# **BASIC MOVES REFERENCE**

#### HACK AND SLASH

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

#### VOLLEY

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

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

#### DEFEND

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

- Halve the attack's effect or damage.
- Open up the attacker to an ally, giving that ally +1 Forward against them.
- Deal damage to the attacker equal to your level.

### **DISCERN REALITIES**

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

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

### SPOUT LORE

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

#### **PARLEY**

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

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### DEFY DANGER

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

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

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

#### AID OR INTERFERE

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

NOTES	NOTES

# The Reincarnated

# V.09 Most of the way there.

NAME:			
David, Arthur, Merlin, Circe, Arawn, Skye, Aiofe, Am Persephone, Gwydion, Bran, Tor, Olwen, Lyr	aethon, Orpheus,	Over and over you die strange and unfamilia	ar, but b
LOOK	Choose one	A hero who cannot die how weary. A hero pur	nished b
Choose one for each, or write your own:		reward or favored state The Reincarnated migl	
EYES: Weary, Piercing, Sorrowful,		cial abilities hard-won they might be the avata or Magic or Pain, or pe	through ar of son
HAIR: Cropped, Tousled, In an Antique Style,		Choose this playbook who has an intimate re	if you v
CLOTHING: Practical, Patched, Outdated,		matic powers, who is and if you don't mind yo	
BODY: Athletic, Battered, Lithe,	<u> </u>		
RACE: Human, Elf, Dwarf, Halfling, Gnom onkin, Reptilian, Orc, Hobgoblin, Kobold, Gob		HIT POINTS	А
		MAX	
DRIVE	Choose one		
ARCHETYPE: Fulfil your archetype's premise.			
CHEAT DEATH: Avoid death at the expense of a	thing you value.		
RECKLESS: Ignore excessive risk to yourself in	pursuit of a goal.		2
BACKGROUND	Choose one	l	9
REJECTED BY DEATH: Death refuses to acceptome back in your original body, wounds healed a fife but parts not regenerated. Swap stats, playbool usual for Cursed to Wander.	enough to sustain	LEVEL	
ON ICE: Your true body is out there somewhere	e: somebody has	STR	DE
a vested interest in keeping you from it. Add "or the any miss" to the trigger for <i>Cursed to Wander</i> and ta rom <i>Immutable Soul</i> .	e GM chooses on	MOD	MOI
MANY BODIES: All the bodies you might have a		SCORE	sco
ives, marked with the same indelible mark. When yo your body, you just move to a new one. Add "or you rigger for <i>Cursed to Wande</i> r. The old body dies wh	choose to" to the	WEAK (-1)	S
		INT	WI
BONDS		MOD	MOI
Fill in at least one, but no more than four:			1_
is the heir of someone I used	to know.	SCORE	sco
		STUNNED (-1)	C
would make a suitable host.		Assign th	nese sta
has a part to play in Death's p	lan.	_	
f Dooth will not take me I will not I		16 (+2), 1	.5 (+1), 1

Over and over you die. Over and over you live again, each new life strange and unfamiliar, but better than the alternative

A hero who cannot die, who cannot escape this mortal coil no matter low weary. A hero punished by the gods, perhaps under the guise of eward or favored status, perhaps as an outright curse.

The Reincarnated might just be a poor fool muddling through, any special abilities hard-won through sheer experience at cheating death, or they might be the avatar of some eternal ideal, the embodiment of War or Magic or Pain, or perhaps a bit of both.

Choose this playbook if you want a hero who can't die permanently, who has an intimate relationship with Death that grants subtle but dramatic powers, who is often best served by drawing their last breath, and if you don't mind your hero's physical form being out of your hands.

MAX		ARMO	OR .			de	
	2	3	4	5	6	7	8
LEVEL	9	10	LEVE			JRR LEV	

MOD	MOD	MOD
SCORE	SCORE	SCORE
WEAK (-1)	SHAKY (-1)	SICK (-1)
INT	WIS	СНА
MOD	MOD	MOD
	l	l
SCORE	SCORE	SCORE
STUNNED (-1)	CONFUSED (-1)	SCARRED (-1)

CON

ssign these starting scores to your stats:

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

Your maximum HP is 6+Constitution

# STARTING MOVES

You start with these moves:

#### **CURSED TO WANDER**

Your spirit is doomed to eternally wander the material plane, finding no solace in death. When you draw your last breath, on anything other than a 10+, you're coming back in another body. On a 7-9, you choose the race or the sex. On a miss, the GM chooses both. Either way, ask the GM if you want more details; they may ask you back.

- Replace the playbook and any Moves granted by It Came With The Body with new ones.
- Swap two of your stats.
- Ask the GM if you get new starting gear or not.

Shortly afterwards, you'll find yourself nearby in your new body.

#### IT CAME WITH THE BODY

Choose a playbook not in use to reflect your new body's training. Pick one Move from that playbook of your level or lower; until you next reincarnate you may use it as if it were one of your own.

#### NOT MY FIRST RODEO

You've been doing this so long you can't even remember how many bodies you've worn. When you use Spout Lore, you always treat a miss as a partial success. When you Discern Realities, you take +2 forward when acting on the answers, and you may add "What in a past life does this remind me of?" and "Was that me?" to the list of questions.

#### **IMMUTABLE SOUL**

Your mind might be fuzzy, your body a bit alien, but your soul is always the same. Choose Eternal Archetype, Muscle Memory, or Moment of Recognition.

#### ETERNAL ARCHETYPE

Choose a playbook not in use as an archetype playbook; any who recognize your soul will recognize you as the Eternal Warrior, Archmage, Trickster, or similar archetype. You may choose from this playbook's Moves as if they were your own, regardless of your current body, and you never lose them to reincarnation. When you first take this Move, take two starting Moves from your archetype playbook. Be warned, however, that the Eternal Archetype always has an Eternal Foe, who either seeks the mantle or to destroy it.

#### MUSCLE MEMORY (WIS)

When you wake up after making camp, roll+WIS. On a 10+, choose a Move from any playbook that you have at least one Move from (except this one) that you are eligible for; until you make this roll again you have that Move. On a 7-9, the GM will choose the Move for you, from any playbook they please.

#### MOMENT OF RECOGNITION (WIS)

Whenever you mark XP on a miss, roll+WIS. On a 10+, you remember something – or your current body does – of use; take +1 ongoing. On a 7-9, it's of limited utility, unexpectedly traumatic, or confusing; take +1 forward and the GM will tell you how you are affected.

# **ADVANCED MOVES**

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

#### AWAKENED SOUL

Gain a new Move granted by Immutable Soul.

#### LINGERING ENTANGLEMENTS (WIS)

When you meet someone who might recognize your current body, roll+WIS. On a 10+, choose one and take +1 ongoing while they don't know any better. On a 7-9, choose one, but the GM will tell you something unpleasant.

- They feel love, respect, or a similar emotion for you.
- They feel fear, anger, or a similar emotion for you.
- You offering to leave counts as leverage on them.

#### THE PROMISE OF THE PREMISE

Gain any starting Moves from your archetype you don't already have. Take +1 ongoing when you fulfill the premise of your archetype; if you roll a miss while using this bonus, you lose it until you next Make Camp, and the Eternal Foe will discover you soon.

#### **FINAL GESTURE (CON)**

When you take a blow that would normally kill you, you can shrug off the pain and delay your death, for long enough to get up and make one final Move. Then you reincarnate as normal.

#### **DEATH MY OLD FRIEND**

Death no longer holds any terror for you. When you Spout Lore about it, you always know something useful and interesting. And when someone you can touch takes their Last Breath, you may decide before they roll to take the consequences yourself; treat the result as a 10+ for them, and as their roll for you.

#### **SOULBOUND THING**

Choose one thing you possess. Whenever you reincarnate, your soulbound thing finds you, one way or another, as soon as possible, however implausibly.

#### **ALL MUST END (WIS)**

When you look someone in the eyes and remind them of their own mortality, roll+WIS. On a 10+, they are overcome by a sense of futility; you take +1 ongoing against them when preying on that. On a 7-9, the GM will also tell you how you've attracted unwanted notice from death's servants.

#### SPARK OF RECOGNITION

When you are sure you've encountered this situation before in another life, roll+WIS. On a 10+, tell the GM if you fought or fled last time, and take +1 ongoing to do the same now. On a 7-9, the GM will also offer you a hard bargain or an ugly choice.

#### LIKE A BAD PENNY (WIS)

When you begin a session, roll+WIS. On a 10+, hold 2. On a 7-9, hold 1. You may spend one hold to be wherever you are needed, if it's even remotely plausible. Spend another hold to not be trapped, in a bad position, or otherwise at a disadvantage when you do.

# MASTER MOVES

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

#### **APOTHEOSIS**

From now on, choose a Move from your archetype whenever you take a Move from this playbook. When you are fulfilling the premise of your archetype, roll d8+d6 instead of 2d6. If the dice show doubles, you can't use this move again until you next Make Camp, and your Eternal Foe will find you soon.

#### ALL PART OF THE PLAN (WIS)

In some other life, you set the wheels in motion. When you mark XP for learning something new and memorable about the world, roll+WIS. On a 10+, take 3 hold; on a 7-9, 1. Spend one hold later to choose one, as long as it's plausible.

- The item you need, where you need it to be.
- A message from your past self with useful information.
- An undeniable debt owed that may be called on.

#### ETERNAL FLAME

Choose someone you feel strongly towards. You recognize that their fate is entwined with yours; you always know vaguely where they are and exactly how close they are to death. When you trigger *Final Gesture* or *Like a Bad Penny*, you may grant them the benefit instead of yourself – and if they take a blow that would kill them, you may die instead.

#### MIND OVER BODY

You gain a measure of control over your reincarnation; on a 7-9, you may choose both the sex and race of your new body. On a miss, the GM will offer two options to pick from.

#### WARP DEATH'S DESIGN

When you act to save a life or to end one and it triggers a roll, tell the GM that you're using your intimate knowledge of death to subvert the natural order. You may bump the result up by one step, but the GM will tell you how Death retaliates against you or someone you care about, later.

#### **BODYSNATCHER (CON)**

When you would reincarnate into a new body, you may roll+CON. On a 10+, your new body is a copy of the last creature you touched, though it may be trained differently. On a 7-9, the GM will give you two prospects to pick from.

### **EVOLUTION**

Take a new Move. Also, if you have *Rejected by Death*, you no longer age, and body parts regrow over time. If you have *On Ice*, your soul shines through; your new body will slowly change to resemble your original over time. If you have *Many Bodies*, your last body, assuming it's still alive, remains a viable host and you may always choose to return to it when you reincarnate.

### SOULBOUND MEMORY

Whenever you reincarnate from now on, before you adjust your playbooks and moves, choose either the last Move granted by *Cursed to Wander* or your current Move from *Muscle Memory*; it is now one of your permanent Moves. Choose a new playbook and temporary Move as usual.

## **GFAR**

Your load is 7+STR. Choose your starting gear from the playbook granted by *It Came With the Body*.

You also have one:

ITEM

A small black disc that becomes a mirror briefly when tapped.

Five worn coins from different eras strung on a cord.

A cryptic letter from yourself in a language you can't read.

A love letter you found in your pocket when you awoke in this body.

A metal stamp that matches a burn scar on your body.

WEIGHT

VALUE

COINS & TREASURE	LO	AD
	l I —	

#### **DEATH MOVE**

Perhaps Death has finally forgiven you, or perhaps you've found some loophole in your curse, but the gates are open for you now. The energy that sustained you for untold years explodes forth, destroying whoever ended you and healing those you called friend. Choose one:

MAX

You return as if you'd rolled a 10+ on your Last Breath, in bad shape but alive — and fully mortal. Replace Cursed to Wander and Immutable Soul, along with any Moves that require reincarnation or depend on an archetype playbook, with Moves from your archetype playbook or It Came With The Body playbook. Your life begins now; what will you do with it?

Your body is healed, the soul within restored and joyful to be reawakened from a dream. They are not you; you have died, but your loved ones might find comfort in the person whose shell you wore, and in your escape from your curse. Describe your former host's fate or ask the GM to.