

THE GUEST STAR

A DUNGEON WORLD PLAYBOOK
DESIGNED FOR EXTRA PLAYERS AND EXPENDABLE ALLIES

*Did you have an extra player
show up for game night?
A tag-a-long or temporary guest?*

*Do you want to introduce
someone to Dungeon World,
but they aren't sure they
want to dedicate to a
full campaign?*

**Perfect for
one-shots too!**

Why not bring in a

GUEST STAR?

WRITTEN BY JACOB RANDOLPH

NAME

LOOK

Names: Marco, Minstrel, Rookie, Redshirt, John Doe, Fred, Redgar, #2, New Guy, Jack, Shelley, Henchperson, Blueshirt, New Girl, Jane Doe, Mylius, Alys, Jill, #1, Yes You

Plain Hair, Ordinary Hair, or Clean Hair
Plain Uniform, Work Clothes, or Traveler's Robes
Covered Face, Earnest Face, or Surly Face

SPECIES

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE

ARMOR

HP

CURRENT
MAX
6

YOUR MAX HP IS 6

OMEN

Something has marked you for death. Choose one:

☐ EAGER CADET

Fresh out of the academy and ready to prove your worth!

When you rush into danger, whoever foolishly follows you takes +1 forward. **When you die**, tell us how much you still had to live for. The first player to try to avenge you takes +1 forward to do so.

☐ HIRED HAND

You're just here to do your job. You had no idea what you were getting into. **When you grumble and complain while Defying Danger**, you may take the 7-9 result instead of rolling. **When you die**, you were just doing your job - tell us something you managed to do before dying, such as opening up a locked door, taking out a minor enemy, or doing the thing you were hired for.

☐ MYSTERIOUS STRANGER

You are a mysterious stranger who likes to stick their nose where it doesn't belong. **When you step in to help unwanted**, you may take the 7-9 result on your Aid roll instead of rolling. **When you die**, no one will miss you - tell us what the players loot off of your body.

☐ THREE DAYS FROM RETIREMENT

You're just about ready to retire, but you've got one last adventure in you. **When you Spout Lore about something**, also tell us about something similar you've encountered in the past. **When you die**, your dying words grant wisdom - one ally asks a question from the Discern Realities list immediately.

STARTING MOVES

HELLO STRANGER

At the beginning of each session and each time you die, you roll up a new Guest Star. You may appear whenever you like. Assign your stats as normal, and choose an Omen that marks you for death. Tell us how you got here, or ask one of the other players to explain for you. You do not have any Bonds or Alignments, and you do not gain experience points. Your Load is 4, and you start with a single weapon with a Range of your choice, 1 weight, and 3-ammo (1 weight), should it need it.

EXPENDABLE, THAT'S ME

When you sacrifice yourself trying to accomplish something, choose one:

- **The players learn from your death:** tell us what they discovered.
- **You give them an opening:** one player automatically takes 10+ on a Defy Danger roll to follow in your footsteps.

I'VE GOT YOUR BACK

When you Aid an ally and get a 10+, instead of improving their roll you may take all negative consequences of whatever they did in their place. **Each time you Aid an ally, whether or not you succeed**, you gain +1 ongoing to Aid rolls until you die (to a maximum bonus of +3).

I HOPE I LIVE

When you get a 6-, you do not mark XP. Instead, you level up - choose an Advance immediately. You do not increase your stats when you level up. **Each time you die**, your new character loses all Advances - easy come, easy go.

A VERY SPECIAL EPISODE

At the end of the session, each player may tell you something they learned from one of your characters - a positive moral for everyone to take home and reflect upon. **If they do**, they mark 1-XP.

ADVANCES

☐ DEFIANT TO THE LAST MAN

When you gain this Advance, gain 3-hold for Defend. **Until you spend all of that hold or stop Defending**, you cannot die.

☐ I FEEL FINE

When you gain this Advance, heal to full HP and take +1 armor ongoing.

☐ I'M GIVING IT ALL I GOT!

When you gain this Advance, you retroactively did not Miss the rolled you Missed in order to gain this Advance. Instead, take a result of 12.

☐ I'M NOT DEAD YET!

When you die, set aside this character sheet. This particular Guest Star will show up again later at 1 HP any time you like, still under your control.

☐ MESSAGE FOR YOU, SIR

When you gain this Advance, Spout Lore as if you rolled a 12.

☐ REPORTING FOR DUTY!

Choose a player - that player is your Commander now. You take +1 to Aid them. **When they give you a command and you follow it**, take +1 forward.

☐ SOMETHING AIN'T RIGHT HERE

When you gain this Advance, Discern Realities as if you rolled a 12.

☐ TAKE THAT, YOU CUR!

When you gain this Advance, deal your damage to an enemy in range.

☐ THAT'S THE LAST OF THEM!

When you survive an encounter with a hostile enemy, increase your damage die to d8. **If you survive another**, increase it to d10.

☐ TEACH ME YOUR WAYS

Gain a move another player knows, with their permission.



THE GUEST STAR

LEVEL

*Other playbooks can NEVER take Guest Star moves using multiclass moves. Never. Stop thinking about it, don't do it.