Living Dungeon World Highlighting

For: _____

❒ Attack
Mark XP when you make a move whose purpose is to inflict harm

❒ Maneuver
Mark XP when you make a move whose purpose is to position yourself

❒ Guard
Mark XP when you make a move whose purpose is to defend yourself or another from harm, including healing spells

❒ Discover
Mark XP when you make a move whose purpose is to uncover things about the world and people in it

❒ Converse
Mark XP when you make a move whose purpose is to gain information from or manipulate a person

❒ Support
Mark XP when you make a move whose purpose is to aid another character

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