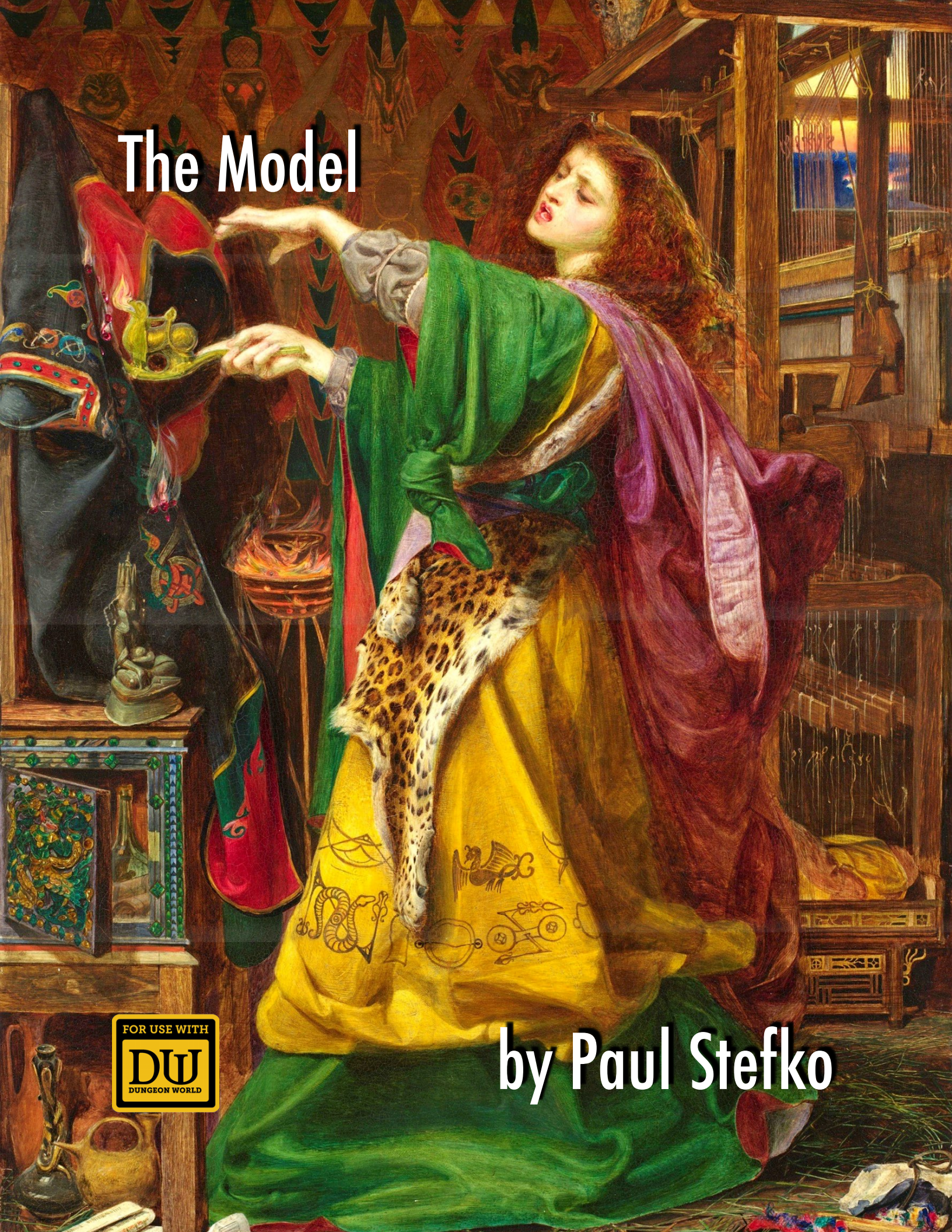


# The Model



FOR USE WITH

**DW**  
DUNGEON WORLD

by Paul Stefko



# The Model

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*A compendium class for Dungeon World by Paul Stefko*

Some adventure for wealth, some for power, and some to vanquish evil. Others see adventure as a way to express themselves. The bard may do this through story or song. The model does it through her physical appearance, poise, manner of dress, and pure attitude. She is the nonverbal to the bard's verbal.

When you **impress the masses with your poise and sense of style**, the next time you level up, you may choose this move:

## ☐ **Vogue**

When you **enter or return to a civilized settlement**, the GM will ask you what the latest fashion is. When you can wear, act, or otherwise express that fashion, take +1 forward.

If you have vogue, these count as class moves for you; you can choose from them when you level up.

## ☐ **Dungeon Runway**

When you **provide a distraction using your poise and sense of style**, roll+Cha.

★ On a 10+, hold 3. ★ On a 7-9, hold 1. As long as you maintain the distraction, you can spend hold, 1 for 1, to choose an option:

- Fascinate a creature in the audience, giving an ally +1 forward against that creature.
- Impress upon the audience that an object is desirable or fashionable. You or an ally can use that object as leverage to parley.
- Keep the audience's full attention, allowing allies to pass unnoticed.
- Leave a creature in the audience smitten or embarrassed, giving you +1 forward to parley with that creature.

## ☐ **Fierce**

When you **attack an enemy who can witness your bearing and attitude**, roll+Cha.

★ On a 10+, deal damage. ★ On a 7-9, choose one (and you still deal damage):

- Your attack needed a little more than just attitude: -1d6 damage.
- The enemy is not impressed: -1 forward against that foe.
- You focus too much on your foe, opening yourself up to danger.

## ❑ If Looks Could Kill

*Requires:* Fierce

When you hit with a fierce attack, get +1d4 forward to damage.

## ❑ Strike a Pose

When you parley using your physical appearance as leverage, treat rolling a 7-9 as if you had rolled a 10+.

## ❑ Unforgettable Face

You gain the Bard move unforgettable face.

## ❑ You Make This Look Good

Armor you wear loses the clumsy tag and gains the fashionable tag. If you are not wearing armor, you have 1 armor.

## Equipment

The following equipment complements the model, but it can be used by any character.

### New Armor Tag

*Fashionable:* Your armor is particularly attractive or impressive. +1 ongoing to defy danger using charm and social grace.

### New Armor

Couture of Plate

2 armor, worn, fashionable, 75-Charisma coins, 2 weight

### New Equipment

Makeup Kit

5 uses, slow, 10 coins, 1 weight

When you take a few minutes to apply makeup and arrange the subject's clothes and hair, bolstering confidence and creating an impressive appearance, mark a use and give the subject 1 preparation. The subject can spend 1 preparation for +1 to any roll. You can only spend one preparation per roll.

## Legalese



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Based on *Dungeon World*, by Sage LaTorra and Adam Koebel.

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