

CREATING AN ANGEL

To create your angel, choose name, look, stats, moves, gear, and Hx.

NAME

Dou · Bon · Abe · Boo · T · Kal · Bai · Char · Jav · Ruth · Wei · Jay · Nee · Kim · Lan · Di · Dez · Doc · Core · Wheels · Buzz · Key · Gabe · Biz · Bish · Line · Inch · Grip · Setter

LOOK

man · woman · ambiguous · transgressing · concealed
utility wear · casual wear plus utility · scrounge wear plus utility
kind face · strong face · rugged face · haggard face · pretty face · lively face
quick eyes · hard eyes · caring eyes · bright eyes · laughing eyes · clear eyes
compact body · stout body · spare body · big body · rangy body · sturdy body

STATS

Choose one set:

- Cool+1 Hard=0 Hot+1 Sharp+2 Weird-1
- Cool+1 Hard+1 Hot=0 Sharp+2 Weird+1
- Cool-1 Hard+1 Hot=0 Sharp+2 Weird+1
- Cool+2 Hard=0 Hot-1 Sharp+2 Weird-1

MOVES

You get all the basic moves. Choose 2 angel moves.

GEAR

You get: angel kit with 6-stock; 1 small practical weapon; oddments worth 1-barter; fashion suitable to your look, including at your option a piece worth 1-armor (you detail).

Small practical weapons (choose 1):

- .38 revolver (2-harm close reload loud)
- 9mm (2-harm close loud)
- big knife (2-harm hand)
- sawed-off (3-harm close reload messy)
- stun gun (s-harm hand reload)

HX

All players introduce their characters by name, look, and outlook. Take your turn.

List the other characters's names.

Go around again for Hx. On your turn, choose 1, 2, or all 3:

- One of them put in a hand when it mattered, and helped you save a life. Tell that player Hx+2.
- One of them has been beside you and has seen everything you've seen. Tell that player Hx+2.
- One of them, you figure doomed to self-destruction. Tell that player Hx-1.

Tell everyone else Hx+1. You're an open book.

On the other characters's turns: You try not to get too attached. Whatever number they tell you, give it -1 and write that next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will name another stat for you to highlight too.

Introducing THE ANGEL

When you're lying in the dust of Apocalypse World, guts spilled, for whom do you pray? The gods? They're long gone. Your beloved comrades? Fuckers all, or you wouldn't be here to begin with. Your precious old mother? She's a darling but she can't put an intestine back inside so it'll stay. No, you pray for some grinning kid or veteran or just *someone* with a heartshocker and a hand with sutures and a 6-pack of morphine. And when that someone comes, *that's* an angel.

experience ○○○○○→ IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with a character, mark an experience circle. When you mark the 5th one, improve, then erase all experience marks. Each time you improve, choose one of the options. Check it off; you can't choose it again.

- | | |
|--|--|
| <input type="checkbox"/> get +1 sharp (max sharp +3) | <input type="checkbox"/> get a new angel move |
| <input type="checkbox"/> get +1 cool (max cool +2) | <input type="checkbox"/> get a new angel move |
| <input type="checkbox"/> get +1 hard (max hard +2) | <input type="checkbox"/> get 2 gigs (detail) and moonlighting |
| <input type="checkbox"/> get +1 hard (max hard +2) | <input type="checkbox"/> get a move from another playbook |
| <input type="checkbox"/> get +1 weird (max weird +2) | <input type="checkbox"/> get a move from another playbook |

Starting with your 6th improvement, the following options are also available:

- | | |
|---|---|
| <input type="checkbox"/> +1 to any stat (max +3) | <input type="checkbox"/> retire your character (to safety) |
| <input type="checkbox"/> choose 3 basic moves, advance them | <input type="checkbox"/> create an additional character to play |
| <input type="checkbox"/> advance the other 4 basic moves | <input type="checkbox"/> change your character to a new type |

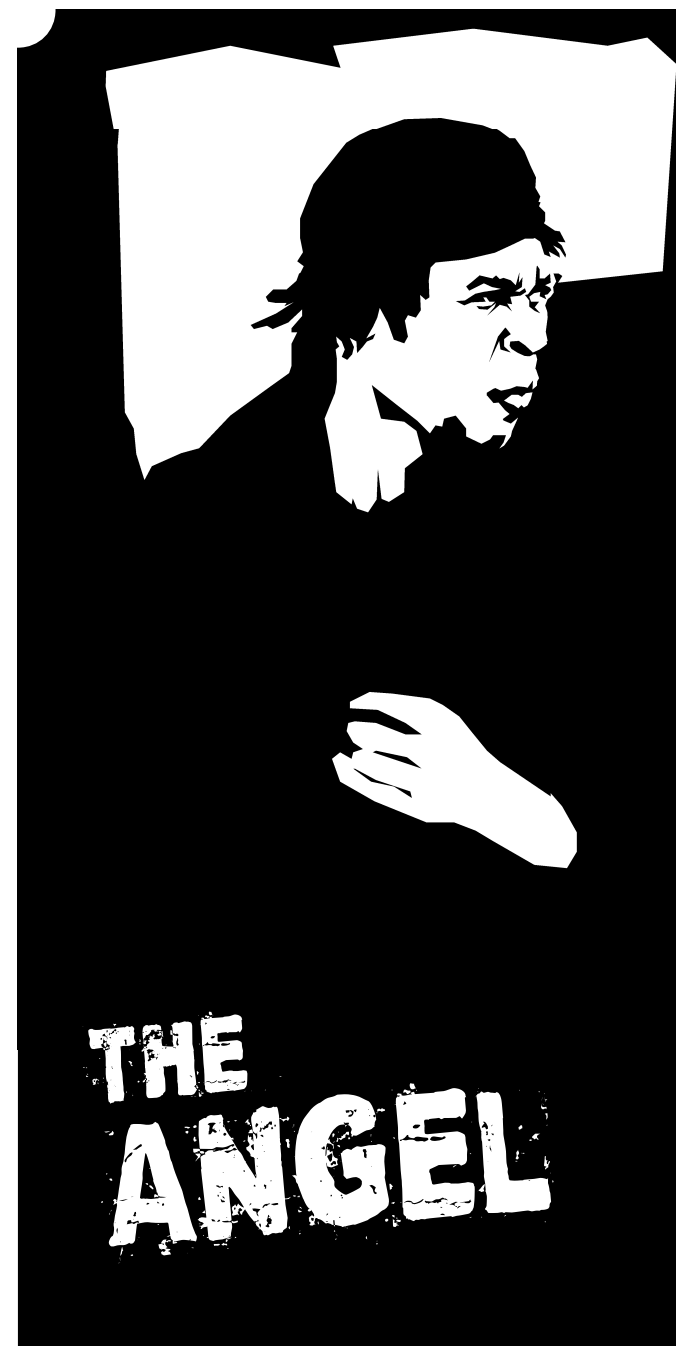
BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury and company; one square meal each for around 30 people; a typical family's entire food store; the material costs of a crash resuscitation by an angel; a week's hire of the protective companionship of a battlebabe or gunlugger; any weapon, gear, or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees, and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one successful resuscitation* (plus material costs); *one week's full around-the-clock care* (plus material costs); *one month's employment as angel on call* (plus material costs, if any).



a character playbook for

APOCALYPSE WORLD

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www.apocalypse-world.com

ANGEL KIT

Your angel kit has all kinds of crap in it: scissors, rags, tape, needles, clamps, gloves, chill coils, wipes, alcohol, injectable tourniquets & bloodslower, instant blood packets (coffee reddener), tubes of meatmesh, bonepins & site injectors, biostabs, chemostabs, narcostabs (chillstabs) in quantity, and a roll of heart jumpshock patches for when it comes to that. It's big enough to fill the trunk of a car.

When you use it, spend its stock; you can spend 0–3 stock per use. You can supply it for 1-barter per 2-stock, if your circumstances let you barter for medical supplies.

It begins play holding 6-stock.

When you **use your angel kit to stabilize someone harmed at 9:00 or beyond**, *roll+stock spent*. On a hit, they will stabilize and heal to 6:00, but the MC will choose from the following (on a 10+, the MC chooses 1; on a 7–9, the MC chooses 2):

- They need to be physically stabilized before you can move them.
- Even narcostabbed, they fight you; you're acting under fire.
- They'll be in and out of consciousness for 24 hours.
- Stabilizing them eats up your stock; spend 1-stock more.
- They'll be bedridden, out of action, for at least a week.
- They'll need constant monitoring and care for 36 hours.

INFIRMARY

You are skilled at using an infirmary, but don't have one by default until something grants it to you.

When you are **in your infirmary and dedicate yourself to working on a person there**, tell the MC what you're trying for. The MC will tell you “sure, no problem, but...” and then 1 to 4 of the following:

- it's going to take hours/days/weeks/months of work
- first you'll have to get/build/fix/figure out _____
- you're going to need _____ (character) to help you with it
- it's going to cost you a fuckton of jingle
- the best you'll be able to do is a crap version, weak and unreliable
- it's going to mean exposing yourself (plus colleagues & patient) to serious danger
- you're going to have to add _____ to your infirmary first
- it's going to take several/dozens/hundreds of tries
- you're going to have to take _____ apart to do it

The MC might connect them all with “and”, or might throw in a merciful “or”.

STOCK

NAME

LOOK

HX HISTORY WITH PEOPLE

help · interfere · session end

stat

highlight

COOL
act under fire

HARD
seize by force · go aggro

HOT
seduce or manipulate

SHARP
read a sitch · read a person

WEIRD
open your brain

HOLD

GEAR, BARTER

HARM

unstabilized

- shattered (–1 cool)
- crippled (–1 hard)
- disfigured (–1 hot)
- broken (–1 sharp)

ANGEL MOVES

- Sixth sense:** when you **open your brain to the world's psychic maelstrom**, *roll+sharp* instead of *roll+weird*.
- Infirmary:** you get an infirmary: a workspace with life support, a drug lab, and a crew of 2. When you get a patient into your infirmary, you can work on them like a savvyhead on tech.
- Professional compassion:** when you **help someone who's rolling**, you can choose to *roll+sharp* instead of *roll+Hx*.
- Battlefield grace:** while you are **caring for people, not fighting**, you get +1 *armor*.
- Healing touch:** when you **put your hands skin-to-skin on a wounded person and open your brain to them**, *roll+weird*. On a 10+, heal 1 segment. On a 7–9, heal 1 segment, but you're acting under fire from your patient's brain. On a miss: first, you don't heal them; second, you've opened both your brain and theirs to the world's psychic maelstrom, without protection nor preparation. For you, and for your patient if your patient is a fellow player character, treat it as though you've made that move and missed the roll. For patients belonging to the MC, their experience and fate are up to the MC.
- Touched by death:** whenever **someone in your care dies**, you get +1 *weird* (max weird +3).

When **you and another character have sex**, your Hx with them on your sheet goes immediately to +3, and they immediately get +1 to their Hx with you on their sheet. If that brings their Hx with you to +4, they reset it to +1 instead, and so mark experience.

MORE MOVES

CREATING A BATTLEBABE

To create your battlebabe, choose name, look, stats, moves, gear, and Hx.

NAME

Snow · Crimson · Shadow · Azure · Midnight · Scarlett · Violetta · Amber · Rouge · Damsion · Sunset · Emerald · Ruby · Raksha · Kickskirt · Kite · Monsoon · Smith · Beastie · Baaba · Melody · Mar · Tavi · Absinthe · Honeytree

LOOK

man · woman · ambiguous · transgressing

formal wear · display wear · luxe wear · casual wear · showy armor

smooth face · sweet face · handsome face · sharp face · girlish face · boyish face · striking face

calculating eyes · merciless eyes · frosty eyes · arresting eyes · indifferent eyes

sweet body · slim body · gorgeous body · muscular body · angular body

STATS

Choose one set:

- Cool+3 Hard-1 Hot+1 Sharp+1 Weird=0
- Cool+3 Hard-1 Hot+2 Sharp=0 Weird-1
- Cool+3 Hard-2 Hot+1 Sharp+1 Weird+1
- Cool+3 Hard=0 Hot+1 Sharp+1 Weird-1

MOVES

You get all the basic moves. Choose 2 battlebabe moves.

GEAR

You get: 2 custom weapons; oddments worth 2-barter; fashion suitable to your look, including at your option fashion worth 1-armor or armor worth 2-armor (you detail).

HX

Everyone introduces their characters by name, look, and outlook. Take your turn.

List the other characters's names.

Go around again for Hx. On your turn, tell everyone Hx+1. You put yourself out in the public view.

On the other players's turns:

- Choose which character you trust the least. Whatever number that player tells you, ignore it; write Hx+3 next to that character's name instead.
- Everyone else, write the number they tell you next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will name another stat for you to highlight too.

Introducing THE BATTLEBABE

Even in a place as dangerous as Apocalypse World, battlebabes are — well. They're the ones you should walk away from, eyes down, but you can't. They're the ones like the seductive blue crackling light, y'know? You mistake looking at them for falling in love, and you get too close and it's a zillion volts and your wings burn off like paper.

Dangerous.

experience ○○○○○→ IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with a character, mark an experience circle. When you mark the 5th one, improve, then erase all experience marks. Each time you improve, choose one of the options. Check it off; you can't choose it again.

- get +1 hard (max hard +2)
- get +1 hot (max hot +2)
- get +1 sharp (max sharp +2)
- get +1 weird (max weird +2)
- get a gang (detail) and **leadership**
- get a new battlebabe move
- get a new battlebabe move
- get 2 gigs (detail) and **moonlighting**
- get a move from another playbook
- get a move from another playbook

Starting with your 6th improvement, the following options are also available:

- +1 to any stat (max +3)
- choose 3 basic moves, advance them
- advance the other 4 basic moves
- retire your character (to safety)
- create an additional character to play
- change your character to a new type

BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury and company; one square meal each for around 30 people; a typical family's entire food store; the material costs of a crash resuscitation by an angel; a week's hire of the protective companionship of a battlebabe or gunlugger; any weapon, gear, or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees, and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one murder executed; one week's employment as bodyguard.*



a character playbook for

APOCALYPSE WORLD

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CUSTOM WEAPONS

FIREARMS

Base (choose 1):

- handgun (2-harm close reload loud)
- shotgun (3-harm close reload messy)
- rifle (2-harm far reload loud)

Options (choose 2):

- ornate (+valuable)
- antique (+valuable)
- semiautomatic (-reload)
- 3-round burst (close/far)
- automatic (+area)
- silenced (+loud)
- hi-powered (+1 harm)
- ap ammo (+ap)
- scoped (+far, or +1 harm at far)
- big (+1 harm)

HAND WEAPONS

Base (choose 1):

- staff (1-harm hand area)
- haft (1-harm hand)
- handle (1-harm hand)
- chain (1-harm hand area)

Options (choose 2):

- ornate (+valuable)
- antique (+valuable)
- head (+1 harm)
- spikes (+1 harm)
- blade (+1 harm)
- long blade‡ (+2 harm)
- heavy blade‡ (+2 harm)
- blades‡ (+2 harm)
- hidden (+infinite)

‡: counts as 2 options

CUSTOM WEAPONS

NAME

LOOK

HX HISTORY WITH PEOPLE

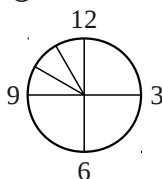
help · interfere · session end

HOLD

GEAR, BARTER

HARM

unstabilized



- shattered (-1 cool)
- crippled (-1 hard)
- disfigured (-1 hot)
- broken (-1 sharp)

stat

highlight

COOL

act under fire

HARD

seize by force · go aggro

HOT

seduce or manipulate

SHARP

read a sitch · read a person

WEIRD

open your brain

BATTLEBABE MOVES

- Dangerous & sexy:** when you **enter into a charged situation**, *roll+hot*. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold 1-for-1 to make eye contact with an NPC present; they freeze or flinch and can't take action until you break it off. On a miss, your enemies immediately identify you as their foremost threat.
- Ice cold:** when you **go aggro on an NPC**, *roll+cool* instead of *roll+hard*. When you **go aggro on another player's character**, *roll+Hx* instead of *roll+hard*.
- Merciless:** when you **inflict harm**, inflict +1 *harm*.
- Visions of death:** when you **go into battle**, *roll+weird*. On a 10+, name one person who'll die and one who'll live. On a 7-9, name one person who'll die OR one person who'll live. Don't name a player character; name NPCs only. The MC will make your vision come true, if it's even remotely possible. On a miss, you foresee your own death, and accordingly take -1 throughout the battle.
- Perfect instincts:** when you **act on the MC's answers** from reading a charged situation, *take +2* instead of +1.
- Impossible reflexes:** when you **move unencumbered**, the way you move counts as armor. If you're naked or nearly naked, *2-armor*; if you're wearing non-armor fashion, *1-armor*. If you're wearing armor, use that instead.

When **you and another character have sex**, nullify the other character's sex move. Whatever it is, it just doesn't happen.

MORE MOVES

CREATING A BRAINER

To create your brainer, choose name, look, stats, moves, gear, and Hx.

NAME

Smith · Jones · Jackson · Marsh · Lively · Burroughs · Gritch · Joyette · Iris · Marie · Amiette · Suelle · Cybelle · Pallor · Sin · Charmer · Pity · Brace · Sundown

LOOK

man · woman · ambiguous · transgressing · concealed

high formal wear · clinical wear · fetish–bondage wear · environmental wear improper to the local environment

scarred face · smooth face · pale face · bony face · plump moist face · sweet face

soft eyes · dead eyes · deep eyes · caring eyes · pale eyes · ruined eyes · wet eyes

awkward angular body · soft body · slight body · crippled body · fat body

STATS

Choose one set:

- Cool+1 Hard+1 Hot–2 Sharp+1 Weird+2
- Cool=0 Hard=0 Hot+1 Sharp=0 Weird+2
- Cool+1 Hard–2 Hot–1 Sharp+2 Weird+2
- Cool+2 Hard–1 Hot–1 Sharp=0 Weird+2

MOVES

You get all the basic moves. Choose 2 brainer moves.

GEAR

You get: 1 small fancy weapon; 2 brainer gear; oddments worth 5-barter; fashion suitable to your look, including at your option a piece worth 1-armor (you detail).

Small fancy weapons (choose 1):

- silenced 9mm (2-harm close hi-tech)
- ornate dagger (2-harm hand valuable)
- hidden knives (2-harm hand infinite)
- scalpels (3-harm intimate hi-tech)
- antique handgun (2-harm close reload loud valuable)

HX

Everyone introduces their characters by name, look, and outlook. Take your turn. List the other characters's names.

Go around again for Hx. On your turn, tell everyone Hx–1. You keep yourself secret.

On the other characters's turns, choose 1, 2, or all 3:

- One of them has slept in your presence (knowingly or un-). Ignore whatever number that player tells you; instead, write Hx+3 next to that character's name.
- One of them you've been watching carefully for some time, in secret. Ignore whatever number that player tells you; instead, write Hx+3 next to that character's name.
- One of them quite evidently dislikes and distrusts you. Ignore whatever number that player tells you; instead, write Hx+3 next to that character's name.

Everyone else, whatever number they tell you, add +1 to it and write that next to their character's name. You know everyone better than normal.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will name another stat for you to highlight too.

Introducing THE BRAINER

Brainers are the weird psycho psychic mindfucks of Apocalypse World. They have brain control, puppet strings, creepy hearts, dead souls, and eyes like broken things. They stand in your peripheral vision and whisper into your head, staring. They clamp lenses over your eyes and read your secrets.

They're just the sort of tasteful accoutrement that no well-appointed hardhold can do without.

experience ○○○○○→ IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with a character, mark an experience circle. When you mark the 5th one, improve, then erase all experience marks. Each time you improve, choose one of the options. Check it off; you can't choose it again.

- get +1 cool (max cool +2)
- get +1 sharp (max sharp +2)
- get +1 hard (max hard +2)
- get +1 hard (max hard +2)
- get a holding (detail) and **wealth**
- get a new brainer move
- get a new brainer move
- get 2 gigs (detail) and **moonlighting**
- get a move from another playbook
- get a move from another playbook

Starting with your 6th improvement, the following options are also available:

- +1 to any stat (max +3)
- retire your character (to safety)
- choose 3 basic moves, advance them
- create an additional character to play
- advance the other 4 basic moves
- change your character to a new type

BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury and company; one square meal each for around 30 people; a typical family's entire food store; the material costs of a crash resuscitation by an angel; a week's hire of the protective companionship of a battlebabe or gunlugger; any weapon, gear, or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees, and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one successful deep-brain scan; one in-brain puppet command, upon its execution; one week's employment as a kept brainer.*



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BRAINER GEAR

Implant syringe (tag hi-tech)

After you've tagged someone, if a brainer move allows you to inflict harm on them, inflict +1 harm.

Brain relay (area close hi-tech)

For the purpose of brainer moves, if someone can see your brain relay, they can see you.

Receptivity drugs (tag hi-tech)

Tagging someone gives you +1 hold if you then use a brainer move on them.

Violation glove (hand worn hi-tech)

For the purpose of brainer moves, mere skin contact counts as time and intimacy.

Pain-wave projector (1-harm ap area loud reload hi-tech)

Goes off like a reusable grenade. Hits everyone but you.

Deep ear plugs (worn hi-tech)

Protects the wearer from all brainer moves and gear.

When you and another character have sex, you automatically attempt a deep brain scan on them, whether or not you have that move. *Roll+weird* as usual. However, the MC chooses which questions the other character's player will answer.

NAME

LOOK

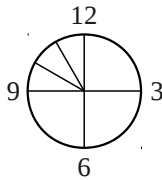
HX HISTORY WITH PEOPLE

help · interfere · session end

HOLD

HARM

○ unstabilized



- shattered (-1 cool)
- crippled (-1 hard)
- disfigured (-1 hot)
- broken (-1 sharp)

GEAR, BARTER

stat
○ highlight

COOL

act under fire

HARD

seize by force · go aggro

HOT

seduce or manipulate

SHARP

read a sitch · read a person

WEIRD

open your brain

BRAINER MOVES

- Unnatural lust transfixion**: when you **try to seduce someone**, *roll+weird* instead of *roll+hot*.
- Casual brain receptivity**: when you **read a person** (they have to be able to see you, but you don't have to interact), *roll+weird* instead of *roll+sharp*.
- Preternatural at-will brain attunement**: you get +1 *weird* (max *weird* +3).
- Deep brain scan**: if you have time and physical intimacy with a person – mutual intimacy like holding them in your arms, or one-sided intimacy like they're restrained on a table – you can **read that person more deeply than normal**. *Roll+weird*. On a 10+, hold 3. On a 7–9, hold 1. While you're reading them, spend your hold to ask their player questions, 1-for-1:
 - What was your character's lowest moment?
 - For what does your character crave forgiveness, and from whom?
 - What are your character's secret pains?
 - In what ways are your character's mind and soul vulnerable?
 On a miss, you inflict 1-harm (ap) on your subject, to no benefit.
- Direct-brain whisper projection**: when you **whisper a command direct to another person's mind** (they have to be able to see you, but you don't have to interact), you get the effects of going aggro without going aggro. *Roll+weird* instead of *roll+hard*. If they force your hand, your mind counts as a weapon (1-harm ap close loud-optional).
- In-brain puppet strings**: if you have time and physical intimacy with a person – mutual intimacy like holding them in your arms, or one-sided intimacy like they're restrained on a table – you can **plant a command inside their mind**. *Roll+weird*. On a 10+, hold 3. On a 7–9, hold 1. At your will, no matter the circumstances, you can spend your hold 1 for 1:
 - inflict 1-harm (ap)
 - they take -1 right now
 If they fulfil the implanted command, that removes all your remaining hold for that command. On a miss, you inflict 1-harm (ap) on your subject, to no benefit.

MORE MOVES

CREATING A CHOPPER

To create your chopper, choose name, look, stats, moves, bike, gang, gear, and Hx.

NAME

Dog · Domino · T-bone · Stinky · Satan · Lars · Bullet · Dice · Shit head · Half pint · Shooter · Diamond · Goldie · Tinker · Loose · Baby · Juck · Hammer · Hooch · Wire · Blues · Snake eyes · Pinkie

LOOK

man · woman · ambiguous · transgressing
combat biker wear · showy biker wear · scrounge biker wear · S&M biker wear
weathered face · strong face · rugged face · narrow face · busted face
narrow eyes · scorched eyes · calculating eyes · weary eyes · kind eyes
squat body · rangy body · wiry body · sturdy body · fat body

STATS

Choose one set:

- Cool+1 Hard+2 Hot-1 Sharp+1 Weird=0
- Cool+1 Hard+2 Hot+1 Sharp=0 Weird-1
- Cool+1 Hard+2 Hot=0 Sharp+1 Weird-1
- Cool+2 Hard+2 Hot-1 Sharp=0 Weird-1

MOVES

You get all the basic moves. You get both chopper moves.

GEAR

You get: your bike; 2 no-nonsense weapons; personal fashion worth 1-armor or 2-armor, your choice.

No-nonsense weapons (choose 2):

- magnum (3-harm close reload loud)
- smg (2-harm close area loud)
- sawed-off (3-harm close reload messy)
- crowbar (2-harm hand messy)
- machete (3-harm hand messy)

HX

Everyone introduces their characters by name, look, and outlook. Take your turn. List the other characters's names.

Go around again for Hx. On your turn, tell everyone Hx+1. You're not that complicated.

On the other characters's turns:

- Choose one character who has stood up to you, gang and all. Whatever number that player tells you, give it +1 and write that next to the character's name.
- Everyone else, whatever number the player tells you, give it -1 and write that next to the character's name. By default, you don't really care much about, y'know, people.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will name another stat for you to highlight too.

Introducing THE CHOPPER

Apocalypse World is all scarcity, of course it is. There's not enough wholesome food, not enough untainted water, not enough security, not enough light, not enough electricity, not enough children, note enough hope.

However, the Golden Age did leave us two things: enough gasoline, enough bullets. Come the end, I guess the fuckers didn't need them like they thought they would.

So chopper, there you are. Enough for you.

experience ○○○○○→ IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with a character, mark an experience circle. When you mark the 5th one, improve, then erase all experience marks. Each time you improve, choose one of the options. Check it off; you can't choose it again.

- get +1 hard (max hard +3)
- choose a new option for your gang
- get +1 cool (max cool +2)
- get a holding (detail) and **wealth**
- get +1 sharp (max sharp +2)
- get 2 gigs (detail) and **moonlighting**
- get +1 weird (max weird +2)
- get a move from another playbook
- get +1 weird (max weird +2)
- get a move from another playbook

Starting with your 6th improvement, the following options are also available:

- +1 to any stat (max +3)
- retire your character (to safety)
- choose 3 basic moves, advance them
- create an additional character to play
- advance the other 4 basic moves
- change your character to a new type

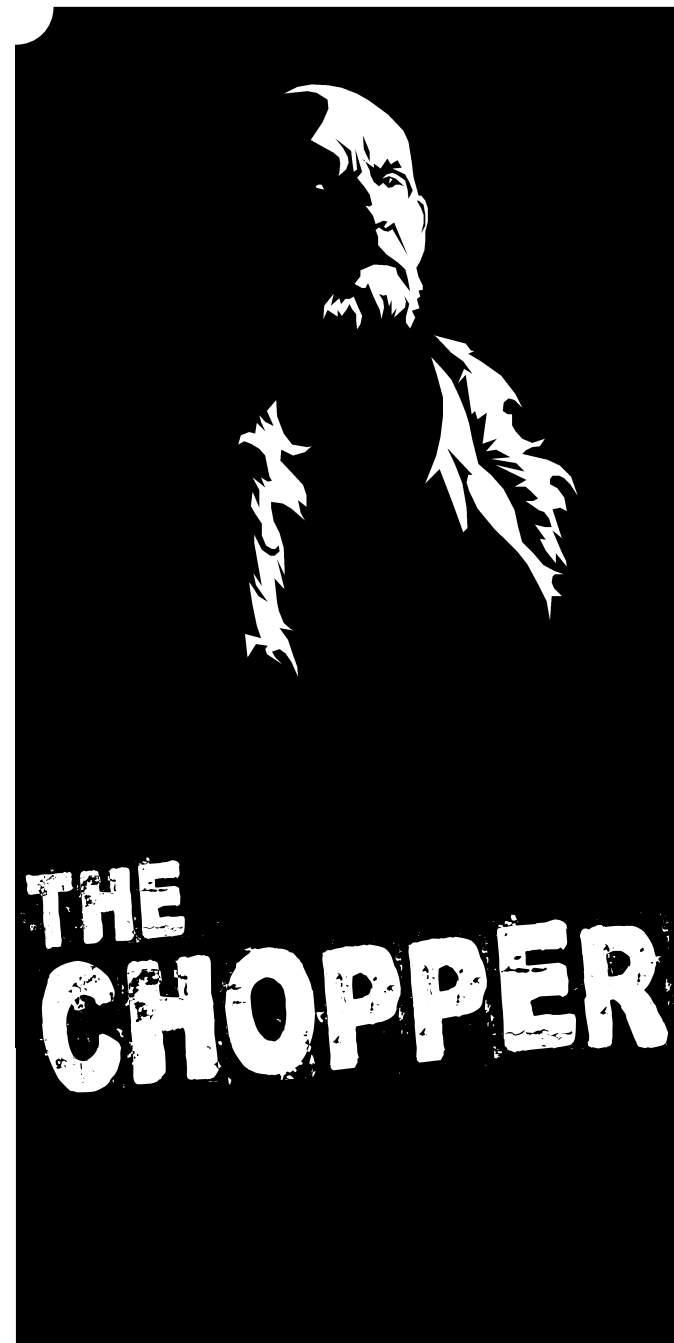
BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury and company; one square meal each for around 30 people; a typical family's entire food store; the material costs of a crash resuscitation by an angel; a week's hire of the protective companionship of a battlebabe or gunlugger; any weapon, gear, or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees, and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one raiding expedition; one convoy led through hostile territory; one threat delivered loud and clear; one week's employment of your gang as thugs and enforcers.*



a character playbook for
APOCALYPSE WORLD

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GANG

By default, your gang consists of about 15 violent bastards with scavenged and makeshift weapons and armor, and no fucking discipline at all (2-harm gang small savage 1-armor).

Then, choose 2:

- Your gang consists of 30 or so violent bastards. (+medium, -small)
- Your gang is well-armed. (+1 harm)
- Your gang is well-armored. (+1 armor)
- Your gang is well-disciplined. (-savage)
- Your gang is nomadic at heart, and able to maintain and repair its own bikes without a home base. (+mobile)
- Your gang is self-sufficient, able to provide for itself by raiding and scavenging. (+rich)

And choose 1:

- Your gang's bikes are in bad shape and need constant attention. (vulnerable: breakdown)
- Your gang's bikes are picky and high-maintenance. (vulnerable: grounded)
- Your gang is loose-knit, with members coming and going as they choose. (vulnerable: desertion)
- Your gang is in significant debt to someone powerful. (vulnerable: obligation)
- Your gang is filthy and unwell. (vulnerable: disease)

GANG	
SIZE Per 1-size difference: -1 harm against a larger gang, +1 harm against a smaller gang.	HARM
TAGS	ARMOR

NAME

LOOK

HX HISTORY WITH PEOPLE
<i>help · interfere · session end</i>

- stat
- highlight **COOL**
act under fire
 - HARD**
seize by force · go aggro
 - HOT**
seduce or manipulate
 - SHARP**
read a sitch · read a person
 - WEIRD**
open your brain

HOLD

GEAR, BARTER

HARM unstabilized

shattered (-1 cool)
 crippled (-1 hard)
 disfigured (-1 hot)
 broken (-1 sharp)

CHOPPER MOVES

Pack alpha: when you **try to impose your will on your gang**, *roll+hard*. On a 10+, all three. On a 7-9, choose one:

- they do what you want
- they don't fight back over it
- they don't have to make an example of one of them

On a miss, someone in your gang makes a dedicated bid to replace you as alpha.

Fucking thieves: when you **have your gang search their pockets and saddlebags for something** small enough to be there, *roll+hard*. On a 10+, one of you happens to have just the thing, or close enough. On a 7-9, one of you happens to have something pretty close, unless what you're looking for is hi-tech, in which case no dice. On a miss, one of you used to have just the thing, but it turns out that asswipe (MC names someone) stole it from you.

When **you and another character have sex**, they immediately change their sheet to say Hx+3 with you. They also choose whether to give you -1 or +1 to your Hx with them, on your sheet.

BIKE

Your bike has power +1, looks +1, 1-armor, weakness +1.

Strengths (choose 1 or 2):
 fast · rugged · aggressive · tight · huge · responsive

Looks (choose 1 or 2):
 sleek · vintage · roaring · fat-ass · muscular · massively chopped · flashy · luxe

Weakness (choose 1):
 slow · sloppy · guzzler · skinny · bucking · lazy · unreliable

YOUR BIKE
STRENGTHS
LOOKS
WEAKNESS

MORE MOVES

--

CREATING A DRIVER

To create your driver, choose name, look, stats, moves, car, gear, and Hx.

NAME

Lauren · Audrey · Farley · Sammy · Katherine · Marilyn · James · Bridget · Paul · Annette · Marlene · Frankie · Marlon · Kim · Errol · Humphrey · Phoenix · Mustang · Impala · Suv · Cougar · Cobra · Dart · Gremlin · Grand Cherokee · Jag · Beemer

LOOK

man · woman · ambiguous · transgressing

vintage wear · casual wear · utility wear · leather wear · showy scrounge wear

handsome face · gorgeous face · stern face · fine-boned face · worn face · crooked face

cool eyes · hooded eyes · hard eyes · sad eyes · cold eyes · pale eyes

slim body · pudgy body · stocky body · solid body · tall body · strong body

STATS

Choose one set:

• Cool=0 Hard-1 Hot+1 Sharp+2 Weird=0

• Cool+1 Hard=0 Hot=0 Sharp+2 Weird-1

• Cool=0 Hard+1 Hot-1 Sharp+2 Weird-1

• Cool+1 Hard-2 Hot=0 Sharp+2 Weird+1

MOVES

You get all the basic moves. You get a **no shit driver**, and then choose a second driver move.

GEAR

You get: 1 handy weapon; oddments worth 2-barter; fashion suitable to your look (you detail).

Handy weapons (choose 1):

• .38 revolver (2-harm close reload loud)

• 9mm (2-harm close loud)

• big knife (2-harm hand)

• sawed-off (3-harm close reload messy)

• machete (3-harm hand messy)

• magnum (3-harm close reload loud)

HX

Everyone introduces their characters by name, look, and outlook. Take your turn. List the other characters's names.

Go around again for Hx. On your turn, choose 1 or both:

• One of them has been with you for days on the road. Tell that player Hx+2.

• One of them once got you out of some serious shit. Tell that player Hx+2.

Tell everyone else Hx+1. Everybody knows a bit about who you are and where you've been.

On the other characters's turns: You aren't naturally inclined to get too close to too many people. Whatever number they tell you, give it -1 and write that next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will name another stat for you to highlight too.

Introducing THE DRIVER

Came the apocalypse, and the infrastructure of the Golden Age tore apart. Roads heaved and split. Lines of life and communication shattered. Cities, cut off from one another, raged like smashed anthills, then burned, then fell.

A few living still remember it: every horizon scorching hot with civilization in flames, light to put out the stars and moon, smoke to put out the sun.

In Apocalypse World the horizons are dark, and no roads go to them.

experience

○ ○ ○ ○ ○ → IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with a character, mark an experience circle. When you mark the 5th one, improve, then erase all experience marks. Each time you improve, choose one of the options. Check it off; you can't choose it again.

- | | |
|--|--|
| <input type="checkbox"/> get +1 cool (max cool +2) | <input type="checkbox"/> get a new driver move |
| <input type="checkbox"/> get +1 hard (max hard +2) | <input type="checkbox"/> get a new driver move |
| <input type="checkbox"/> get +1 hot (max hot +2) | <input type="checkbox"/> get 2 gigs (detail) and moonlighting |
| <input type="checkbox"/> get +1 weird (max weird +2) | <input type="checkbox"/> get a move from another playbook |
| <input type="checkbox"/> get a garage (workspace) and crew | <input type="checkbox"/> get a move from another playbook |

Starting with your 6th improvement, the following options are also available:

- | | |
|---|---|
| <input type="checkbox"/> +1 to any stat (max +3) | <input type="checkbox"/> retire your character (to safety) |
| <input type="checkbox"/> choose 3 basic moves, advance them | <input type="checkbox"/> create an additional character to play |
| <input type="checkbox"/> advance the other 4 basic moves | <input type="checkbox"/> change your character to a new type |

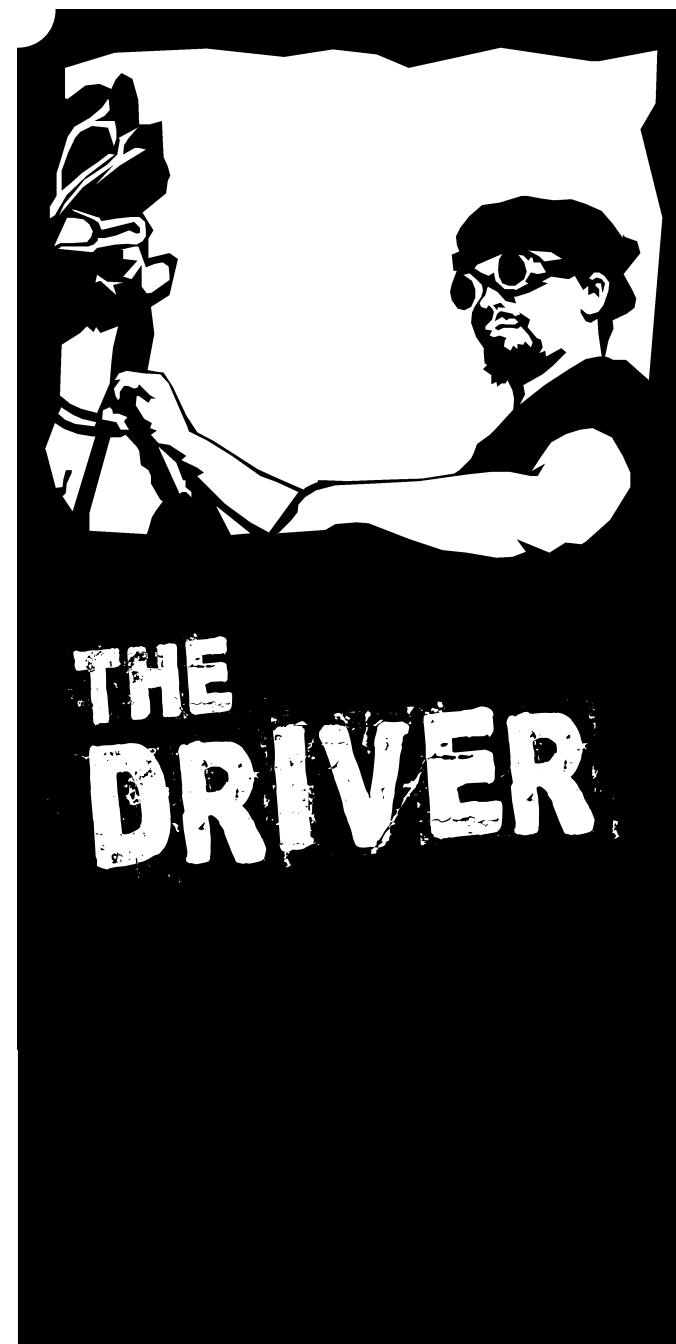
BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury and company; one square meal each for around 30 people; a typical family's entire food store; the material costs of a crash resuscitation by an angel; a week's hire of the protective companionship of a battlebabe or gunlugger; any weapon, gear, or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees, and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one message or valuable delivered; one convoy led through hostile territory; one month's employment as personal driver.*



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CARS

Choose one of these profiles:

- power+2 looks+1 1-armor weakness+1
- power+2 looks+2 0-armor weakness+1
- power+1 looks+2 1-armor weakness+1
- power+2 looks+1 2-armor weakness+2

Choose its **frame**:

coupe · compact · sedan · jeep · pickup · van · semi · bus · limo · ambulance · 4x4 · tractor · construction/utility

Choose its **strengths**, as many as its *power* rating:

fast · rugged · aggressive · tight · huge · off-road · responsive · uncomplaining · capacious · workhorse · easily repaired

Choose its **looks**, as many as its *looks* rating:

sleek · vintage · pristine · powerful · luxe · flashy · muscular · quirky · pretty · handcrafted · spikes & plates · garish

Choose its **weaknesses**, as many as its *weakness* rating:

slow · fragile · sloppy · lazy · cramped · picky · guzzler · unreliable · loud · rabby

YOUR CAR	
FRAME	
POWER	LOOKS
ARMOR	WEAKNESS
TAGS	

CAR #2	
FRAME	
POWER	LOOKS
ARMOR	WEAKNESS
TAGS	

CAR #3	
FRAME	
POWER	LOOKS
ARMOR	WEAKNESS
TAGS	

NAME

LOOK

HX	HISTORY WITH PEOPLE
<input type="radio"/> highlight <input type="radio"/> stat <input type="radio"/> help · interfere · session end	<input type="radio"/> COOL <i>act under fire</i>
	<input type="radio"/> HARD <i>seize by force · go aggro</i>
	<input type="radio"/> HOT <i>seduce or manipulate</i>
	<input type="radio"/> SHARP <i>read a sitch · read a person</i>
	<input type="radio"/> WEIRD <i>open your brain</i>

HOLD

GEAR, BARTER

HARM

unstabilized

12
9
6
3

- shattered (-1 cool)
- crippled (-1 hard)
- disfigured (-1 hot)
- broken (-1 sharp)

DRIVER MOVES

- A no shit driver**: when you are behind the wheel of your car:
 - When you **act under fire**, add your car's power to the roll.
 - When you **seize something by force**, add your car's power to the roll.
 - When you **go aggro on someone**, add your car's power to the roll.
 - When you **seduce or manipulate**, add your car's looks to the roll.
 - When you **help someone** or **interfere with someone**, add your car's power to the roll.

When someone interferes with you, add your car's weakness to the roll.

- Good in the clinch**: when you **act under fire**, roll+sharp instead of roll+cool.
- Weather eye**: when you **open your brain to the world's psychic maelstrom**, roll+sharp instead of roll+weird.
- Daredevil**: when you **go straight into danger without hedging your bets**, you get +1 armor. If you happen to be leading a gang or convoy, it gets +1 armor too.
- Collector**: you get 2 additional cars.
- My other car is a tank**: you get an additional car. Give it mounted machine guns (3-harm close/far area messy) or grenade launchers (4-harm close area messy) and +1 armor.

When you and another character have sex, roll+cool. On a 10+, it's cool, no big deal. On a 7-9, give them +1 to their Hx with you on their sheet, but give yourself -1 to your Hx with them on yours. On a miss, you gotta go: take -1 ongoing, until you prove that it's not like they own you or nothing.

MORE MOVES

CREATING A GUNLUGGER

To create your gunlugger, choose name, look, stats, moves, gear, and Hx.

NAME

Vonk the Sculptor · Batty · Jonker · A.T. · Rue Wakeman · Navarre · Man · Kartak · Barbarossa · Keeler · Grekkor · Crille · Doom · Chaplain · Rex · Fido · Spot · Boxer · Doberman · Trey · Killer · Butch · Fifi · Fluffy · Duke · Wolf · Rover · Max · Buddy

LOOK

man · woman · ambiguous · transgressing · concealed

scrounged mismatched armor · battered old armor · custom homemade armor

scarred face · blunt face · bony face · dull face · worn face · blasted face

mad eyes · raging eyes · wise eyes · sad eyes · little piggy eyes · cunning eyes

hard body · stocky body · stringy body · battered body · overbuilt body · huge body · compact body

STATS

Choose one set:

- Cool+1 Hard+2 Hot-1 Sharp+1 Weird=0
- Cool+1 Hard+2 Hot-2 Sharp+1 Weird+2
- Cool+1 Hard+2 Hot-2 Sharp+2 Weird-1
- Cool+2 Hard+2 Hot-2 Sharp=0 Weird=0

MOVES

You get all the basic moves. Choose 3 gunlugger moves.

GEAR

You get: 1 fuck-off big gun; 2 serious guns; 1 backup weapon; armor worth 2-armor (you detail); oddments worth 1-barter.

HX

Everyone introduces their characters by name, look, and outlook. Take your turn. List the other characters's names.

Go around again for Hx. On your turn, choose 1, 2, or all 3:

- One of them has fought shoulder to shoulder with you. Tell that player Hx+2.
- One of them once left you bleeding and did nothing for you. Tell that player Hx-2.
- Choose which one of them you think is prettiest. Tell that player Hx+2.

Tell everyone else Hx=0.

On the other characters's turns:

- Choose which character you think is smartest. Whatever number that player tells you, add 1 to it and write that next to the character's name.
- Everyone else, whatever number they tell you, write it next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will name another stat for you to highlight too.

Introducing THE GUNLUGGER

Apocalypse World is a mean, ugly, violent place. Law and society have broken down completely. What's yours is yours only while you can hold it in your hands. There's no peace. There's no stability but what you carve, inch by inch, out of the concrete and dirt, and then defend with murder and blood.

Sometimes the obvious move is the right one.

experience ○○○○○→ IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with a character, mark an experience circle. When you mark the 5th one, improve, then erase all experience marks. Each time you improve, choose one of the options. Check it off; you can't choose it again.

- | | |
|--|--|
| <input type="checkbox"/> get +1 cool (max cool +2) | <input type="checkbox"/> get 2 gigs (detail) and moonlighting |
| <input type="checkbox"/> get +1 sharp (max sharp +2) | <input type="checkbox"/> get a holding (detail) and wealth |
| <input type="checkbox"/> get +1 weird (max weird +2) | <input type="checkbox"/> get a gang (detail) and pack alpha |
| <input type="checkbox"/> get a new gunlugger move | <input type="checkbox"/> get a move from another playbook |
| <input type="checkbox"/> get a new gunlugger move | <input type="checkbox"/> get a move from another playbook |

Starting with your 6th improvement, the following options are also available:

- | | |
|---|---|
| <input type="checkbox"/> +1 to any stat (max +3) | <input type="checkbox"/> retire your character (to safety) |
| <input type="checkbox"/> choose 3 basic moves, advance them | <input type="checkbox"/> create an additional character to play |
| <input type="checkbox"/> advance the other 4 basic moves | <input type="checkbox"/> change your character to a new type |

BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury and company; one square meal each for around 30 people; a typical family's entire food store; the material costs of a crash resuscitation by an angel; a week's hire of the protective companionship of a battlebabe or gunlugger; any weapon, gear, or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees, and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one act of murder, extortion, or other violence; one week's employment as bodyguard or gang leader; one month's employment as thug-on-demand.*



THE GUN LUGGER

a character playbook for

APOCALYPSE WORLD

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WEAPONS

Serious guns (choose 2):

- hunting rifle (2-harm far loud)
- shotgun (3-harm close messy)
- smg (2-harm close area loud)
- magnum (3-harm close reload loud)
- grenade tube (4-harm close area reload messy)
- ap ammo (ap) Add ap to all your guns.
- silencer (hi-tech) Remove loud from any of your guns.

Fuck-off big guns (choose 1):

- silenced sniper rifle (3-harm far hi-tech)
- mg (3-harm close/far area messy)
- assault rifle (3-harm close loud autofire)
- grenade launcher (4-harm close area messy)

Backup weapons (choose 1):

- 9mm (2-harm close loud)
- big-ass knife (2-harm hand)
- machete (3-harm hand messy)
- many knives (2-harm hand infinite)
- grenades (4-harm hand area reload messy)

WEAPONS, ARMOR

ARMOR

NAME

LOOK

HX HISTORY WITH PEOPLE

help · interfere · session end

stat

○ highlight

COOL

act under fire

HARD

seize by force · go aggro

HOT

seduce or manipulate

SHARP

read a sitch · read a person

WEIRD

open your brain

HOLD

GEAR, BARTER

HARM

○ unstabilized

- shattered (-1 cool)
- crippled (-1 hard)
- disfigured (-1 hot)
- broken (-1 sharp)

GUNLUGGER MOVES

- Battle-hardened:** when you **act under fire**, *roll+hard* instead of *roll+cool*.
- Fuck this shit:** when you **try to make a hasty escape**, name your escape route and *roll+hard*. On a 10+, sweet, you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.
- Battlefield instincts:** when you **open your brain to the world's psychic maelstrom in battle**, *roll+hard* instead of *roll+weird*.
- Insano like Drano:** you get +1 *hard* (max *hard* +3).
- Prepared for the inevitable:** you get a well-stocked and high-quality first aid kit. It counts as an angel kit (*cf*) with a capacity of 2-stock.
- Bloodcrazed:** when you **inflict harm**, *inflict +1 harm*.
- NOT TO BE FUCKED WITH:** in battle, you count as a gang (3-harm gang small), with armor according to the circumstances.

When **you and another character have sex**, you take +1 forward. At your option, they take +1 forward too.

MORE MOVES

CREATING A HARDHOLDER

To create your hardholder, choose name, look, stats, moves, holding, gear, and Hx.

NAME

Nbeke · Allison · Kobe · Kreider · Tranh · Marco · Sadiq · Vega · Lang · Lin · Jackson · Madame · Barbecue · Grandma · Uncle · Parson · Barnum · Colonel · Mother Superior

LOOK

man · woman · ambiguous · transgressing · concealed

luxé wear · display wear · fetish wear · casual wear · junta wear

strong face · stern face · cruel face · soft face · aristocratic face · gorgeous face

cool eyes · commanding eyes · languid eyes · sharp eyes · forgiving eyes · generous eyes

massive body · soft body · wiry body · fat body · tall spare body · sensual body

STATS

Choose one set:

- Cool-1 Hard+2 Hot+1 Sharp+1 Weird=0
- Cool+1 Hard+2 Hot+1 Sharp+1 Weird-2
- Cool-2 Hard+2 Hot+1 Sharp+2 Weird=0
- Cool=0 Hard+2 Hot+1 Sharp-1 Weird+1

MOVES

You get all the basic moves. You get both hardholder moves.

GEAR

In addition to your holding, detail your personal fashion. You can have, for your personal use, with the MC's approval, a few pieces of non-specialized gear or weapons from any character playbook.

HX

Everyone introduces their characters by name, look, and outlook. Take your turn. List the other characters's names.

Go around again for Hx. On your turn, choose one:

- You are by nature generous with your trust and resources. Tell everyone Hx+1.
- You are by nature reserved with your trust with your resources. Tell everyone Hx=0.

On the other characters' turns, choose one or both:

- One of them has been with you since before. Whatever number that player tells you, give it +1 and write that next to the character's name.
- One of them once betrayed you or stole from you. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.

Everyone else, whatever number that player tells you, write it next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will name another stat for you to highlight too.

Introducing THE HARDHOLDER

There is no government, no society, in Apocalypse World. When hardholders ruled whole continents, when they waged war on the other side of the world instead of with the hold across the burn-flat, when their armies numbered in the hundreds of thousands and they had fucking *boats* to hold their fucking *airplanes* on, that was the golden age of legend. Now, anyone with a concrete compound and a gang of gunluggers can claim the title. What other authority is there?

experience ○○○○○→ IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with a character, mark an experience circle. When you mark the 5th one, improve, then erase all experience marks. Each time you improve, choose one of the options. Check it off; you can't choose it again.

- | | |
|--|---|
| <input type="checkbox"/> get +1 hard (max hard +3) | <input type="checkbox"/> choose a new option for your holding |
| <input type="checkbox"/> get +1 cool (max cool +2) | <input type="checkbox"/> choose a new option for your holding |
| <input type="checkbox"/> get +1 hot (max hot +2) | <input type="checkbox"/> erase an option from your holding |
| <input type="checkbox"/> get +1 sharp (max sharp +2) | <input type="checkbox"/> get a move from another playbook |
| <input type="checkbox"/> get +1 weird (max weird +2) | <input type="checkbox"/> get a move from another playbook |

Starting with your 6th improvement, the following options are also available:

- | | |
|---|---|
| <input type="checkbox"/> +1 to any stat (max +3) | <input type="checkbox"/> retire your character (to safety) |
| <input type="checkbox"/> choose 3 basic moves, advance them | <input type="checkbox"/> create an additional character to play |
| <input type="checkbox"/> advance the other 4 basic moves | <input type="checkbox"/> change your character to a new type |

BARTER

Your holding provides for your day-to-day living, so while you're there governing it there's no need for you to concern yourself with that.

When you give gifts, here's what might count as a gift worth 1-barter: *a month's hospitality, including a place to live and meals in common with others; a night in high luxury & company; one square meal each for around 30 people; any weapon, gear, or fashion not valuable nor hi-tech; repair of a piece of hi-tech gear by your fave savvyhead; a week's bestowal of the protective companionship of one of your battlebabes or gunluggers; a month's maintenance and repairs for a hi-performance vehicle well-used; a half-hour's worth of your undivided attention, in private audience; or, of course, oddments worth 1-barter.*

In times of abundance, you holding's surplus is yours to spend personally as you see fit. (Suppose that your citizen's lives are the more abundant too, in proportion.)

You can see what 1-barter is worth, from the above. For better stuff, be prepared to make unique arrangements, probably by treating with another hardholder nearby.



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HOLDING

By default, your holding has:

- A medium population, 70–150 souls.
- For gigs, a mixture of hunting, crude farming, and scavenging (surplus: 1-barter want: hungry).
- A makeshift compound of concrete, sheet metal, and rebar. Your gang gets +1 armor when fighting in its defense.
- An armory of scavenged and makeshift weapons.
- A gang of about 40 violent people (3-harm gang medium 1-armor unruly)

Then, choose 4:

- Your population is large, 200–300 souls. Surplus: +1-barter, want: disease.
- Your population is small, 50–60 souls. Want: anxiety instead of want: hungry.
- Gigs: add lucrative raiding. Surplus: +1-barter, want: +reprisals.
- Gigs: add protection tribute. Surplus: +1-barter, want: +obligation.
- Gigs: add a manufactory. Surplus: +1-barter, want: +idle.
- Gigs: add a bustling, widely-known market commons. Surplus: +1-barter, want: +idle.
- Your gang is large instead of medium, 60 or so violent people.
- Your gang is well-disciplined. Drop unruly.
- Your armory is sophisticated and extensive. Your gang gets +1 harm.
- Your compound is tall, deep, and mighty, of stone and iron. Your gang gets +2 armor (not +1 armor) when fighting in its defense.

And choose 2:

- Your population is filthy and unwell. Want: +disease.
- Your population is lazy and drug-stupored. Want: +famine.
- Your population is decadent and perverse. Surplus: -1-barter, want: +savagery.
- Your holding owes protection tribute. Surplus: -1-barter, want: +reprisals.
- Your gang is small instead of medium, only 10–20 violent people.
- Your gang is a pack of fucking hyenas. Want: +savagery.
- Your armory is for shit. Your gang gets -1 harm.
- Your compound is mostly tents, lean-tos, and wooden walls. Your gang gets no armor bonus when fighting to defend it.

GANG	
SIZE Per 1-size difference: -1 harm against a larger gang, +1 harm against a smaller gang.	HARM
TAGS	ARMOR

NAME

LOOK

HX HISTORY WITH PEOPLE	stat <input type="radio"/> highlight
	<input type="radio"/> COOL <i>act under fire</i>
	<input type="radio"/> HARD <i>seize by force · go aggro</i>
	<input type="radio"/> HOT <i>seduce or manipulate</i>
	<input type="radio"/> SHARP <i>read a sitch · read a person</i>
	<input type="radio"/> WEIRD <i>open your brain</i>
<i>help · interfere · session end</i>	

HOLD	GEAR, BARTER

HARM unstabilized

shattered (-1 cool)
 crippled (-1 hard)
 disfigured (-1 hot)
 broken (-1 sharp)

HARDHOLDER MOVES

Leadership: when **your gang fights for you**, *roll+hard*. On a 10+, hold 3. On a 7–9, hold 1. Over the course of the fight, spend your hold 1-for-1 to make your gang:

- *make a hard advance*
- *stand strong against a hard advance*
- *make an organized retreat*
- *show mercy to their defeated enemies*
- *fight and die to the last*

On a miss, your gang turns on you or tries to hand you over to your enemy.

Wealth: when **your holding is secure and your rule unchallenged at the beginning of the session**, *roll+hard*. On a 10+, you have a surplus available for the needs of this session. On a 7–9, you have a surplus, but choose 1 want. On a miss, or if your holding is compromised or your rule contested, your holding is in want. The details of the surplus and want depend on your holding.

When **you and another character have sex**, you can give the other character gifts worth 1-barter, at no cost to you.

HOLDING	
DESCRIPTION	BARTER
SIZE	
GIGS	
SURPLUS	
WANTS	

MORE MOVES

CREATING A HOCUS

To create your hocus, choose name, look, stats, moves, gear, and Hx.

NAME

Vision · Hope · Dust · Truth · Found · Always · Lost · Want · Must · Bright · Sorrow · Horse · Rabbit · Trout · Cat · Spider · Snake · Bat · Lizard · Jackal · Weaver Bird · Lark

LOOK

man · woman · ambiguous · transgressing · concealed

tattered vestments · formal vestments · scrounge vestments · fetish vestments · tech vestments

innocent face · dirty face · determined face · open face · severe face · ascetic face

mesmerizing eyes · dazed eyes · forgiving eyes · suspicious eyes · clear eyes · burning eyes

bony body · lanky body · soft body · fit body · graceful body · fat body

STATS

Choose one set:

- Cool=0 Hard+1 Hot-1 Sharp+1 Weird+2
- Cool+1 Hard-1 Hot+1 Sharp=0 Weird+2
- Cool-1 Hard+1 Hot=0 Sharp+1 Weird+2
- Cool+1 Hard=0 Hot+1 Sharp-1 Weird+2

MOVES

You get all the basic moves. You get **fortunes**, and then choose 2 more hocus moves.

GEAR

In addition to your followers, detail your fashion according to your look. You have oddments worth 2-barter, but no gear to speak of.

HX

Everyone introduces their characters by name, look, and outlook. Take your turn. List the other characters's names.

Go around again for Hx. On your turn:

- Any of them who are your followers, tell their players Hx+2.
- Tell everyone else Hx=0.

On the other characters's turns:

- Choose the character whose soul you've seen. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- Everyone else, whatever number they tell you, give it +1 and write that next to their character's name. You're a good and quick judge of others.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will name another stat for you to highlight too.

Introducing THE HOCUS

Now it should be crystal fucking obvious that the gods have abandoned Apocalypse World. Maybe in the golden age, with its one nation under god and its in god we trust, maybe then the gods were real. Fucked if I know. All I know is that now they're gone daddy gone.

My theory is that these weird hocus fuckers, when they say "the gods", what they really mean is the miasma left over from the explosion of psychic hate and desperation that gave Apocalypse World its birth. Friends, *that's* our creator now.

experience

○ ○ ○ ○ ○ → **IMPROVEMENT**

Whenever you roll a highlighted stat, and whenever you reset your Hx with a character, mark an experience circle. When you mark the 5th one, improve, then erase all experience marks. Each time you improve, choose one of the options. Check it off; you can't choose it again.

- | | |
|--|---|
| <input type="checkbox"/> get +1 cool (max cool +2) | <input type="checkbox"/> choose a new option for your followers |
| <input type="checkbox"/> get +1 hard (max hard +2) | <input type="checkbox"/> choose a new option for your followers |
| <input type="checkbox"/> get +1 sharp (max sharp +2) | <input type="checkbox"/> get a holding (detail) and wealth |
| <input type="checkbox"/> get a new hocus move | <input type="checkbox"/> get a move from another playbook |
| <input type="checkbox"/> get a new hocus move | <input type="checkbox"/> get a move from another playbook |

Starting with your 6th improvement, the following options are also available:

- | | |
|---|---|
| <input type="checkbox"/> +1 to any stat (max +3) | <input type="checkbox"/> retire your character (to safety) |
| <input type="checkbox"/> choose 3 basic moves, advance them | <input type="checkbox"/> create an additional character to play |
| <input type="checkbox"/> advance the other 4 basic moves | <input type="checkbox"/> change your character to a new type |

BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury and company; one square meal each for around 30 people; a typical family's entire food store; the material costs of a crash resuscitation by an angel; a week's hire of the protective companionship of a battlebabe or gunlugger; any weapon, gear, or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees, and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one circumstance foretold, revealed, and come true; a month's employment as auger and advisor; a month's employment as a ceremonist.*



THE HOCUS

a character playbook for

APOCALYPSE WORLD

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www.apocalypse-world.com

FOLLOWERS

By default you have around 20 followers, loyal to you but not fanatical. They have their own lives apart from you, integrated in the local population (fortune +1 surplus: 1-barter want: desertion).

Characterize them:

your cult · your scene · your family · your staff · your students · your court

If you travel, decide whether they:

travel with you · congregate in their own communities

Choose 2:

- Your followers are dedicated to you. Surplus: +1-barter, and replace want: desertion with want: hunger.
- Your followers are involved in successful commerce. +1 fortune.
- Your followers, taken as a body, constitute a powerful psychic antenna. Surplus: +augury.
- Your followers are joyous and celebratory. Surplus: +party.
- Your followers are rigorous and argumentative. Surplus: +insight.
- Your followers are hard-working, no-nonsense. Surplus: +1-barter.
- Your followers are eager, enthusiastic, and successful recruiters. Surplus: +growth.

And choose 2:

- You have few followers, 10 or fewer. Surplus: -1-barter.
- Your followers aren't really yours, more like you're theirs. Want: judgment instead of want: desertion.
- Your followers rely entirely on you for their lives and needs. Want: +desperation.
- Your followers are drug-fixated. Surplus: +stupor.
- Your followers disdain fashion, luxury, and convention. Want: +disease.
- Your followers disdain law, peace, reason, and society. Surplus: +violence.
- Your followers are decadent and perverse. Want: +savagery.

FOLLOWERS	
DESCRIPTION	
SIZE	FORTUNE
SURPLUS	BARTER
WANTS	

When you **use your followers for insight**, *state your goal* and ask your followers what they think your best course of action is; the MC will tell you. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue the course but don't accomplish your goal, you mark experience.

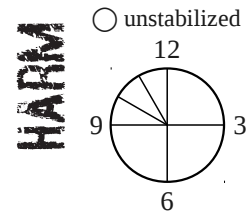
If your followers have surplus of **augury** this session, you can use the augury move (see p. 211).

NAME

LOOK

HX HISTORY WITH PEOPLE	stat
<input type="radio"/> highlight <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	COOL <i>act under fire</i>
	HARD <i>seize by force · go aggro</i>
	HOT <i>seduce or manipulate</i>
	SHARP <i>read a sitch · read a person</i>
	WEIRD <i>open your brain</i>
<i>help · interfere · session end</i>	

HOLD	GEAR, BARTER



- shattered (-1 cool)
- crippled (-1 hard)
- disfigured (-1 hot)
- broken (-1 sharp)

HOCUS MOVES

Fortunes: at the beginning of the session, *roll+fortune*. On a 10+, your followers have surplus. On a 7-9, they have surplus, but choose 1 want. On a miss, they are in want. If their surplus lists barter, that's your personal share. The details of fortunes, surplus, and want depend on your followers.

Frenzy: when you **speak the truth to a mob**, *roll+weird*. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1-for-1 to make the mob:

- *Bring people forward and deliver them.*
- *Bring forward all their precious things.*
- *Unite and fight for you as a gang (2-harm 0-armor), with size as appropriate.*
- *Fall into an orgy of uninhibited emotion: fucking, lamenting, fighting, sharing, celebrating, as you choose.*
- *Go quietly back to their lives.*

On a miss, the mob turns on you.

Charismatic: when you **try to manipulate someone**, *roll+weird* instead of *roll+hot*.

Fucking wacknut: you get +1 *weird* (max weird +3).

Seeing souls: when you **help or interfere with someone**, *roll+weird* instead of *roll+Hx*.

Divine protection: your gods give you +1 *armor*. If you wear physical armor, use that instead.

When **you and another character have sex**, you each hold 1. Each of you can spend that hold at any time to help or interfere with the other, at a distance or despite any barriers that would normally prevent it.

MORE MOVES

CREATING A OPERATOR

To create your operator, choose name, look, stats, moves, gigs, crew/contacts, gear, and Hx.

NAME

Berg · Waters · Lafferty · Ebbs · Wilson · Marshall · Dolarhyde · Jesus · Bendrix · Proust · Steed · Nero · Amalia · Katinka · Dagny · Fox · Christine · Clover · Olympias · Illeana · Franky · Sway · Acid Burn · Cash

LOOK

man · woman · ambiguous · transgressing

casual wear · utility wear · vintage wear · signature wear · scrounge wear

worn face · pretty face · honest face · rough face · hard face · open face

calculating eyes · warm eyes · sharp eyes · guarded eyes · cold eyes · weary eyes

muscular body · rangy body · full body · energetic body · sturdy body

STATS

Choose one set:

- Cool+2 Hard=0 Hot-1 Sharp+2 Weird-1
- Cool+2 Hard+1 Hot+1 Sharp=0 Weird-1
- Cool+2 Hard-1 Hot+1 Sharp+1 Weird=0
- Cool+2 Hard=0 Hot=0 Sharp+1 Weird-1

MOVES

You get all the basic moves. You get **moonlighting**, and then choose a second operator move.

GEAR

You get:

- 9mm (2-harm close loud) or a signature weapon (detail with the MC)
- oddments worth 1-barter
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail).

HX

Everyone introduces their characters by name, look, and outlook. Take your turn. List the other characters's names.

Go around again for Hx. On your turn, choose one or both:

- One of them once faced down dedicated violence to get you out of a fix. Tell that player Hx+2.
- One of them once let you down in a pinch and left you holding the bill. Tell that player Hx-1.

Tell everyone else Hx+1.

On the other characters' turns, whatever number everyone tells you, give it +1 and write that next to their character's name. You depend upon clear relationships.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will name another stat for you to highlight too.

Introducing THE OPERATOR

In Apocalypse World, here's what you've got, right? You've got Dremmer and Balls on one side, warlord slaver and his skinny fucking enforcer, raiding from their stronghold of concrete and iron spikes. On the other side you've got the barge people, living their short disease-crippled lives up and down the dead poisoned river. Further along and you've got Lighthouse, a men-and-women hunger cult gone wrong barricaded in on the edge of the breeding pit burn flats.

You, you just want to make your way and have some freedom — but this is what you've got to work with. Not fucking rosy.

experience

○○○○○ → IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with a character, mark an experience circle. When you mark the 5th one, improve, then erase all experience marks. Each time you improve, choose one of the options. Check it off; you can't choose it again.

- | | |
|--|---|
| <input type="checkbox"/> get +1 cool (max cool +3) | <input type="checkbox"/> add a gig and you may change your crew |
| <input type="checkbox"/> get +1 hard (max hard +2) | <input type="checkbox"/> add a gig and you may change your crew |
| <input type="checkbox"/> get +1 sharp (max sharp +2) | <input type="checkbox"/> abandon or resolve an obligation gig |
| <input type="checkbox"/> get a new operator move | <input type="checkbox"/> get a move from another playbook |
| <input type="checkbox"/> get a new operator move | <input type="checkbox"/> get a move from another playbook |

Starting with your 6th improvement, the following options are also available:

- | | |
|---|---|
| <input type="checkbox"/> +1 to any stat (max +3) | <input type="checkbox"/> retire your character (to safety) |
| <input type="checkbox"/> choose 3 basic moves, advance them | <input type="checkbox"/> create an additional character to play |
| <input type="checkbox"/> advance the other 4 basic moves | <input type="checkbox"/> change your character to a new type |

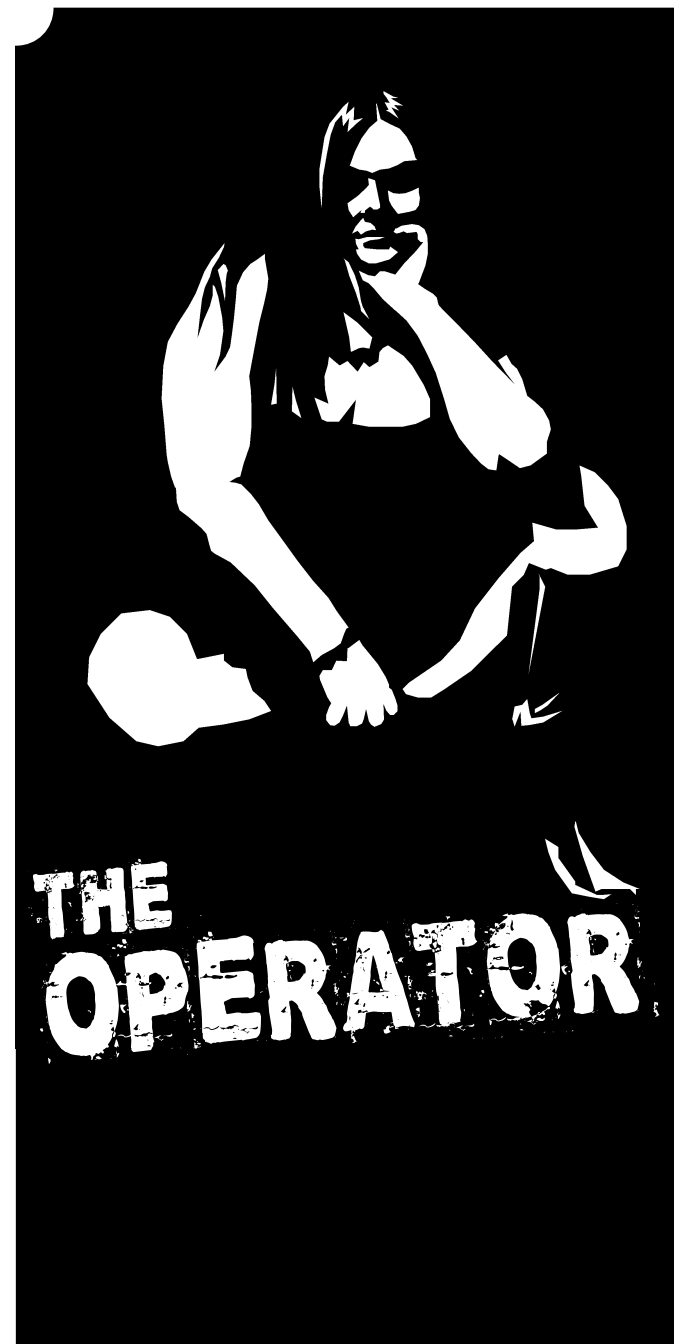
BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury and company; one square meal each for around 30 people; a typical family's entire food store; the material costs of a crash resuscitation by an angel; a week's hire of the protective companionship of a battlebabe or gunlugger; any weapon, gear, or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees, and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

1-barter will cover your crew's cut of a couple three four profitable gigs.



a character playbook for

APOCALYPSE WORLD

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GIGS

Gig type (profit result / catastrophe result)

Choose 3 paying gigs:

- Bodyguarding (1-barter / embattled)
- Surveillance (1-barter / deceived)
- Raiding (1-barter / embattled)
- Enforcement (1-barter / overthrown)
- Honest work (1-barter / impoverished)
- Companionship (1-barter / entangled)
- Deliveries (1-barter / bushwacked)
- Infiltration (1-barter / discovered)
- Scavenging (1-barter / impoverished)
- Brokering deals (1-barter / shut out)
- Technical work (2-barter / shut out)
- Fucking (2-barter / entangled)
- Compound defense (2-barter / infiltrated)
- Doing murders (3-barter / embattled)

And choose 1 obligation gig:

- Avoiding someone (you keep well clear / they catch you in a bad spot)
- Paying debts (you keep up with them / they come due)
- Revenge (you victimize someone / they humiliate you)
- Protecting someone (nothing bad happens to them / they're gone)
- Pursuing luxury (beauty in your life / you wind up in a bad spot)
- Maintaining your honor (you keep your word and your name / you cross a line)
- Seeking answers (you get a clue / you chase a red herring)

-
-
-

Paying gigs on screen:

- **Profit:** the MC can choose whether to come in on the end of the successful gig, or let the whole gig happen in summary, off-screen.
- **Catastrophe:** the MC can come in on the moment when the gig goes south, or you can summarize the gig going south and come in on the aftermath.

Obligations on screen:

- **Profit:** the MC can choose whether to come in on the end of your accomplishing it, or let it pass without much remark.
- **Catastrophe:** the MC should come in on the moment when it goes south, as a rule.
- **Unworked:** an unworked obligation is an opportunity for the MC.

When **you and another character have sex**, get a new obligation gig: keeping [their name] happy (you keep them happy / you fucking blow it).

If you and the same character have sex again, don't get duplicate gigs for them.

JUGGLING

NAME

LOOK

HX HISTORY WITH PEOPLE

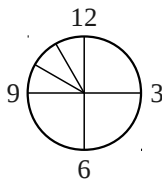
help · interfere · session end

HOLD

GEAR, BARTER

HARM

unstabilized



- shattered (-1 cool)
- crippled (-1 hard)
- disfigured (-1 hot)
- broken (-1 sharp)

OPERATOR MOVES

Moonlighting: you get 2-juggling. Whenever there's a **stretch of downtime in play**, or between sessions, choose a number (no more than your juggling) of your gigs to work. *Roll+cool*. On a 10+, you get profit from all the gigs you chose. On a 7-9, you get profit from at least one; if you chose more, you get catastrophe from one and profit from the rest. On a miss, catastrophe all around. The gigs you aren't working give you neither profit nor catastrophe. Whenever you **get a new gig**, you also get +1 *juggling*.

Easy to trust: when you **try to seduce or manipulate another player's character**, *roll+Hx* instead of *roll+hot*. When you **try to seduce or manipulate an NPC**, *roll+cool* instead of *roll+hot*.

Eye on the door: when you **try to make a hasty escape**, name your escape route and *roll+cool*. On a 10+, sweet, you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.

Opportunistic: when you **interfere with someone**, *roll+cool* instead of *roll+Hx*. Asshole.

Reputation: when you **meet someone important** (your call), *roll+cool*. On a hit, they've heard of you, and you say what they've heard; the MC will have them respond accordingly. On a 10+, you also take +1 forward for dealing with them. On a miss, they've heard of you, but the MC will decide what they've heard.

Your **crew or contacts** can consist entirely of the other players' characters, or entirely of the MC's characters, or any mix. If they include any of the MC's characters, sketch them out – names (eg Gabble, Jaim, Pe, Wasted) and 1-line descriptions – with the MC. Make sure they're competent and suited to the gigs you've chosen.

CREW / CONTACTS

MORE MOVES

CREATING A SAVVYHEAD

To create your savvyhead, choose name, look, stats, moves, workspace, gear, and Hx.

NAME

Leah · Joshua · Tai · Ethan · Bran · Jeremy · Amanuel · Justin · Jessica · Eliza · Dylan · Adnan · Alan · Nils · Ellen · Lee · Kim · Adele · Leone · Burdick · Oliver · Goldman · Whiting · Fauci · Hossfield · Lemma · Morrell · Ozair · Robinson · Lemieux · Whitmont · Cullen · Spector

LOOK

man · woman · ambiguous · transgressing

utility wear plus tech · scrounge wear plus tech · vintage wear plus tech · tech wear

plain face · pretty face · open face · expressive face

squinty eyes · calm eyes · dancing eyes · quick eyes · appraising eyes

fat body · slight body · hunched body · wiry body · stumpy body · strange body

STATS

Choose one set:

- Cool-1 Hard=0 Hot+1 Sharp+1 Weird+2
- Cool=0 Hard-1 Hot-1 Sharp+2 Weird+2
- Cool+1 Hard-1 Hot=0 Sharp+1 Weird+2
- Cool+1 Hard+1 Hot-1 Sharp=0 Weird+2

MOVES

You get all the basic moves. Choose 2 savvyhead moves.

GEAR

In addition to your workspace, detail your personal fashion. You have oddments worth 3-barter, and any personal piece or three of normal gear or weaponry.

HX

Everyone introduces their characters by name, look, and outlook. Take your turn. List the other characters's names.

Go around again for Hx. On your turn:

- Choose the character you find most strange. Tell that player Hx+1.
- Tell everyone else Hx-1. You're kind of strange yourself.

On the other characters's turns:

- Choose the character you figure for the biggest potential problem. Whatever number that player tells you, give it +1 and write that next to the character's name.
- Everyone else, whatever number they tell you, give it -1 and write that next to their character's name. You've got other stuff to do and other stuff to learn.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will name another stat for you to highlight too.

Introducing

THE SAVVYHEAD

If there's one fucking thing you can count on in Apocalypse World, it's: things break.

experience



IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with a character, mark an experience circle. When you mark the 5th one, improve, then erase all experience marks. Each time you improve, choose one of the options. Check it off; you can't choose it again.

- | | |
|--|--|
| <input type="checkbox"/> get +1 cool (max cool +2) | <input type="checkbox"/> get 2 gigs (detail) and moonlighting |
| <input type="checkbox"/> get +1 hard (max hard +2) | <input type="checkbox"/> get a security gang (detail) and leadership |
| <input type="checkbox"/> get +1 sharp (max sharp +2) | <input type="checkbox"/> get a move from another playbook |
| <input type="checkbox"/> get a new savvyhead move | <input type="checkbox"/> get a move from another playbook |
| <input type="checkbox"/> get a new savvyhead move | <input type="checkbox"/> add <i>life support</i> to your workspace, and now you can work on people there too |

Starting with your 6th improvement, the following options are also available:

- | | |
|---|---|
| <input type="checkbox"/> +1 to any stat (max +3) | <input type="checkbox"/> retire your character (to safety) |
| <input type="checkbox"/> choose 3 basic moves, advance them | <input type="checkbox"/> create an additional character to play |
| <input type="checkbox"/> advance the other 4 basic moves | <input type="checkbox"/> change your character to a new type |

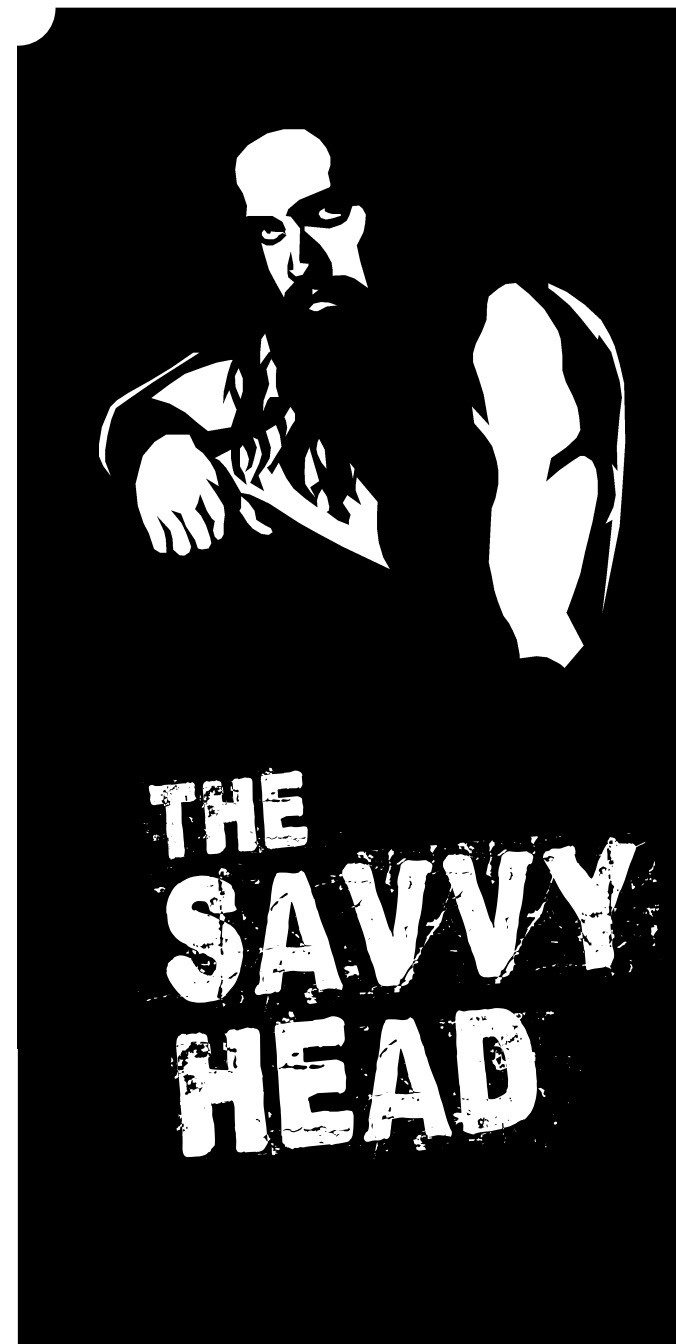
BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury and company; one square meal each for around 30 people; a typical family's entire food store; the material costs of a crash resuscitation by an angel; a week's hire of the protective companionship of a battlebabe or gunlugger; any weapon, gear, or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees, and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one piece of hi-tech gear repaired; a week's maintenance of finicky and delicate tech; a month's employment as technician on call; one solid, reliable, and true answer.*



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WORKSPACE

Choose which of the following your workspace includes. Choose 3:

- a garage
- a darkroom
- a truck or van
- machining tools
- a proving range
- booby traps
- a controlled growing environment
- skilled labor (e.g. Carna, Thuy, Pamming)
- a junkyard of raw materials
- a relic of the golden age past
- weird-ass electronica
- transmitters & receivers

When you **go into your workspace and dedicate yourself to making a thing**, or to **getting to the bottom of some shit**, tell the MC your goal. The MC will tell you “sure, no problem, but ...” and then 1 to 4 of the following:

- *it's going to take hours/days/weeks/months of work*
- *first you'll have to get/build/fix/figure out ___*
- *you're going to need ___ to help you with it*
- *it's going to cost you a fuckton of jingle*
- *the best you'll be able to do is a crap version, weak and unreliable*
- *it's going to mean exposing yourself (plus colleagues) to serious danger*
- *you're going to have to add ___ to your workplace first*
- *it's going to take several/dozens/hundreds of tries*
- *you're going to have to take ___ apart to do it*

The MC might connect them all with “and”, or might throw in a merciful “or”.

Once you've accomplished the necessities, you can go ahead and accomplish the thing itself. The MC will stat it up, or spill, or whatever it calls for.

WORKSPACE

If your workspace has *augury*, you can use the **augury** move (see p. 211). If your workspace has *life support*, you can work on people using the same rules as for working on tech.

NAME

LOOK

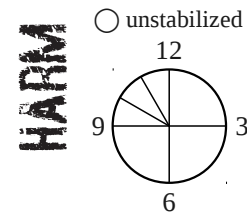
HX HISTORY WITH PEOPLE

help · interfere · session end

- highlight stat
- COOL**
act under fire
- HARD**
seize by force · go aggro
- HOT**
seduce or manipulate
- SHARP**
read a sitch · read a person
- WEIRD**
open your brain

HOLD

GEAR, BARTER



- shattered (-1 cool)
- crippled (-1 hard)
- disfigured (-1 hot)
- broken (-1 sharp)

SAVVYHEAD MOVES

- Things speak:** when you **handle or examine something interesting**, *roll+weird*. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1-for-1 to ask the MC questions about the thing:
 - *Who handled this last before me?*
 - *Who made this?*
 - *What strong emotions have been felt most recently nearby this?*
 - *What words have been spoken most recently nearby this?*
 - *What has been done most recently with this, or to this?*
 - *What's wrong with this, and how might I fix it?*

On a miss, treat it as though you'd opened your brain to the world's psychic maelstrom and missed the roll.

- Bonefeel:** at the beginning of the session, *roll+weird*. On a 10+, hold 1+1. On a 7-9, hold 1. At any time during the session, either you or the MC can spend your hold to have you already be there, with the proper tools and knowledge, with or without any clear explanation why. If your hold was 1+1, take +1 forward now. On a miss, the MC holds 1, and can spend it to have you already be there, but somehow pinned, caught, or trapped.

- Ofteener right:** when a character comes to you for advice, tell them what you honestly think is the best course is. If they do it, they take +1 to any rolls they make in pursuit of that course, and you mark experience.

- Reality's fraying edge:** some component of your workspace, or some arrangement of components, is uniquely receptive to the world's psychic maelstrom; your workspace gets +augury. Choose and name the antenna, or leave it for the MC to reveal during play.

- Spooky intense:** when you **act under fire**, *roll+weird* instead of *roll+cool*.

- Deep insights:** you get +1 *weird* (max weird +3).

When you and another character have sex, you can ask questions as though they were a thing and you rolled 10+ on the **things speak** move, whether or not you have that move. The other player and the MC will answer your questions.

Otherwise, that move never works on people, only things.

MORE MOVES

CREATING A SKINNER

To create your skinner, choose name, look, stats, moves, gear, and Hx.

NAME

October · Venus · Mercury · Dune · Shade · Heron · Plum · Orchid · Storm · Dusk ·
Sword · Midnight · Hide · Frost · Lawn · June · Icicle · Tern · Lavender · Spice ·
Gazelle · Lion · Peacock · Grace

LOOK

man · woman · ambiguous · transgressing · androgyne

display wear · showy scrounge wear · luxe wear · fetish wear · casual wear

striking face · sweet face · strange face · cute face · beautiful face

laughing eyes · mocking eyes · dark eyes · shadowed eyes · troubled eyes ·
arresting eyes · bright eyes · cool eyes

strong hands · expressive hands · quick hands · calloused hands · steady hands

slim body · toned body · fat body · unnatural body · young body · lush body

STATS

Choose one set:

- Cool+1 Hard-1 Hot+2 Sharp+1 Weird=0
- Cool=0 Hard=0 Hot+2 Sharp=0 Weird+1
- Cool-1 Hard=0 Hot+2 Sharp+2 Weird-1
- Cool+1 Hard+1 Hot+2 Sharp+1 Weird-2

MOVES

You get all the basic moves. Choose 2 skinner moves.

GEAR

You get: 1 gracious weapon; 2 luxe gear; oddments worth 1-barter; fashion suitable to your look (you detail).

HX

Everyone introduces their characters by name, look, and outlook. Take your turn. List the other characters's names.

Go around again for Hx. On your turn, choose 1, 2, or all 3:

- One of them is your friend. Tell that player Hx+2.
- One of them is your lover. Tell that player Hx+1.
- One of them is in love with you. Tell that player Hx-1.

Tell everyone else Hx=0.

On the other characters's turns, whatever number they tell you, give it -1 or +1 and write that next to the character's name. Your choice for each.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will name another stat for you to highlight too.

Introducing

THE SKINNER

Even in the filth of Apocalypse World, there's food that isn't death on a spit, music that isn't shrieking hyenas, thoughts that aren't afraid, bodies that aren't used meat, sex that isn't rutting, dancing that's real. There are moments that are more than stench, smoke, rage, and blood.

Anything beautiful left in this ugly ass world, skimmers hold it. Will they share it with you? What do *you* offer *them*?

experience

○ ○ ○ ○ ○ → IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with a character, mark an experience circle. When you mark the 5th one, improve, then erase all experience marks. Each time you improve, choose one of the options. Check it off; you can't choose it again.

- get +1 cool (max cool +2)
- get +1 cool (max cool +2)
- get +1 hard (max hard +2)
- get +1 sharp (max sharp +2)
- get a new skinner move
- get a new skinner move
- get 2 gigs (detail) and **moonlighting**
- get a move from another playbook
- get followers (detail) and **fortunes**
- get a move from another playbook

Starting with your 6th improvement, the following options are also available:

- +1 to any stat (max +3)
- choose 3 basic moves, advance them
- advance the other 4 basic moves
- retire your character (to safety)
- create an additional character to play
- change your character to a new type

BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury and company; one square meal each for around 30 people; a typical family's entire food store; the material costs of a crash resuscitation by an angel; a week's hire of the protective companionship of a battlebabe or gunlugger; any weapon, gear, or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees, and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one night's intimate companionship; an evening's or a weekend's entertainment for a group (without touching); a month's casual employment as an enlivening presence.*



a character playbook for

APOCALYPSE WORLD

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SKINNER GEAR

GRACIOUS WEAPONS

Choose 1:

- sleeve pistol (2-harm close reload loud)
- ornate dagger (2-harm hand valuable)
- hidden knives (2-harm hand infinite)
- ornate sword (3-harm hand valuable)
- antique handgun (2-harm close reload loud valuable)

LUXE GEAR

Choose 2:

Antique coins (worn valuable)

Drilled with holes for jewelry.

Eyeglasses (worn valuable)

You may use these for +1 sharp when your eyesight matters, but if you do, without them you get -1 sharp when your eyesight matters.

Long gorgeous coat (worn valuable)

Spectacular tattoos (implanted)

Skin & hair kit (applied valuable)

Soaps, ochres, paints, creams, salves. Using it lets you take +1 hot forward.

A pet (valuable alive)

Your choice and yours to detail.

When you and another character have sex, choose one:

- You take +1 forward and so do they.
- You take +1 forward; they take -1 forward.
- They must give you a gift worth at least 1-barter.
- You can **hypnotize** them as though you'd rolled 10+, even if you don't have that move.

NAME

LOOK

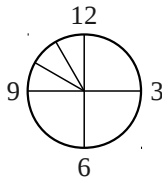
HX HISTORY WITH PEOPLE

help · interfere · session end

HOLD

HARM

○ unstabilized



- shattered (-1 cool)
- crippled (-1 hard)
- disfigured (-1 hot)
- broken (-1 sharp)

GEAR, BARTER

stat

○ highlight

COOL

act under fire

HARD

seize by force · go aggro

HOT

seduce or manipulate

SHARP

read a sitch · read a person

WEIRD

open your brain

SKINNER MOVES

- Breathtaking:** you get +1 hot (max hot +3).
- Lost:** when you **whisper someone's name to the world's psychic maelstrom**, roll+weird. On a hit, they come to you, with or without any clear explanation why. On a 10+, take +1 forward against them. On a miss, the MC will ask you 3 questions; answer them truthfully.
- Artful & gracious:** when you **perform or display your chosen art**, roll+hot. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1-for-1 to name an NPC from your audience and choose one:
 - This person must meet me.
 - This person must have my services.
 - This person loves me.
 - This person must give me a gift.
 - This person admires my patron.

On a miss, you gain no benefit, but suffer no harm nor lost opportunity; you simply perform very well.

Your art can be any craft or art of expression or culture that suits the environment and the character. Examples: *singing or performing music · dancing · making jewelry · creating functional and beautiful tools · working fur or leather · training dogs or birds.*

- An arresting skinner:** when you **remove a piece of clothing**, your own or someone else's, no one who can see you can do anything but watch. You command their absolute attention. If you choose, you can exempt individual people, by name.
- Hypnotic:** when you **spend time and solitude with someone**, they become fixated on you. Roll+hot. On a 10+, hold 3. On a 7-9, hold 2. They can spend your hold, 1-for-1, by:

- giving you something you want
- acting as your eyes and ears
- fighting to protect you
- doing something you tell them to do

For NPCs, when you have this hold over them they can't act against you. For PCs, instead, any time you like you can spend your hold, 1-for-1:

- They distract themselves with the thought of you: *they're acting under fire.*
- They inspire themselves with the thought of you: *they take +1 right now.*

On a miss, they hold 2 over you, on the exact same terms.

MORE MOVES