

The Flagellant

A Dungeon World Playbook



by Radulf St. Germain

The Flagellant

Name *Dwarf – Snorri, Baldric, Ungi, Gorek, Bingi, Walla, Gerta*
Human – Castius, Baltar, Ignatz, Severus, Severina, Lupina, Felina

Level XP

Look *Eyes – crazy, squinty, empty*
Body – emaciated, crippled, skeletal
Hair – wild, bald, tonsure, bald and single braid
Skin – scarred, dirty, sore-covered, heavily tattooed

Armor	Hit Points (Con+10)	Damage
		1D6

Alignment	<input type="checkbox"/> Lawful (Punish somebody for a minor infraction) <input type="checkbox"/> Good (Take on the pain for somebody else) <input type="checkbox"/> Evil (Increase the amount of suffering in the world)	Race	<input type="checkbox"/> Human: You gain a +1 on your Guided by God's Will rolls. <input type="checkbox"/> Dwarf: You only take 1d4 damage when you whip yourself due to a low Guided by God's Will roll.
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Attributes

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

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
<input type="checkbox"/> Weak -1	<input type="checkbox"/> Shaky -1	<input type="checkbox"/> Sick -1	<input type="checkbox"/> Stunned -1	<input type="checkbox"/> Confused -1	<input type="checkbox"/> Scarred -1

Bonds _____ is too soft to make it.
_____ seems to share your understanding of the value of pain.
You feel that _____ is straying from the path preordained by the gods.
_____ is trying to make you stray from the proper path.

Starting Abilities

Guided by God's Will: When you take a moment to send a prayer to your god, roll +Wis

- 10+ You gain 3 hold. Spend each hold after a successful attack to increase your damage by 1d4.
- 7-9 If you whip yourself for 1d6 damage, you gain 2 hold (useable as described above). Otherwise, you gain only 1 hold.
- 6- You suffer -1 on all rolls (excl. Last Breath) for the remainder of the current situation. (The GM will tell you when this effect ends.)

Holy Hermit: You only need half rations while travelling.

Chose one of the following abilities:

- ☐ Frenzy: Whenever you take one or more points of damage, you take +1 forward on your next Hack&Slash roll.
- ☐ Strong in the Flesh: You can use Con instead of Wis when rolling Guided by God's Will.
- ☐ Mental Strength: You can use your Wisdom modifier as armor value. However, this does not stack with other armor, including shields.

Also, chose your god:

- ☐ God of Suffering: When you take damage, you can chose to become Sick instead unless you are already sick. However, you cannot Carouse.
- ☐ God of Justice: When you take damage, you can chose to become Scarred instead unless you are already scarred. However, you cannot lie to figures of authority. (The GM will tell you who cannot be lied to.)
- ☐ God of Madness: When you take damage, you can chose to become Confused instead unless you are already confused. However, whenever you use Discern Realities and roll 6 or less, you suffer from a hallucination.

Equipment

Scourge (messy, forceful, reach)

Torn robes

Adventuring Gear (5 uses)

Rations (5 uses)



Advanced Moves

When you gain a level from 2-10, you may choose from these moves.

- ☐ Kiss of the Leash: When you take 5 or more points of damage, you automatically gain one hold as if having used Guided by God's Will.
- ☐ Impact Play: When you roll 7 or more on your check for Guided by God's Will, you gain 1 additional hold.
- ☐ Mortified Flesh: You increase your armor value by 1.
- ☐ Shades of Gray: You inflict 1d6 instead of 1d4 with your hold from Guided by God's Will.
- ☐ Mind over Matter: When you are called to Defy Danger based on Con, you can use Wis instead.
- ☐ Penance: You can whip yourself to end any one magical effect you are currently suffering from. You are weak or shaky afterwards (your choice). You cannot chose weak or shaky if you already suffer from that condition. However, you may take weak if you are shaky and vice versa.
- ☐ Mighty Scourge: You increase your damage die by one category. However, this also applies to the damage you suffer yourself. Dwarves go up to d6 for the damage they inflict on themselves.
- ☐ Fist of Jysus: You can spend one of your holds from Guided by God's Will to strike fear into an enemy who can see you. This enemy will not attack you unless you attack them first.
- ☐ Pain in Many Forms: You gain an advanced move from another class. Treat your level as one level lower.
- ☐ Painful Vigil: You automatically succeed on Take Watch moves as if you had rolled a 12.

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

- ☐ Lash of the Penitentes: When you roll 7 or more on your check for Guided by God's Will, you gain 1 additional hold. (Stacks with Impact Play.)
- ☐ Gelding: People can no longer manipulate your emotions. You are immune to mundane fear, charm, moral pressure etc.
- ☐ Shades of Black: You increase your damage from hold from Guided by God's Will by +2.
- ☐ Dayspring: You can use one of your hold from Guided by God's Will to mark an enemy (after successfully hitting them). Any attack on the enemy will double damage for the scene.
- ☐ Healing Prayer: During Make Camp you heal to your maximum hit points.