier by 1. If you get 10+ again, roll again but decrease the modifier by 1 again. If you get 10+ again, roll again but decrease the modifier by 1 again. Repeat this until you do not roll 10+.

Roll xd6, where x is the number of full and partial successes you had. Disperse that damage among the enemies around you as you see fit, victims of the chaos of your creations.

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Kit Creation

BONUSES

Advanced Propulsion <i>Range: near, far</i>	Rationed resources <i>+1 uses</i>	Shock resistant <i>Thrown, near</i>	Gas-powered <i>Forceful, stun</i>
Explosive <i>Range: area</i>	Magical in nature <i>Ignores armor</i>	Alchemical components <i>Element: _____</i>	Proximity alert <i>Activates on own</i>
Medical Dispersion Field <i>Slow, heal 1d8</i>	Overshield <i>+2 armor</i>	Rockets and jets <i>+1 to Defy Danger</i>	Advanced optics <i>+1 to Discern Realities</i>
Spinning blades and hooks <i>Messy</i>	Serrated steel <i>Damage die is d8</i>	Amusing lights and sounds <i>Distracts others</i>	_____ _____

DOWNSIDES

Periodic resets <i>Reload</i>	Limited Resources <i>-1 uses</i>	Multiple levers <i>Two-handed</i>	Prototype <i>Dangerous</i>
Awkward <i>1 fewer ranges</i>	Loud <i>Draws unwanted attention</i>	Nasty recoil <i>-1 forward after use</i>	_____ _____

Your kit naturally has 2 weight, 3 uses, and close range (if applicable). You can only make one kit at a time. Whenever your kit runs out of uses, describe how it falls apart.

KIT 1: _____

KIT 2: _____

<i>Bonuses</i>	<i>Downsides</i>	<i>Bonuses</i>	<i>Downsides</i>

KIT 3: _____

KIT 4: _____

<i>Bonuses</i>	<i>Downsides</i>	<i>Bonuses</i>	<i>Downsides</i>

KIT 5: _____

KIT 6: _____

<i>Bonuses</i>	<i>Downsides</i>	<i>Bonuses</i>	<i>Downsides</i>

NAME: _____

LEVEL: ○ XP:

LOOK:

Choose one for each, or write your own:

BODY: Fit, bulky, thin

EYES: Kind, fiery, glowing

HAIR: Bald, styled, helmet

ARMOR: Polished, dirty, bloody

ARMOR



HIT POINTS

Max: 10+Constitution



DAMAGE



DRIVE:

Law: Improve the systems of order and justice

Retribution: Eliminate a threat to society

Resolution: Keep steadfast in your beliefs when you have reason to waiver

BONDS

_____’s misguided behavior endangers this mission! *Trigger:* you attempt to correct their behavior.

I do not know if I can trust _____ yet. *Trigger:* they do something that earns or loses your trust.

_____ would be a much better adventurer if they learned from me. *Trigger:* you attempt to teach them a ritual or technique.

_____ is a brave soul, and I have much to learn from them. *Trigger:* your perception of them is challenged or affirmed.

RACE:

MOVE:

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12(-), 9(-), 8(-1)

Strength	Dexterity	Constitution
STR	DEX	CON
Intelligence	Wisdom	Charisma
INT	WIS	CHA

STARTING MOVES

DEVOUT VIRTUE

Pick a Virtue. As long as you follow its requirements, you gain the following boon.
— **Justice:** Suffer not a crime unpunished. *Boon:* When you question a defeated, captured, or willing individual, you can stare into their eyes to know if they are lying or not.
— **Resolve:** Let no innocent suffer in your presence. *Boon:* Whenever you heal another, you gain half the health you healed.
— **Courage:** Refuse to let those who have power abuse it. *Boon:* Whenever you Defend another person and choose to damage the attacker, you may add your damage dice as well.
Whenever you act contrary to your virtue, you lose the boon and the GM will give you a quest to reclaim it.

CHANGE OF HEART

When you have time to contemplate and reason for reflection, you may change your virtue. The GM may require a sacrifice from you for this if you have been acting contrary to that virtue.

ARMORED

You ignore the clumsy tag on armor you wear.

MERCIFUL INTERVENTION

When you touch someone, skin to skin, and call upon your magic for aid, roll+WIS. On 10+, you heal 1d8 or remove one disease. On a 7-9, they are healed, but the effect is taxing and hurts you or leaves you open to some danger.

ADVANCED MOVES

When you gain a level from 6-10, you may choose from these moves.

Moves that specify a virtue are only active if that virtue is.

AMPLIFIED WRATH (JUSTICE)

Replaces: Wrath of Justice

Your weapon is engulfed in magical fire when dealing with an outlaw, dealing +1d8 damage.

STAND YOUR GROUND!

When you convince an ally to hold fast against incoming danger, you both gain +1 ongoing as long as you stay right where you are.

PURITY OF BODY

You have +2 armor while you have a boon.

EVER ONWARD

Replaces: Charge!

When you lead the charge into combat, those you lead take +1 forward and +2 armor forward.

MIGHT OF THE PROTECTOR (COURAGE)

Replaces: Stalwart Defender

When you Defend, you gain +1 holds, even on a miss, and if you choose to deal damage, you deal +1d8 damage.

POWER OF THE VIRTUOUS

Requires: Inspired Virtue

You may choose to take on 2 virtues instead of 1. If you lose 1 boon, though, you also lose the other.

UNQUESTIONED AUTHORITY

Replaces: Purity of Voice

Take +1 to order hirelings. When you roll a 12+, the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.

ALTRUISTIC HEALER (RESOLVE)

Replaces: Purity of Heart

When you heal an ally, you heal +2d8 HP.

RETRIBUTIVE ARMOR

When you suffer a debility, even through Bloody Aegis, take +1 forward to whatever caused it.

INVIGORATED BULWARK

Replaces: Shield of the Avenger

When you use your magic to create a magical shield for an ally, you may roll Defend for two different targets at once, no matter the distance as long as they are within line of sight. Roll twice and use the higher roll for each target. Your magical shield may do damage, but any damage done to your shield destroys it and transfers the damage to you.

FINAL STAND

Death Move

This is it. You are on the precipice of Death, and Death commands you forward, but you, driven by magic and will power, say, defiantly, "Not yet." Gain the following effect based on your virtue (if you have multiple virtues, pick one).

Justice: You will not go down alone. Magical flames fill cover your body and compel you forward. Your damage dice becomes a d10, and you can continue to fight until every enemy is defeated or you roll a miss, in which case your body breaks and you release flames all around you dealing your damage and ignoring armor.

Resolve: You cannot abide the thought of your allies suffering. Your magic propels all nearby enemies away and creates a protective seal around all allies negating all damage until the battle ends or an enemy finishes you off up close and personally.

Courage: Your body explodes with magic and it covers the ground around you. The area around you, your immediate vicinity, becomes your domain. Describe how you destroy all those who intrude upon it, including the one that killed you. After the battle, you may choose to leave this plane for the next or continue to reside upon this area, judging all of those who step upon it.

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NAME: _____

LEVEL: ○ XP:

LOOK:

Choose one for each, or write your own:

BODY: Skinny, fit, sexy

EYES: Mysterious, alluring, bright

HAIR: Groomed, flowing, natural

CLOTHING: Ornate, revealing, concealing

ARMOR



HIT POINTS

Max: 6+Constitution



DAMAGE



DRIVE:

- Chaos:** Undermine a system of law & order
- Tranquility:** Help someone evade an enemy
- Power:** Find a powerful secret

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12(-), 9(-), 8(-1)

Strength	Dexterity	Constitution
STR	DEX	CON
Intelligence	Wisdom	Charisma
INT	WIS	CHA

BONDS

I know a secret about _____.
Trigger: they find out you know.

_____ knows something about me I wish they didn't. Trigger: they threaten to reveal it.

I can trust _____ with my life.
Trigger: that trust is tested.

_____ always knows when I lie.
Trigger: they call you out.

RACE:

MOVE:

STARTING MOVES

MIRROR IMAGE

When you create a magical illusion of yourself, roll+CHA. On 10+, choose 2. On 7-9, choose 1.

- It matches your appearance even upon close inspection
- It is dangerous
- It draws as much attention as you want it to

This illusion will dissipate upon physical contact or if you make another illusion. These illusions are controlled by your thoughts, and can move around and mimic your mannerisms.

PEOPLE PERSON

When you Spout Lore about a person of interest, you may roll+CHA instead of INT. The GM might ask you, "Who told you about them?"

CREATE IMAGE

When you attempt to create a magical static image, describe the image you want to make, where you want it, and who you want to fool with it. The GM will give you 1 to 4 of the following restrictions.

- It will only fool people from a distance
- It will require constant upkeep
- It will only last for a certain amount of time
- You need to prepare for a certain amount of time
- It will only fool people from a certain angle
- A keen observer will figure it out soon--and will tell others

ADVANCED MOVES

When you gain a level from 6-10, you may choose from these moves.

MISTRUST

When you attempt to get an underling to lower their defenses by showing them all the great benefits of leaving their boss, roll+CHA. On a 10+, they have to take some time off to reconsider their life. On a 7-9, their doubt is only momentary, but it opens up an opportunity you or an ally can act upon. Most underlings will only be swayed by tangible or personal evidence.

GOSSIP

When you spread a nasty rumor about someone amongst those who interact with them the most, roll+CHA. On a hit, the GM will tell you what opportunity or weakness is now available to you. On a 7-9, they know it was you who started the rumor.

MENTAL ANGUISH

When you draw out what troubles someone most, roll+CHA. On a hit, they feel the need to do something about their troubles right now or wallow in depression. On a 10+, you can make a suggestion that they will regard with great respect.

DECOY

Replaces: Scapegoat

Whenever you sacrifice an illusion of yourself during a Defy Danger challenge, change a failure to a partial success or a partial success to a full success and gain +1 forward.

SHARPER IMAGES

Replaces: Empowered Illusions

When you coordinate with your illusion(s) to deal damage to a foe, you deal +1d8 damage.

MASTER OF MISDIRECTION

Replaces: Multi-task

When you use Mirror Image, you can create 3 illusions instead of 1. You may choose which illusions have which properties as if you created them individually.

MASTER FENCER

Replaces: Duelist's Discipline

When you attack a surprised, bewildered, or confused foe with a precise weapon, your weapon ignores any worn or wielded armor and has +2 piercing against all other types of armor.

ILLUSIONARY INSPIRATION

Replaces: Mental Defense

Whenever you realize someone is hiding something from you, the GM will tell you one vulnerability they accidentally revealed about themselves. Take +1 ongoing to acting upon it until they know you know it.

MIRROR ADEPT

When you Create Image, the GM tells you how many drawbacks there are and you get to pick which ones you want. The GM still gets to determine specifics.

POMPOUS MONOLOGUE

Whenever you get a foe to monologue, they reveal a vulnerability. Everyone who knows it deals +1d6 damage to them.

ONE LAST TRICK

Death Move

It is finished. Your body is dead, and it falls lifeless to the ground. You are absolutely, 100% dead and done for.

At least that is what most people think. Even most of your allies in fact. All of them are sure your story is over.

But someone is not sure. Write down a clue for a living ally, something that gives them doubt that your death was completely genuine. It could be a momentary flicker in your corpse, something that hinted it was less corporeal and more an illusion, or maybe your body was never actually found. Maybe that ally could have sworn that you were immune to that poison or you had extra plating where that blade struck you. Whatever the case, that ally is not sure of your true state.

Write down two more clues for your GM. These are clues to what has actually been happening this whole time, maybe where you have actually been or why you have gone into hiding and cannot be found. The GM will reveal these when they choose to do so, and it is only after every clue has been uncovered that anyone will really know what actually happened to you.

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NAME: _____

LEVEL: ○

XP:

LOOK:

Choose one for each, or write your own:

BODY: Skeletal, bloated, decaying

MASK: Demon, skull, ghost

CLOTHES: Ripped, ornate, ancient

HAIR: Wispy, tangled, neat

ARMOR



HIT POINTS

Max: 8+Constitution



DAMAGE



DRIVE:

- Catharsis:** Give a good death
- Terror:** Give someone an experience they will never forget
- Persistence:** Live when you should have died

BONDS

I have a feeling _____ will soon face a brush with Death. *Trigger: they do.*

_____ does not want me to know their greatest fear. *Trigger: you attempt to figure it out.*

_____ is disgusted by my means, for good reason. *Trigger: you affirm or challenge that view.*

_____ wishes to learn more about Death. *Trigger: you show them.*

RACE:

MOVE:

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12(-), 9(-), 8(-1)

Strength	Dexterity	Constitution
STR	DEX	CON
Intelligence	Wisdom	Charisma
INT	WIS	CHA

STARTING MOVES

DEATH MAGIC

When you use your Necromancer magic to draw life from still living flesh (even if only barely) and you have time to draw it into a being, deal your damage and describe the flesh and bone creature you form. Give it a name, HP equal to the damage you dealt, and a nature.

- Balance the scales of life and death
- Protect its master
- Seek out magical power
- Achieve the last thing its previous being strived for

Gain +1 to any roll where your flesh monster aids you by working in its nature. This monster also has terrifying. You can only sustain one flesh monster at a time.

TERRIFY

When you attempt to scare foes with your ghastly appearance and demeanor, roll+number of terrifying tags. On a hit, 1d4 enemies freeze, run away, or attack. In addition, on a 10+, pick 2. On a 7-9, pick 1.

- You scare an additional 1d4 enemies
- Nobody decides to attack
- The effect lasts a long time

DEATH SHROUD

When you grab onto the wake of a departing soul, you may transform into a Death Shroud until you take damage or until you decide to end it. Describe how this changes your appearance and roll+INT. On a 10+, choose 2. On a 7-9, choose 1.

- The powers of death are at your command: your damage dice becomes a d10.
- Your visage is especially creepy. Gain terrifying.
- You see what fear weighs on others. You gain +1 when you roll to make that fear happen, even when not a Death Shroud.
- The air around you is chilled. Gain the tag, cold, and enemies in your presence will not be able to run away.

ADVANCED MOVES

When you gain a level from 6-10, you may choose from these moves.

UNCLEAN TOOLS

When your weapon is covered in blood, it gains terrifying if it did not have it already. This lasts until the blood is cleaned off.

CONVERSE WITH THE DEAD

When you use your magic to invigorate a corpse to roughly act like it used to, roll+INT. On 10+, you may ask three questions before the magic breaks. On 7-9, you may ask two questions. This does not restore the corpse's soul even for a moment.

TAILOR APPRENTICE

When you have time and materials, you can modify any outfit to give it terrifying.

MINION OVERLORD

Replaces: *Minion Master*

You can sustain 3 flesh monsters. Their bonuses do not stack. In addition, you can explode your minions and deal damage equal to their health to all those around them.

ARMORED SHROUD

Any damage you receive while in a Death Shroud only forces you to leave Death Shroud and does not lower your HP.

LAST RITES

Requires: *Death's Embrace*

When you use your relationship with Death to influence someone's transition into the afterlife, gain +1 ongoing with any family members and friends if you were charitable and merciful, but gain +1 ongoing with any of the departed's enemies if you were vindictive and spiteful.

TRANSFUSION

Replaces: *Taste of Death*

You may deal your damage to your flesh monster, a willing ally, yourself, or a defenseless foe to heal yourself or an ally for the same amount of health.

GIANT FLESH MONSTER

Requires: *Flesh of the Master*

You may choose to roll your damage twice when using Death Magic. If you do, give your flesh monster HP equal to the sum of the dice rolls and the Huge tag.

FOOT IN THE GRAVE

Requires: *Death Perception*

You have deduced who is responsible for your death in your vision.

Roll 1d6 to determine who you saw.

- | | |
|---|--|
| <input type="checkbox"/> 1. A family member | <input type="checkbox"/> 4. A keeper of the law |
| <input type="checkbox"/> 2. A royal figure | <input type="checkbox"/> 5. Someone you thought died |
| <input type="checkbox"/> 3. A former lover | <input type="checkbox"/> 6. An innkeeper |

Take +1 forward to any rolls that deal with this person, but the consequences are also increased. This does not stack with Death Perception.

DEADLY STRENGTH

When you have less than half health, you deal +1d6 damage.

DEATH'S OFFER

Death Move

You are finally here. Death has come to claim you and you are going to join him.

It is not so bad. Death, in truth, is happy to have someone who so clearly understands them. You are finally able to know what truly happens when a soul departs this world.

Death is so happy you accepted their invitation that they are willing to offer you something: a death, of your choosing, and of the method of your choosing. Pick a non-player character, any non-player character, and describe how they die. Stabbed by ex-lovers, food poisoning at banquets, run over by a cart of horses, so on and so forth. You can make it a good death, where they die with honor, or you can choose to make the death painful, slow and indicative of how wretched of beings they truly are.

Choose whoever and however you like. Death does not care. Death is just happy to have someone to talk to.

NAME: _____

LEVEL: XP:

LOOK:

Choose one for each, or write your own:

BODY: Lithe, wild, sharp

EYES: Wild, sharp, animal

HAIR: Wild, bald, hooded

CLOTHES: Cape, camouflage, rugged

ARMOR



HIT POINTS

Max: 8+Constitution



DAMAGE



DRIVE:

- Freedom:** Break someone from literal or figurative bonds
- Altruism:** Endanger yourself to combat an unnatural threat
- Conservation:** Help an animal or spirit of the wild

BONDS

I have guided _____ before and they owe me for it. *Trigger: you call upon this debt.*

_____ wishes to be a friend of nature, so I will be their friend as well. *Trigger: they befriend or offend nature.*

_____ has no respect for nature, so I have no respect for them. *Trigger: this view is challenged or affirmed.*

_____ does not understand life in the wild, so I will teach them. *Trigger: you attempt to teach them.*

RACE:

MOVE:

COMMAND

- When you work with your animal companion on something it's trained in...
- and you attack the same target, add its ferocity to your damage
 - and you track, add its cunning to your roll
 - and you take damage, add its armor to your armor
 - and you Discern Realities, add its cunning to your roll
 - and you Parley, add its cunning to your roll
 - and someone Interferes with you, add its instinct to their roll

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12(-), 9(-), 8(-1)

Strength	Dexterity	Constitution
STR	DEX	CON
Intelligence	Wisdom	Charisma
INT	WIS	CHA

STARTING MOVES

ANIMAL COMPANION

You have a supernatural connection with a loyal animal. You can't talk to it per se, but it always acts as you wish it to. Name your animal companion: _____

— Choose a species:

Wolf, Cougar, Bear, Eagle, Dog, Hawk, Cat, Owl, Raven, Moa, Boar, Jaguar

— Choose a base:

Ferocity +2, Cunning +1, Instinct +1, 1 Armor
Ferocity +2, Cunning +2, Instinct +1, 0 Armor
Ferocity +1, Cunning +2, Instinct +1, 1 Armor
Ferocity +3, Cunning +1, Instinct +2, 1 Armor

— Choose as many strengths as its Ferocity:

Fast, Burly, Huge, Calm, Adaptable, Tireless, Quick Reflexes, Camouflage, Ferocious, Intimidating, Keen Senses, Stealthy

— Your animal companion is trained to fight humanoids. Choose as many additional trainings as its Cunning:

Hunt, Search, Scout, Guard, Labor, Travel, Fight Monsters, Perform

— Choose as many weaknesses as its Instinct:

Flighty, Savage, Slow, Broken, Frightening, Forgetful, Stubborn, Lame

HUNT & TRACK

When you follow a trail of clues left behind by passing creatures, roll+WIS. On a 7+, you follow the creature's trail until there's a significant change in its direction or mode of travel. On a 10+, you also choose 1:

- Gain a useful bit of information about your quarry, the GM will tell you what
- Determine what caused the trail to end

OPENING STRIKE

When you attack a defenseless or surprised enemy at range, you can choose to deal your damage or name your target and roll+DEX. On 10+, deal your damage and give them the following condition. On 7-9, just give them the following condition.

- Head: Stunned, they do nothing but stand and drool for a few moments.
- Arms: Disarmed, they drop anything they're holding.
- Legs: They're crippled and slow moving

THE RANGER

ADVANCED MOVES

When you gain a level from 6-10, you may choose from these moves.

WILD SPEECH

Replaces: Wild Empathy

You can speak with and understand any non-magical, non-planar creature.

HUNTER'S PREY

Replaces: Familiar Prey

When you Spout Lore about a monster, you use WIS instead of INT.

On a 12+, in addition to the normal effects, you get to ask the GM any one question about the subject.

VIPER'S FANGS

Replaces: Viper's Strike

When you strike an enemy with two weapons at once, add an extra 1d8 damage to your off-hand strike.

ZHAITAN'S BELLY

When you know your target's weakest point, your arrows have 2 piercing.

WILDERNESS SURVIVAL

Replaces: Follow Me

When you Undertake A Perilous Journey, you can take two roles. Roll twice and use the better roll for both roles.

A SAFER PLACE

Replaces: A Safe Place

When you set the watch for the night, everyone takes +1 to Take Watch. After a night in camp when you set the watch, everyone takes +1 forward.

OBSERVANT

When you hunt and track, on a hit you may also ask one question about the creature you are tracking from the Discern Realities list for free.

UNNATURAL ALLY

Your animal companion is a monster, not an animal. Describe it. Give it +2 ferocity and +1 instinct, plus a new training.

NATURE'S VENGEANCE

Requires: Summon Spirit

The spirit trusts you enough that is willing to leave the forest and expose itself to outside dangers.

TRAPPER'S EXPERTISE

When you prepare a trap for a specific enemy, describe it and the GM will tell you what materials will be needed. Then roll+WIS. On a 10+, the enemy goes right into the trap and, if relevant, you deal your damage. On a 7-9, choose one:

- The enemy must be lured into the trap
- It is not as effective as planned. Subtract 1d4 from the damage or an equivalent effect.

SECRET CACHE

Death Move

You are facing the end, and Death approaches fast. Fortunately, just like during your life, you came prepared.

You have a last will and testament that includes a map to a cache of prized possessions. Tell the GM who you intend to send your will to. They may be a family member, a trusted ally, a mentor figure, or someone else entirely. Include in your description where they currently are residing.

Then describe the cache, where it is and what is in there. The things there may be of great power but they must also be of great sentiment, things you wanted to be carried on when you were no longer here.

Finally, give the letter to your animal companion and also tell them your last words. Your animal companion will take it from there.

The GM will describe your companion's journey, what challenges they face, what happens when they meet the recipient, how the recipient finds the cache, and what they decide to do with the cache once they get there.

NAME: _____

LEVEL: ○ XP:

LOOK:

Choose one for each, or write your own:

BODY: Lithe, knobby, flabby

EYES: Shifty, criminal, dark

HAIR: Cropped, messy, hooded

CLOTHES: Dark, fancy, common

ARMOR



HIT POINTS

Max: 6+Constitution



DAMAGE



DRIVE:

- Chaos:** Leap into danger without a plan
- Stealth:** Avoid detection or infiltrate a location
- Greed:** Shift danger or blame from yourself to someone else

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12(-), 9(-), 8(-1)

Strength	Dexterity	Constitution
STR	DEX	CON
Intelligence	Wisdom	Charisma
INT	WIS	CHA

BONDS

I stole something from _____ and they have not figured it out--yet. *Trigger: they figure it out or you double down.*

_____ had my back when things went wrong, and I owe them one. *Trigger: they call upon the debt.*

_____ knows incriminating details about me, but I know how to get back at them. *Trigger: you propose a deal.*

_____ and I have a con running, and soon we are going to get the big payday. *Trigger: that day comes.*

RACE:

MOVE:

STARTING MOVES

BACKSTAB

When you attack a surprised or defenseless enemy with a melee weapon, you can choose to deal your damage or roll+DEX. On a 10+, choose two. On a 7-9, choose one.

- You don't get into melee with them
- You deal your damage+1d6
- You create an advantage, +1 forward to you or an ally acting on it
- Reduce their armor by 1 until they repair it

TRAP EXPERT

When you spend a moment to survey a dangerous area, roll+DEX. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold as you walk through the area to ask these questions:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What else is hidden here?

TRICKS OF THE TRADE

When you pick locks or pockets or disable traps, roll+DEX. On a 10+, you do it, no problem. On a 7-9, you still do it, but the GM will offer you two options between suspicion, danger, or cost.

POISONER

You've mastered the care and use of a venom. Choose a venom from the list below; that venom is no longer dangerous for you to use. You also start with three uses of the venom you choose. Whenever you have time to gather materials and a safe place to brew you can make three uses of the venom you choose for free. Note that some venoms are applied, meaning you have to carefully apply it to the target or something they eat or drink. Touch venoms just need to touch the target, they can even be used on the blade of a weapon.

- Devourer Venom (applied): The target becomes paralyzed
- Ice Drake Venom (touch): The target deals -1d4 damage ongoing until cured
- Gunk (applied): The target treats the next creature they see as a trusted ally, until proved otherwise
- Spider Venom (touch): Anyone dealing damage to the target rolls twice and takes the better result.

ADVANCED MOVES

When you gain a level from 6-10, you may choose from these moves.

DIRTY FIGHTER

Replaces: Cheap Shot

When using a precise or hand weapon, your Backstab deals an extra +1d8 damage and all other attacks deal +1d4 damage.

SERIOUS UNDERDOG

Replaces: Underdog

You have +1 armor. When you're outnumbered, you have +2 armor instead.

EVASION

When you Defy Danger on a 12+, you transcend the danger. You not only do what you set out to, but the GM will offer you a better outcome, true beauty, or a moment of grace.

HEIST

When you take time to make a plan to steal something, name the thing you want to steal and ask the GM these questions. When acting on the answers, you and your allies take +1 forward.

- *Who will notice it's missing?*
- *What's its most powerful defense?*
- *Who will come after it?*
- *Who else wants it?*

ALCHEMIST

Replaces: Brewer

When you have time to gather materials and a safe place to brew, you can create three doses of any one venom you've used before.

Alternately you can describe the effects of a venom you'd like to create. The GM will tell you that you can create it, but with one or more caveats:

- *It will only work under specific circumstances*
- *The best you can manage is a weaker version*
- *It'll take a while to take effect*
- *It'll have obvious side effects*
- *It comes from a dangerous beast*

ESCAPE ROUTE

When you're in too deep and need a way out, name your escape route and roll+DEX. On a 10+, you're gone. On a 7-9, you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.

DISGUISE

When you have time and materials, you can create a disguise that will fool anyone into thinking you're another creature of about the same size and shape. Your actions can give you away but your appearance won't.

INSTANT REFLEXES

Requires: Sleight of Hand

Weapons you steal have thrown.

EXTREMELY CAUTIOUS

Replaces: Cautious

When you use trap expert you always get +1 hold, even on a 6-. On a 12+ you get 3 hold and the next time you come near a trap the GM will immediately tell you what it does, what triggers it, who set it, and how you can use it to your advantage.

KEEN OBSERVER

When you spend time studying a wealthy or powerful individual, the GM will tell you one valuable or useful item they are carrying with them.

A LITTLE SOMETHING

Death Move

You cannot believe you did not mention this before.

You are facing death and you have not bragged about your greatest heist yet. You suppose you were just waiting for the right time, or perhaps you did not trust that everyone else would not get jealous and take it, but either way, you might as well mention it now.

Describe the super valuable, useful, or sentimental item you stole from someone else along your travels. It could be something like that pompous general's favorite medal, that cultist's favorite ceremonial dagger, or that old lady's magical eye (or even her non-magical eye). Describe how you stole it while no one was looking and was able to keep it a secret this entire time.

Then make one last wish regarding that item that your allies should, if they care about you at all (and they might not, which, fair enough), will do. Demand they cast it out to the sea, shove it into the heart of an enemy, or just sell it for a good price. Whatever you wish, after all, it was yours... mostly.

Send feedback to
guildworldsrpg@gmail.com

NAME: _____

LEVEL: XP:

LOOK:

Choose one for each, or write your own:

BODY: Built, lithe, ravaged

EYES: Hard, dead, eager

HAIR: Wild, shorn, battered helm

SKIN: Calloused, tanned, scarred

ARMOR

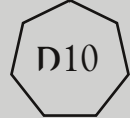


HIT POINTS

Max: 10+Constitution



DAMAGE



DRIVE:

Peace: Defend those weaker than you

Ambition: Defeat a worthy opponent

Conquest: Kill to gain something for you or who you represent

BONDS

_____ owes me their life, and they better admit it soon. *Trigger: they admit it or deny it.*

I have sworn to protect _____ from their greatest enemy. *Trigger: their greatest enemy threatens their life.*

I worry about the ability of _____ to survive in our next great battle. *Trigger: the next great battle is resolved.*

_____ makes me worried that they will abandon us in the heat of the battle. *Trigger: your suspicions are confirmed or denied.*

RACE:

MOVE:

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12(-), 9(-), 8(-1)

Strength	Dexterity	Constitution
STR	DEX	CON
Intelligence	Wisdom	Charisma
INT	WIS	CHA

STARTING MOVES

WELL PREPARED

Whenever you reach into your Weapon Pack (3 uses, 4 weight) to draw out a weapon to deal with a situation, roll+current uses. On a 10+, you pull out the perfect non-magical one-handed weapon. Describe how this is the case and take 1 from Weapon Pack's uses and weight. On 7-9, in addition to this, choose one:

- The weapon is not ideal. The GM will tell you how
- Rummaging through your pack draws unwanted attention

BEND BARS, LIFT GATES

When you use pure strength to destroy an inanimate obstacle, roll+STR. On a 10+, choose 3. On a 7-9, choose 2.

- It doesn't take a very long time
- Nothing of value is damaged
- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

RELOAD AND RECHARGE

Whenever you venture out to buy and trade weapons in a marketplace, you may spend a weapon to add a charge to your Weapon Pack. You cannot go above 3 uses. If you are not in a city, the GM will also give you one of the following restrictions:

- The locals are tough hagglers. It will cost __ coins.
- The items are of lesser quality. The GM gains one hold to turn a 10+ to a 7-9 on a Well Prepared roll.
- Options are limited. Every weapon has the same range.

ARMORED

You ignore the clumsy tag on any armor you wear.

THE WARRIOR

ADVANCED MOVES

When you gain a level from 6-10, you may choose from these moves.

BERSERKER

Replaces: Merciless

When you deal damage, deal +1d8 damage.

THROUGH DEATH'S EYES

When you go into battle, roll+WIS. On a 10+, name someone who will live and someone who will die. On a 7-9, name someone who will live or someone who will die. Name NPCs, not player characters. The GM will make your vision come true, if it's even remotely possible. On a 6- you see your own death and consequently take -1 ongoing throughout the battle.

EYE FOR WEAPONRY

When you look over an enemy's weapon, the GM will tell you honestly how much damage they do.

SUPERIOR WARRIOR

When you Hack & Slash, on a 12+, you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

DEFY PAIN

Replaces: Endure Pain

You gain +2 armor.

ARMORED PERFECTION

Replaces: Armor Mastery

When you make your armor take the brunt of the damage dealt to you, the damage is negated and you take +1 forward against the attacker, but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor, it is destroyed.

EVIL EYE

Requires: Seeing Red

When you enter combat, roll+CHA. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off. On a 6-, your enemies immediately identify you as their biggest threat.

"ON MY MARK!"

When you deal damage to an enemy, the next attack to that foe by anyone deals +1d6 damage.

BRUTE FORCE

Requires: Brute Precision

All weapons have thrown when used by you.

IMPROVISED WEAPONRY

When you roll 10+ on Well Prepared, you can treat it as a 7-9 and get +1d4 damage on your next damage roll.

ONE FINAL WEAPON

Death Move

This is it. The end of the line for you. You are face to face with Death and you have no more options. Except one. You have one last weapon, one you were saving for just an occasion. In fact, when you procured this weapon, you were thinking of just a situation like this against just an enemy like this. Describe how this is the perfect weapon for this situation how it will destroy the enemy who killed you. Feel free to include magic in it as well.

The only limitations on this weapon are that it must be specific to this situation against this type of enemy and you must explain why you never felt the need to bring it out before. It may be practical reasons, such as requiring you to spill a certain amount of blood or it destroys its user, or it may be sentimental reasons. You were looking for a particularly ugly orc to use this orc bane weapon and this one managed to fit the requirements just right.

After you have settled on your weapon, use it on your enemy and describe how you destroy them. Then, succumb to your wounds. Your still living allies may pick up your last weapon and decide the best course of action for it.

Send feedback to
guildworldsrpg@gmail.com