

Dungeon World: Additional Race Moves

This document contains additional racial moves for all the Dungeon World core classes, as well as all four Funhaver classes (the Warlock, Initiate, Shaman and Namer). This is intended to allow you to play these classes as races they weren't published with.

Additionally, we've added Orc moves to every one of the aforementioned classes, so you can now play an ancestor-worshipping, blood-magic-practicing, belligerent member of the noble tribes living on the fringes of civilised lands.

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The Bard

Dwarf

You are a chronicler of your people's histories. In addition to any other categories of Bardic Lore you have mastered, you always know about **The Dwarves and Their Affairs**.

Halfling

Everyone always underestimates you. When you **Defy Danger or Parley and use your disarming appearance**, take +1.

Orc

Being an outsider has its advantages. When you **first enter a civilised settlement**, the GM will tell you something that troubles it; describe a solution they haven't thought of.

The Cleric

Elf

Your people preach unity amidst the discord. When you **deal peacefully with other followers of your god**, take +1.

Halfling

Your people are fond of dualities. Choose a second domain; **when you Commune with your deity**, you can pick which of the two domains you have access to until the next time you Commune.

Orc

Your people practice ancestor worship. When you **Commune with your deity**, you are also granted the Wizard spell **Contact Spirits** as a Rote.

The Druid

Dwarf

You are born and bred of stone. In addition to any other attunements, the **Towering Mountains** are always considered your land.

Orc

You are at the top of the food chain. When you **change your shape into that of a predator**, you deal +1 damage.

The Fighter

Orc

Making you angry is a bad idea. When you **are attacked by an enemy**, you deal +1 damage forward against them.

The Paladin

Dwarf

You are a holy agent of your people's law. When you **give an order based on your divine authority to an NPC who is subject to dwarven law**, you choose how they react.

Elf

You were chosen by Nature to protect her. When you **pray for guidance, even for a moment, and ask "what here offends nature?"** the GM will tell you, honestly.

Halfling

Your people are stoutest of heart. When you **Defy Danger to resist temptation or corruption**, take +1.

Orc

Your people worship valor, and you are a paragon of your people. When you **are outnumbered or outmatched and pray for strength, even for a moment**, take +1 armor until you lose HP.

The Ranger

Dwarf

When you are **underground or in mountainous terrain**, you are never lost and can always retrace your steps exactly.

Halfling

There is a very practical side to you. Your animal companion is always trained for **Labor** in addition to whatever other trainings it has.

Orc

Your animals are bred for war. Your animal companion has +1 armor and is always *ferocious* in addition to whatever other strengths it may have.

The Thief

Dwarf

When you **take your sweet time to pick locks, pockets or disable a trap**, take +1.

Elf

When you Discern a Reality about a location, you always find any hidden doors and passages, even on a miss.

Orc

In addition to any other poisons you may know, you always know the following poison:
Bitterleaf (touch): The target is overcome by a wave of nausea for a few moments.

The Wizard

Dwarf

Your spellbook is reinforced and nearly impossible to damage or destroy. Additionally, it can be used as a Hand weapon.

Halfling

When you **create an illusion via Prestidigitation**, it looks convincingly real (but won't fool any other senses).

Orc

When **you perform a Ritual**, you can always choose to sacrifice a deadly monster as a replacement for fulfilling one of the conditions the GM gave you.

The Warlock

Halfling

Your **Summoned Minion** appears as a common animal to everyone except you. Anyone who can detect magic can see that something is... off about it.

Orc

Your patron accepts your own life-force as a tribute. Whenever you **would be required to fulfil your Obligation**, you can instead take a debility of your choice to appease your patron for a while.

The Initiate

Halfling

You are adept at using pressure points to cause pain. When you **attack a foe purely to disable them**, you can choose to also deal them 2 damage.

Orc

Your kung fu is savagely powerful. In addition to the other enhancements you pick, your **Signature Style** is always *intense*.

The Shaman

Elf

When you **call on an ancestor's ghost for assistance**, as long as you are in a place where nature's influence is strong, they can take on a physical form made of twigs and leaves.

Orc

You once ministered to the battlefield dead. You have a bond with the spirits of all those who have died fighting, and they will always show you respect unless you give them reason not to.

The Namer

Dwarf

Earth and rock speak to you. In addition to whatever other True Names you may know, you always know the True Name of stone.

Halfling

Extensive experience with extraplanar beings has taught you to be subtle in your studies. When you **study someone or something to discover its True Name**, no one will ever discover that you're trying to do so.

Orc

You have a kinship with bird and beast. When you **compel an animal to come to you using its True Name**, you can also give it a simple order, which it will follow to the best of its ability.