

# DUNGEON WORLD 2

## BONDS

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# BONDS

While Relationships are more focused on the immediate efforts, opinions, and contentions between two PCs, Bonds represent the core unbreakable connections between them. They aren't always positive, and don't negate disputes, but through Bonds you work together and help each other overcome hardship and strife.

By default PCs don't start play with any shared Bonds. Even if they've adventured together before, they might start with a deeper Relationship, but a Bond must be forged during play.

While Relationships and their Depths are managed individually, Bonds and their moves are mutually shared. When a Bond is first forged, both PCs immediately gain access to its starting move, and similar Bond Advanced Moves become available to both PCs at the same time.

- ◆ “You” refers to the singular PC triggering the bond's move
- ◆ “Your bondmate” refers to the other PC who isn't triggering the move, but is still part of this Bond with you. Certain bonds may instead use rival, teacher, student, or similar specific terms
- ◆ “Either of you” means you or your bondmate
- ◆ “Both of you” and similar refers to both bonded PCs

*Note: These Bonds are mostly alphabetical, but some have been rearranged.*

## ☐ COMRADES IN ARMS

*You support each other through fights and their aftermaths*

### ☒ BACK TO BACK

When you **Aid your bondmate when they TRADE BLOWS**, you may choose one (or none):

- ◆ Suffer 1 DMG #piercing instead of another **Aid A PC** cost
- ◆ Instead of granting ADV to their roll, you may add your DMG to theirs. This DMG is still affected by MIN and MAX choices

### ☐ LET IT ALL OUT

When you **COMFORT OR SUPPORT your bondmate by dueling, brawling, or fighting them**, they either choose an extra option or mark 1 XP (their choice).

### ☐ KILLER COMBO

When you **TRADE BLOWS with your bondmate's Aid**, \*on a 12+ make an additional choice from the 10+ list.

### ☐ TRAINING EXERCISE

When you **MAKE CAMP**, you and your bondmate can choose the same Condition together. Until you next **MAKE CAMP**, you both ignore penalties from that Condition.

☐ Exhausted ☐ Frightened ☐ Angry ☐ Distracted ☐ Insecure

## ☐ CHAMPIONS

*You both share a set of beliefs, morals, values, or maybe a faith*

**Your Cause:** \_\_\_\_\_  
*e.g. no monarchs, protect the innocent, share your faith*

### ☒ ONE VISION

When you **END THE SESSION** also ask, “*Did we significantly support our cause?*” If “Yes”, both of you mark 1 XP.

### ☐ RETURN THE FAVOR

When you **help or save a relevant NPC**, they now support your Cause. Once in the campaign per helped/saved NPC you may request their aid; they will appear as soon as possible and help you with any current predicament you're in.

### ☐ YOU CANNOT KILL AN IDEA

When you **FACE DEATH while fighting for your Cause**, you may choose to *Go Out in a Blaze of Glory* without dying. Each of you can use this Move once in a campaign.

### ☐ UNITED WE STAND

Each of you, once per session, may **Aid** the other while pursuing your Cause without paying any cost. When either of you **SENSE MOTIVE**, you can always ask “*Do you believe in my cause?*” no matter the result.

## ☐ ROMANTIC PARTNERS

*This is true love. You think this happens every day?*

### ☒ ALWAYS ON MY MIND

Once per session each, you can **wonder dreamily about your lover** to gain ADV on a roll as if they were **AIDING** you (at no cost).

### ☐ HANDFASTING

When you **both commit to a lifelong partnership**, each of you can now use **ALWAYS ON MY MIND** a number of times per session equal to your current Depth with your lover (instead of once, min 1).

### ☐ LET ME TELL YOU ALL ABOUT THEM

When you **wax poetically about your lover to an NPC**, you can **PULL STRINGS**+your Depth with your lover (instead of +CHA).

### ☐ TOGETHER FOREVER

When **either of you dies**, the GM will tell the other how to bring you back to life. At the end of the next session (not this one), if you haven't revived your lover, you follow them in death.

## ☐ ENTHUSIASTS

*You share a passion for a topic, hobby, craft, or similar*

**Shared Interest:** \_\_\_\_\_  
*e.g. cooking, secret history, magic, arena fights, political rumors, birds*

### ☒ JOY OF DISCOVERY

Once per session, when you **discover something new related to your Interest**, clear a condition. If your bondmate is present for the discovery, or when you tell/show them later, choose one from **COMFORT OR SUPPORT**.

### ☐ PAIRED PROJECT

When you **ENJOY DOWNTIME**, you may begin working together on a project related to your Shared Interest. Say what it is, and the GM will give you 1-4 requirements (similar to **PERFORM A RITUAL**). When you meet the requirements, you finish the project and each mark 1 Depth with each other (in addition to the project's effects).

When you **ENJOY DOWNTIME with a paired project already underway**, together you may ask the GM any one question about it.

### ☐ SPECIALISTS

When you **DEFY DANGER in direct relation to your Shared Interest**, ignore penalties from Conditions.

### ☐ GREAT MINDS

When you **SPOUT LORE about your Interest**, if your fellow enthusiast could answer yes to a question, then you can too, even if they aren't nearby. \*On a 12+ they may answer instead of the GM.

## ☐ STUDENT & TEACHER

*One advises and guides the other through life and its dangers  
I am the ☐ Teacher ☐ Student*

### ☒ WORDS OF WISDOM

Once per session, when **the Teacher gives advice or guidance to the Student**, the Teacher says what the Student should do. If the Student accepts, their first roll in pursuit of it has ADV. If the Student rejects it, the Teacher marks a Condition but the Student clears one. Either way, if the Student later achieves it, the Student marks 1 XP and the Teacher clears a Condition.

### ☐ THE SINCEREST FORM OF FLATTERY

When **the Teacher SENSES MOTIVE**, they may always ask The Student one additional question, even if they're **SENSING** another.

When **the Student imitates a mannerism or ability from the Teacher**, the Student may mark a condition to gain access to one of the Teacher's Moves for the rest of the scene (Student's call which Move).

### ☐ JUST LIKE WE PRACTICED

Once per session each, the Teacher and Student can **AID** the other without any cost or risk.

### ☐ HEROIC SACRIFICE

When **the Student FACES DEATH**, the Teacher may take their place, clearing a condition (and joining the scene if they were absent).

When **the Teacher dies**, they can give the Student a final word of guidance, either here and now or based on their last conversation. From now until they see the Teacher again (if ever), when the Student Ends the Session having followed that guidance, they mark 1 XP.

## ☐ RIVALS

*Each of you refuses to be outdone by the other*

### ☒ ALWAYS A COMPETITION

When you **start each session**, neither of you has the Upper Hand. When you **END THE SESSION**, whoever has the Upper Hand marks 1 XP. Between the two of you, only one can have the Upper Hand at a time.

When you **pull off an impressive feat or dangerous trick**, ask your rival if they agree. If they do, gain the Upper Hand. If they don't, either gain ADV on your next roll or erase 1 Depth with them to gain the Upper Hand anyways anyways (your call).

### ☐ STILL COUNTS AS ONE

Once per session, when you **admit that your rival went above and beyond or did the impossible**, they may make one choice from **COMFORT AND SUPPORT**.

### ☐ I CAN DO THAT

When you **AID your rival by copying their actions**, instead of giving them ADV you may roll at the same time with your own Stat (or other questions, or similar). If your result is higher, they can use it instead and you gain the Upper Hand.

### ☐ TRY TO KEEP UP

When you **gain the Upper Hand**, you may taunt your rival to clear a Condition. If you do, they gain ADV on their next roll.

## ☐ SIBLINGS

*You know each other more than most... For better and for worse*

### ☒ LOOK OUT FOR EACH OTHER

When **your sibling is about to mark a Condition or suffer DMG**, if it makes sense in the fiction, you can mark the Condition or suffer the DMG instead.

### ☐ SHARED PAST

When you **COMFORT OR SUPPORT your sibling**, you can also ask "Did we talk about a happy memory we share?"

### ☐ I CARRY YOUR HEART WITH ME

When **your sibling dies**, they choose one of their Advanced Moves; you can now use it, even after you erase this Bond.

### ☐ PUSH YOUR BUTTONS

When you **try and convince your sibling to do something they don't want to**, they can clear a Condition if they reluctantly go along—or mark a Condition if they don't.