

—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 of its stock per use. You can resupply it for 1-barter per 2-stock, if your circumstances let you barter for medical supplies.

It begins play holding 6-stock.

To use it to stabilize and heal someone at 9:00 or past: roll+stock spent. On a hit, they will stabilize and heal to 6:00, but the MC will choose 1 (on a 10+) or 2 (on a 7–9):

- *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.*

On a miss, they take 1-harm instead.

To use it to speed the recovery of someone at 3:00 or 6:00: don't roll. They choose: spend 4 days (3:00) or 1 week (6:00) blissed out on chillstabs, immobile but happy, or do their time like everyone else.

To use it to revive someone who's died (at 12:00, not beyond): roll+stock spent. On a 10+, they recover to 10:00. On a 7–9, they recover to 11:00. On a miss, you've done everything you can for them, and they're still dead.

—BARTER—

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).*

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: *two refills for your angel kit; a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; 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.

Introducing

—THE ANGEL—

When you're lying in the dust of Apocalypse World guts aspilled, 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.

a character playbook for

APOCALYPSE WORLD

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www.apocalypse-world.com

—ADDITIONAL RULES—

HARM & HEALING

Harm before 6:00 heals automatically with time. Harm after 9:00 gets worse with time, unless stabilized. If the player marks the segment 11:00 to 12:00, it means that the character's dead but can still be revived. Any harm past that and the character's dead for reals.

PERIPHERAL MOVE

When you **heal another player's character's harm**, you get +1Hx with them (on your sheet) for every segment of harm you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

When you heal someone, you see them more clearly.

INFIRMARY

When you go into your infirmary and dedicate yourself to working on a person, decide what you're trying for and tell the MC. 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 & 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."



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, or Dez.

Doc, Core, Wheels, Buzz, Key, Gabe, Biz, Bish, Line, Inch, Grip, or Setter.

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.

HX

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

List the other characters' names.

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

- One of them put a hand in 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 others' turns:

- You try not to get too attached. Whatever number they tell you, give it -1 and 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 have you highlight a second stat too.

LOOK

Man, woman, ambiguous, transgressing, or concealed.

Utility wear, casual wear plus utility, scrounge wear plus utility.

Kind face, strong face, rugged face, haggard face, pretty face, or lively face.

Quick eyes, hard eyes, caring eyes, bright eyes, laughing eyes, or clear eyes.

Compact body, stout body, spare body, big body, rangy body, or sturdy body.

GEAR

You get:

- angel kit
- 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)

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

do something under fire

COOL highlight

go aggro; seize by force

HARD highlight

seduce or manipulate

HOT highlight

read a sitch; read a person

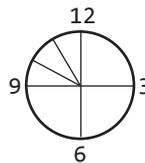
SHARP highlight

open your brain

WEIRD highlight

HARM

countdown



stabilized

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

HX
help or interfere; session end

ANGEL SPECIAL

If 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, as usual, and so mark experience.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1sharp (max sharp+3)
- __ get +1cool (max cool+2)
- __ get +1hard (max hard+2)
- __ get +1hard (max hard+2)
- __ get +1weird (max weird+2)
- __ get a new angel move
- __ get a new angel move
- __ get 2 gigs (detail) and **moonlighting**
- __ get a move from another playbook
- __ get a move from another playbook
- __ get +1 to any stat (max stat+3)
- __ retire your character (to safety)
- __ create a second character to play
- __ change your character to a new type
- __ choose 3 basic moves and advance them.
- __ advance the other 4 basic moves.

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 (Shigusa & Mox, maybe). Get patients into it and you can work on them like a savvyhead on tech (cf).
- **Professional compassion:** you can choose to roll+sharp instead of roll+Hx when you help someone who's rolling.
- **Battlefield grace:** while you are caring for people, not fighting, you get +1armor.
- **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 or preparation. For you, and for your patient if your patient's a fellow player's 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 +1weird (max +3).

GEAR & BARTER

OTHER MOVES

HOLD

■ CUSTOM WEAPONS

CUSTOM 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 (+1harm)
- ap ammo (+ap)
- scoped (+far, or +1harm at far)
- big (+1harm)

■ YOUR CUSTOM WEAPONS

■ BARTER

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

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 & company; any weapon, gear or fashion not valuable or hi-tech; the material costs of resuscitation by an angel; 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.

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.

a character playbook for

APOCALYPSE WORLD

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■ ADDITIONAL RULES

HARM

When a character gets hurt, the player marks segments in her harm countdown clock. Mark one full segment for each 1-harm, starting with the segment 12:00 to 3:00.

Typically, when a character takes harm, it's equal to the harm rating of the weapon, attack, or mishap, minus the armor rating of the character's armor. This is called *harm as established*.

PERIPHERAL MOVES

When you **suffer harm**, roll+harm suffered (after armor, if you're wearing any). On a 10+, the MC can choose 1:

- *You're out of action: unconscious, trapped, incoherent or panicked.*
- *It's worse than it seemed. Take an additional 1-harm.*
- *Choose 2 from the 7–9 list below.*

On a 7–9, the MC can choose 1:

- *You lose your footing.*
- *You lose your grip on whatever you're holding.*
- *You lose track of someone or something you're attending to.*
- *You miss noticing something important.*

On a miss, the MC can nevertheless choose something from the 7–9 list above. If she does, though, it's instead of some of the harm you're suffering, so you take -1harm.

When you **inflict harm on another player's character**, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you hurt someone, they see you more clearly.



CREATING A BATTLEBABE

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

NAME

Snow, Crimson, Shadow, Azure, Midnight, Scarlet, Violetta, Amber, Rouge, Damson, Sunset, Emerald, or Ruby.

Raksha, Kickskirt, Kite, Monsoon, Smith, Beastie, Baaba, Melody, Mar, Tavi, Absinthe, or Honeytree.

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.

HX

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

List the other characters' names.

Go around again for Hx. On your turn:

- Tell everyone Hx+1. You put yourself out in the public view.

On the others' turns:

- Choose the character you trust the least. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- Everyone else, write whatever 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 have you highlight a second stat too.

LOOK

Man, woman, ambiguous, or transgressing.

Formal wear, display wear, luxe wear, casual wear, or showy armor.

Smooth face, sweet face, handsome face, sharp face, girlish face, boyish face, striking face.

Calculating eyes, merciless eyes, frosty eyes, arresting eyes, or indifferent eyes.

Sweet body, slim body, gorgeous body, muscular body, or angular body.

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)

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

COOL highlight
do something under fire

HARD highlight
go aggro; seize by force

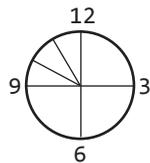
HOT highlight
seduce or manipulate

SHARP highlight
read a sitch; read a person

WEIRD highlight
open your brain

HARM highlight

countdown



stabilized

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

HX
help or interfere; session end

BATTLEBABE SPECIAL

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

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1hard (max +2)
- __ get +1hot (max +2)
- __ get +1sharp (max +2)
- __ get +1weird (max +2)
- __ get a new battlebabe move
- __ get a new battlebabe move
- __ get 2 gigs (detail) and **moonlighting**
- __ get a gang (detail) and **leadership**
- __ get a move from another playbook
- __ get a move from another playbook
- __ get +1 to any stat (max stat+3)
- __ retire your character (to safety)
- __ create a second character to play
- __ change your character to a new type
- __ choose 3 basic moves and advance them.
- __ advance the other 4 basic moves.

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, who freezes or flinches and can't take action until you break it off. On a miss, your enemies identify you immediately 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 +1harm.

○ **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's 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've read a charged situation and you're acting on the MC's answers, take +2 instead of +1.

○ **Impossible reflexes**: the way you move unencumbered 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 it instead.

GEAR & BARTER

OTHER MOVES

HOLD

BRAINER GEAR

- implant syringe (tag hi-tech)

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

- brain relay (area close hi-tech)

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

- receptivity drugs (tag hi-tech)

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

- violation glove (hand hi-tech)

For purposes 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.

GEAR & BARTER

BARTER

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 kept brainer.*

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 & company; any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; 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.

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.

a character playbook for

APOCALYPSE WORLD
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ADDITIONAL RULES

THREAT TYPES & IMPULSES

You can't use these — they're the MC's — but you might find them interesting.

Warlords:

- Slaver (impulse: to own and sell people)
- Hive queen (impulse: to consume and swarm)
- Prophet (impulse: to denounce and overthrow)
- Dictator (impulse: to control)
- Collector (impulse: to own)
- Alpha wolf (impulse: to hunt and dominate)

Grotesques:

- Cannibal (impulse: craves satiety and plenty)
- Mutant (impulse: craves restitution, recompense)
- Pain addict (impulse: craves pain, its own or others')
- Disease vector (impulse: craves contact, intimate and/or anonymous)
- Mindfucker (impulse: craves mastery)
- Perversion of birth (impulse: craves overthrow, chaos, the ruination of all)

Landscapes:

- Prison (impulse: to contain, to deny egress)
- Breeding pit (impulse: to generate badness)
- Furnace (impulse: to consume things)
- Mirage (impulse: to entice and betray people)
- Maze (impulse: to trap, to frustrate passage)
- Fortress (impulse: to deny access)

Afflictions:

- Disease (impulse: to saturate a population)
- Condition (impulse: to expose people to danger)
- Custom (impulse: to promote and justify violence)
- Delusion (impulse: to dominate people's choices and actions)
- Sacrifice (impulse: to leave people bereft)
- Barrier (impulse: to impoverish people)

Brutes:

- Hunting pack (impulse: to victimize anyone vulnerable)
- Sybarites (impulse: to consume someone's resources)
- Enforcers (impulse: to victimize anyone who stands out)
- Cult (impulse: to victimize & incorporate people)
- Mob (impulse: to riot, burn, kill scapegoats)
- Family (impulse: to close ranks, protect their own)



**THE
BRAINER**

CREATING A BRAINER

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

NAME

Smith, Jones, Jackson, Marsh, Lively, Burroughs, or Gritch.

Joyette, Iris, Marie, Amiette, Suselle, or Cybelle.

Pallor, Sin, Charmer, Pity, Brace, or Sundown.

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.

HX

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

List the other characters' names.

Go around again for Hx. On your turn:

- Tell everyone Hx-1. You keep yourself secret.

On the others' turns, choose 1, 2 or all 3:

- One of them has slept in your presence (knowingly or un-). Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- One of them, you've been watching carefully for some time, in secret. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- One of them quite evidently dislikes and distrusts you. 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, add 1 to it and write it 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 have you highlight a second stat too.

LOOK

Man, woman, ambiguous, transgressing, or concealed.

High formal wear, clinical wear, fetish-bondage wear, or environmental wear improper to the local environment.

Scarred face, smooth face, pale face, bony face, plump moist face, or sweet face.

Soft eyes, dead eyes, deep eyes, caring eyes, pale eyes, ruined eyes, or wet eyes.

Awkward angular body, soft body, slight body, crippled body, or fat body.

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:

- 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)

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

do something under fire

COOL highlight

go aggro; seize by force

HARD highlight

seduce or manipulate

HOT highlight

read a sitch; read a person

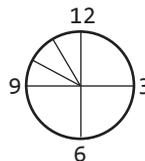
SHARP highlight

open your brain

WEIRD highlight

HARM

countdown



stabilized

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

HX
help or interfere; session end

BRAINER SPECIAL

If you and another character have sex, you automatically do a **deep brain scan** on them, whether you have the move or not. Roll+weird as normal. However, the MC chooses which questions the other character's player answers.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1cool (max cool+2)
- __ get +1sharp (max sharp+2)
- __ get +1hard (max hard+2)
- __ get a new brainer move
- __ get a new brainer move
- __ get 2 gigs (detail) and **moonlighting**
- __ get a holding (detail) and **wealth**
- __ get a move from another playbook
- __ get a move from another playbook
- __ get +1 to any stat (max stat+3)
- __ retire your character (to safety)
- __ create a second character to play
- __ change your character to a new type
- __ choose 3 basic moves and advance them.
- __ advance the other 4 basic moves.

BRAINER MOVES

Unnatural lust transfixion: when you try to seduce someone, roll+weird instead of roll+hot.

Casual brain receptivity: when you read someone, roll+weird instead of roll+sharp. Your victim has to be able to see you, but you don't have to interact.

Preternatural at-will brain attunement: you get +1weird (weird+3).

Deep brain scan: when you have time and physical intimacy with someone — mutual intimacy like holding them in your arms, or 1-sided intimacy like they're restrained to a table — you can read them 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 of 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) upon your subject, to no benefit.

Direct-brain whisper projection: you can roll+weird to get the effects of going aggro, without going aggro. Your victim has to be able to see you, but you don't have to interact. If your victim forces your hand, your mind counts as a weapon (1-harm ap close loud-optional).

In-brain puppet strings: when you have time and physical intimacy with someone — again, mutual or 1-sided — 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 fulfill your command, that counts for all your remaining hold. On a miss, you inflict 1-harm (ap) upon your subject, to no benefit.

HOLD

OTHER MOVES

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 instead of small.
- your gang's well-armed. +1harm.
- your gang's well-armored. +1armor.
- your gang's well-disciplined. Drop savage.
- your gang's nomadic at heart, and able to maintain and repair its own bikes without a home base. It gets +mobile.
- your gang's self-sufficient, able to provide for itself by raiding and scavenging. It gets +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's 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.

BARTER

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.*

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; any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; a week's hire of the protective companionship of a battlebabe or gunlugger; 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.

SIZE	
HARM	ARMOR
+1harm vs smaller gangs, -1harm vs larger, per 1-size difference.	
TAGS	

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, not enough hope.

However, the Golden Age Past 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.

a character playbook for



ADDITIONAL RULES

USING A GANG AS A WEAPON

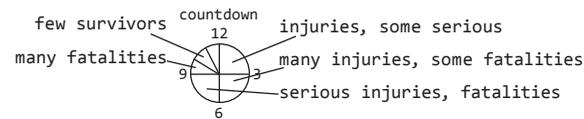
When a character makes an aggressive move using her gang as a weapon, her gang inflicts and suffers harm, she doesn't. A gang inflicts and suffers harm according to its own and its enemy's sizes, weapons, and armor.

GANGS & HARM

If there's a size mismatch between gangs, each step the attacker is bigger adds +1harm, and each step the attacker is smaller knocks off -1harm.

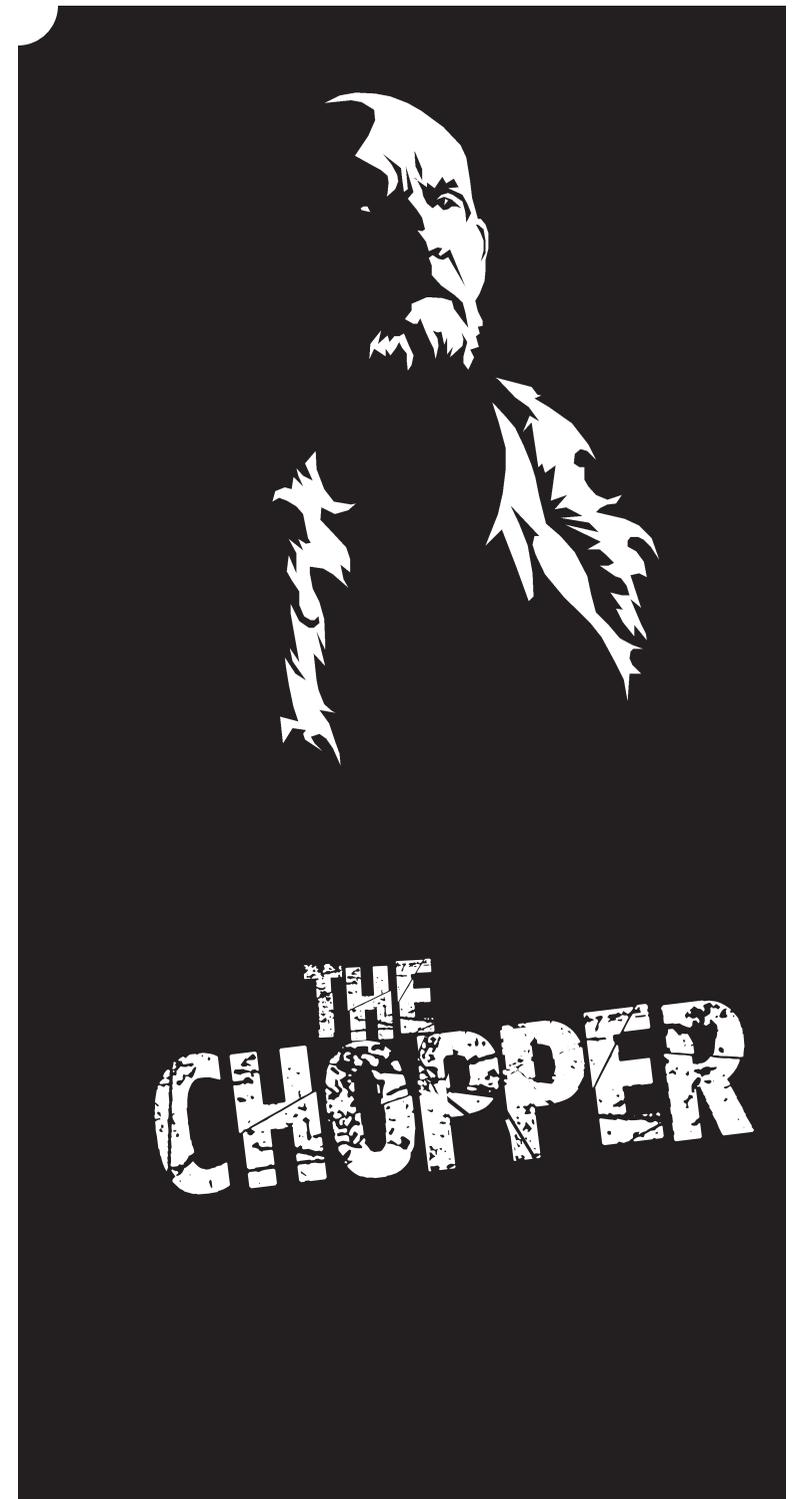
When a gang suffers...

- 1-harm: a few injuries, one or two serious, no fatalities.
- 2-harm: many injuries, several serious, a couple of fatalities.
- 3-harm: widespread injuries, many serious, several fatalities.
- 4-harm: widespread serious injuries, many fatalities.
- 5-harm and more: widespread fatalities, few survivors.



With a strong, present leader, a gang will hold together if it suffers up to 4-harm. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak *and* absent, it'll hold together if it suffers 1- or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.

If a PC is a member of a gang taking harm, how much harm the PC takes depends on her role in the gang. If she's a leader or a prominent, visible member, she suffers the same harm the gang does. If she's just someone in the gang, or if she's intentionally protecting herself from harm instead of fighting with the gang, she suffers 1-harm less.



CREATING A CHOPPER

To create your chopper, choose name, look, stats, moves, bike, gang, 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, Snake eyes, Pinkie, Wire, Blues.

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.

HX

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

List the other characters' names.

Go around again for Hx. On your turn:
 • Tell everyone Hx+1. You're not that complicated.

On the others' turns:

- One of them has stood up to you, gang and all. Whatever number that player tells you, give it +1 and write it next to the character's name.
- Everyone else, whatever number they tell you, give it -1 and write it next to their 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 have you highlight a second stat too.

LOOK

Man, woman, ambiguous, or transgressing.

Combat biker wear, showy biker wear, scrounge biker wear, or S&M biker wear.

Weathered face, strong face, rugged face, narrow face, or busted face.

Narrow eyes, scorched eyes, calculating eyes, weary eyes, or kind eyes.

Squat body, rangy body, wiry body, sturdy body, or fat body.

GEAR

In addition to your bike, and gang detail your personal fashion, worth 1-armor or 2-armor, your choice. Choose 2 no-nonsense weapons:

- 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)

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

COOL highlight
 do something under fire

HARD highlight
 go aggro; seize by force

HOT highlight
 seduce or manipulate

SHARP highlight
 read a sitch; read a person

WEIRD highlight
 open your brain

HARM highlight
 countdown

12
 9 3
 6
 stabilized

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

HX
 help or interfere; session end

CHOPPER SPECIAL

If 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.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1hard (max hard+3)
- __ get +1cool (max cool+2)
- __ get +1sharp (max sharp+2)
- __ get +1weird (max weird+2)
- __ choose a new option for your gang
- __ get 2 gigs (detail) and moonlighting
- __ get a holding (detail) and wealth
- __ get a move from another playbook
- __ get a move from another playbook
- __ get +1 to any stat (max stat+3)
- __ retire your character (to safety)
- __ create a second character to play
- __ change your character to a new type
- __ choose 3 basic moves and advance them.
- __ advance the other 4 basic moves.

CHOPPER MOVES

● **Pack alpha**: when you try to impose your will on your gang, roll+hard. On a 10+, all 3. On a 7-9, choose 1:
 • they do what you want
 • they don't fight back over it
 • you 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 for alpha.

● **Fucking thieves**: when you have your gang search their pockets and saddlebags for something, roll+hard. It has to be something small enough to fit. 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 some asshole stole it from you.

GEAR & BARTER

OTHER MOVES

HOLD

YOUR BIKE

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

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

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

If for some reason you need your bike's profile (by default you don't), it's power+1 looks+1 1-armor weakness+1

STRENGTHS

LOOKS

WEAKNESSES

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 strength or strengths:

Fast, rugged, aggressive, tight, huge, off-road, responsive, uncomplaining, capacious, workhorse, easily repaired.

Choose as many as its power.

Choose its look or looks:

Sleek, vintage, pristine, powerful, luxe, flashy, muscular, quirky, pretty, handcrafted, spikes & plates, garish.

Choose as many as its looks.

Choose its weakness or weaknesses:

Slow, fragile, sloppy, lazy, cramped, picky, guzzler, unreliable, loud, rabbit.

Choose as many as its weakness.

CAR #2	FRAME	
	POWER	LOOKS
	ARMOR	WEAK
TAGS		
CAR #3	FRAME	
	POWER	LOOKS
	ARMOR	WEAK
TAGS		

BARTER

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.*

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: *restoration of a damaged or neglected vehicle to working order; a month's maintenance of a hi-performance vehicle well-used but not damaged; a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; 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.

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.

a character playbook for

APOCALYPSE WORLD
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 www.apocalypse-world.com

ADDITIONAL RULES

VEHICLES & HARM

When a vehicle suffers...

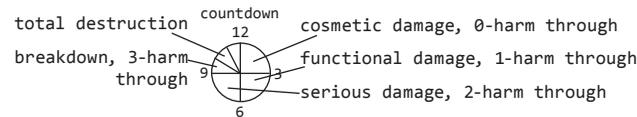
1-harm: cosmetic damage. Bullet holes, broken glass, smoke. 0-harm can blow through to passengers.

2-harm: functional damage. Fuel leak, shot-out tires, engine stall, problems with steering, braking or acceleration. Can be field-patched. 1-harm can blow through to passengers.

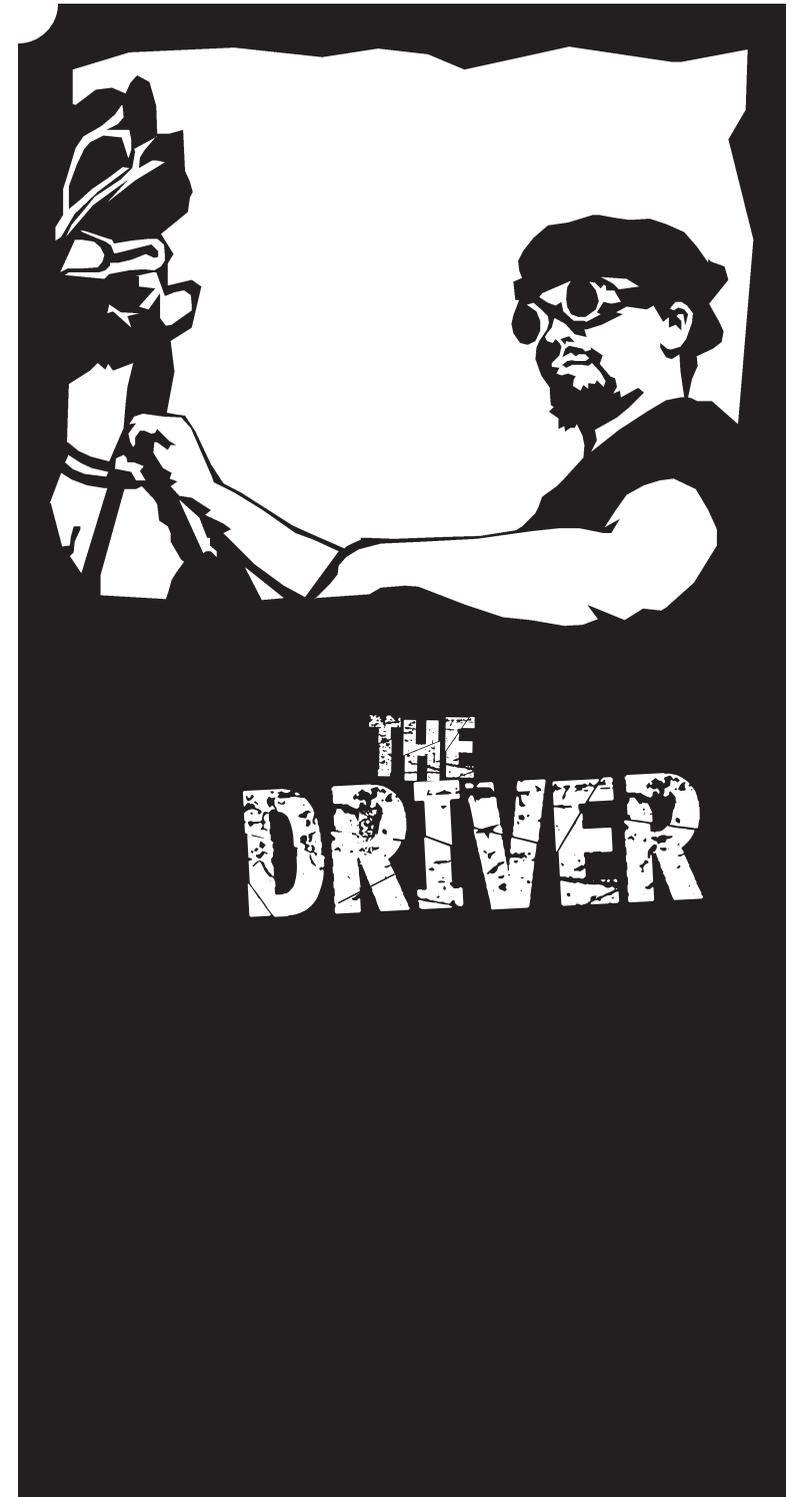
3-harm: serious damage. Functional damage affecting multiple functions, but can be field-patched. 2-harm can blow through to passengers.

4-harm: breakdown. Catastrophic functional damage, can be repaired in a garage but not in the field, or can be used for parts. 3-harm can blow through to passengers.

5-harm and more: total destruction. Full harm can blow through to passengers, plus they can suffer additional harm if the vehicle explodes or crashes.



Whether harm blows through to a vehicle's driver and passengers, doesn't blow through, or just hits them too without having to blow through, depends on the MC's judgment of the circumstances and the vehicle.



CREATING A DRIVER

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

NAME

Lauren, Audrey, Farley, Sammy, Katherine, Marilyn, James, Bridget, Paul, Annette, Marlene, Frankie, Marlon, Kim, Errol, or Humphrey.

Phoenix, Mustang, Impala, Suv, Cougar, Cobra, Dart, Gremlin, Grand Cherokee, Jag, or Beemer.

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.

HX

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

List the other characters' 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 others' turns:

- You aren't naturally inclined to get too close to too many people. Whatever number they tell you, give it -1 and 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 have you highlight a second stat too.

LOOK

Man, woman, ambiguous, or transgressing.

Vintage wear, casual wear, utility wear, leather wear, or showy scrounge wear.

Handsome face, gorgeous face, stern face, fine-boned face, worn face, or crooked face.

Cool eyes, hooded eyes, hard eyes, sad eyes, cold eyes, or pale eyes.

Slim body, pudgy body, stocky body, solid body, tall body, or strong body.

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)

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

COOL

do something under fire

highlight

HARD

go aggro; seize by force

highlight

HOT

seduce or manipulate

highlight

SHARP

read a sitch; read a person

highlight

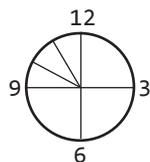
WEIRD

open your brain

highlight

HARM

countdown



stabilized

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

HX

help or interfere; session end

DRIVER SPECIAL

If 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.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1cool (max cool+2)
- __ get +1hard (max hard+2)
- __ get +1hot (max hot+2)
- __ get +1weird (max weird+2)
- __ get a new driver move
- __ get a new driver move
- __ get 2 gigs (detail) and **moonlighting**
- __ get a garage (workspace, detail) and crew
- __ get a move from another playbook
- __ get a move from another playbook
- __ get +1 to any stat (max stat+3)
- __ retire your character (to safety)
- __ create a second character to play
- __ change your character to a new type
- __ choose 3 basic moves and advance them.
- __ advance the other 4 basic moves.

DRIVER MOVES

● **A no shit driver:** when behind the wheel...

...if you do something under fire, add your car's power to your roll.

...if you try to seize something by force, add your car's power to your roll.

...if you go aggro, add your car's power to your roll.

...if you try to seduce or manipulate someone, add your car's looks to your roll.

...if you help or interfere with someone, add your car's power to your roll.

...if someone interferes with you, add your car's weakness to their roll.

○ **Good in the clinch:** when you do something 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:** if you go straight into danger without hedging your bets, you get +1armor. If you happen to be leading a gang or convoy, it gets +1armor 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 +1armor.

YOUR CAR

FRAME	
POWER	LOOKS
ARMOR	WEAK
TAGS	

OTHER MOVES

GEAR & BARTER

HOLD

WEAPONS

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)

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.

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)

HARM

When a character gets hurt, the player marks segments in her harm countdown clock. Mark one full segment for each 1-harm, starting with the segment 12:00 to 3:00.

Typically, when a character takes harm, it's equal to the harm rating of the weapon, attack, or mishap, minus the armor rating of the character's armor. This is called *harm as established*.

When you **suffer harm**, roll+harm suffered (after armor, if you're wearing any). On a 10+, the MC can choose 1:

- *You're out of action: unconscious, trapped, incoherent or panicked.*
- *It's worse than it seemed. Take an additional 1-harm.*
- *Choose 2 from the 7-9 list below.*

On a 7-9, the MC can choose 1:

- *You lose your footing.*
- *You lose your grip on whatever you're holding.*
- *You lose track of someone or something you're attending to.*
- *You miss noticing something important.*

On a miss, the MC can nevertheless choose something from the 7-9 list above. If she does, though, it's instead of some of the harm you're suffering, so you take -1harm.

When you **inflict harm on another player's character**, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you hurt someone, they see you more clearly.

BARTER

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-hand*.

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 & company; any weapon, gear or fashion not valuable or hi-tech; the material costs of resuscitation by an angel; 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.

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.

a character playbook for

APOCALYPSE WORLD

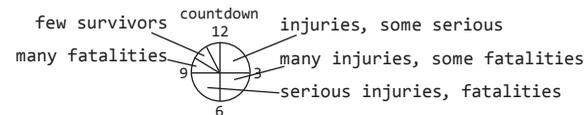
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ADDITIONAL RULES

GANGS, VEHICLES & HARM

When a gang suffers...

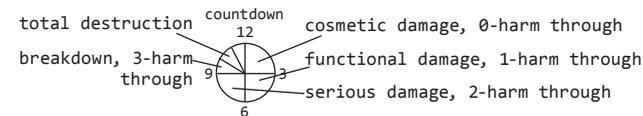
- 1-harm: a few injuries, one or two serious, no fatalities.
- 2-harm: many injuries, several serious, a couple of fatalities.
- 3-harm: widespread injuries, many serious, several fatalities.
- 4-harm: widespread serious injuries, many fatalities.
- 5-harm and more: widespread fatalities, few survivors.



With a strong, present leader, a gang will hold together if it suffers up to 4-harm. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak *and* absent, it'll hold together if it suffers 1- or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.

When a vehicle suffers...

- 1-harm: cosmetic damage. 0-harm can blow through to passengers.
- 2-harm: functional damage. 1-harm can blow through to passengers.
- 3-harm: serious damage. 2-harm can blow through to passengers.
- 4-harm: breakdown. 3-harm can blow through to passengers.
- 5-harm and more: total destruction. Full harm can blow through to passengers, plus they can suffer additional harm if the vehicle explodes or crashes.



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, or Chaplain.

Rex, Fido, Spot, Boxer, Doberman, Trey, Killer, Butch, Fifi, Fluffy, Duke, Wolf, Rover, Max, or Buddy.

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.

HX

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

List the other characters' 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 others' turns:

- Choose which character you think is smartest. Whatever number that player tells you, add 1 to it and write it 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 have you highlight a second stat too.

LOOK

Man, woman, ambiguous, transgressing, or concealed.

Scrounged mismatched armor, battered old armor, or custom homemade armor.

Scarred face, blunt face, bony face, dull face, worn face, or blasted face.

Mad eyes, raging eyes, wise eyes, sad eyes, little piggy eyes, or cunning eyes.

Hard body, stocky body, stringy body, battered body, overbuilt body, compact body, or huge body.

GEAR

You get:

- 1 fuck-off big gun
- 2 serious guns
- 1 backup weapon
- armor worth 2-armor (you detail)
- oddments worth 1-barter

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

COOL highlight
do something under fire

HARD highlight
go aggro; seize by force

HOT highlight
seduce or manipulate

SHARP highlight
read a sitch; read a person

WEIRD highlight
open your brain

HARM highlight

countdown
12
9 3
6
 stabilized

shattered (-1cool)

crippled (-1hard)

disfigured (-1hot)

broken (-1sharp)

HX
help or interfere; session end

GUNLUGGER SPECIAL

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

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1cool (max cool+2)
- __ get +1sharp (max sharp+2)
- __ get +1weird (max weird+2)
- __ get a new gunlugger move
- __ get a new gunlugger move
- __ get 2 gigs (detail) and **moonlighting**
- __ get a holding (detail) and **wealth**
- __ get a gang (detail) and **pack alpha**
- __ get a move from another playbook
- __ get a move from another playbook

- __ get +1 to any stat (max stat+3)
- __ retire your character (to safety)
- __ create a second character to play
- __ change your character to a new type
- __ choose 3 basic moves and advance them.
- __ advance the other 4 basic moves.

GUNLUGGER MOVES

Battle-hardened: when you act under fire, roll+hard instead of roll+cool.

Fuck this shit: 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, roll+hard instead of roll+weird, but only in battle.

Insano like Drano: you get +1hard (hard+3).

Prepared for the inevitable: you have a well-stocked and high-quality first aid kit. It counts as an angel kit (cf) with a capacity of 2-stock.

Bloodcrazed: whenever you inflict harm, inflict +1harm.

NOT TO BE FUCKED WITH: in battle, you count as a gang (3-harm gang small), with armor according to the circumstances.

GEAR & BARTER

OTHER MOVES

HOLD

WEAPONS & ARMOR

ARMOR

HOLDING

By default, your holding has:

- 75-150 souls.
- for gigs, a mix of hunting, crude farming, and scavenging (surplus: 1-barter, want: hungry).
- a makeshift compound of concrete, sheet metal and rebar. Your gang gets +1armor when fighting in its defense.
- an armory of scavenged and makeshift weapons.
- a gang of about 40 violent people (3-harm gang medium unruly 1-armor).

Choose 4:

- your population is large, 200-300 souls. Surplus: +1barter, want: +disease.
- your population is small, 50-60 souls. Want: anxiety instead of want: hungry.
- for gigs, add lucrative raiding. Surplus: +1barter, want: +reprisals.
- for gigs, add protection tribute. Surplus: +1barter, want: +obligation.
- for gigs, add a manufactory. Surplus: +1barter, want: +idle.
- for gigs, add a bustling, widely-known market commons. Surplus: +1barter, want: +idle.
- your gang is large instead of medium, 60 violent people or so.
- your gang is well-disciplined. Drop unruly.
- your armory is sophisticated and extensive. Your gang gets +1harm.
- your compound is tall, deep and mighty, of stone and iron. Your gang gets +2armor 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: -1barter, want: savagery.
- your holding owes protection tribute. Surplus: -1barter, 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 -1harm.
- your compound is mostly tents, lean-tos and wooden walls. Your gang gets no armor bonus when fighting to defend it.

HOLDING

SIZE	SURPLUS	BARTER
GIGS	WANT	

GANG

SIZE	TAGS
HARM	ARMOR

+1harm vs smaller gangs,
-1harm vs larger, per 1-size difference.

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?

a character playbook for

APOCALYPSE WORLD

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www.apocalypse-world.com

ADDITIONAL RULES

BARTER PERIPHERAL MOVES

When you **give 1-barter to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you **go into a holding's bustling market**, looking for some particular thing to buy, and it's not obvious whether you should be able to just go buy one like that, roll+sharp. On a 10+, yes, you can just go buy it like that. On a 7-9, the MC chooses one of the following:

- *it costs 1-barter more than you'd expect*
- *it's available, but only if you meet with a guy who knows a guy*
- *damn, I had one, I just sold it to this guy named Rolfball, maybe you can go get it off him?*
- *sorry, I don't have that, but maybe this will do instead?*

When you **make known that you want a thing and drop jingle to speed it on its way**, roll+barter spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7-9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.

GANGS

When a character makes an aggressive move using her gang as a weapon, her gang inflicts and suffers harm, she doesn't. A gang inflicts and suffers harm according to its own and its enemy's sizes, weapons, and armor.

When a gang suffers...

- 1-harm: a few injuries, one or two serious, no fatalities.
- 2-harm: many injuries, several serious, a couple of fatalities.
- 3-harm: widespread injuries, many serious, several fatalities.
- 4-harm: widespread serious injuries, many fatalities.
- 5-harm and more: widespread fatalities, few survivors.



CREATING A HARDHOLDER

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

NAME

Nbeke, Allison, Kobe, Kreider, Tranh, Marco, Sadiq, Vega, Lang, Lin, or Jackson.

Madame, Barbecue, Grandma, Uncle, Parson, Barnum, Colonel, or Mother Superior.

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=0 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.

HX

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

List the other characters' names.

Go around again for Hx. On your turn:

- Choose whether you are by nature generous with your trust and resources, or reserved. If the former, then tell everyone Hx+1. If the latter, then tell everyone Hx=0.

On the others' turns, choose 1 or both:

- One of them has been with you since before. Whatever number that player tells you, give it +1 and write it 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 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 have you highlight a second stat too.

LOOK

Man, woman, ambiguous, or transgressing.

Luxe wear, display wear, fetish wear, casual wear, or junta wear.

Strong face, stern face, cruel face, soft face, aristocratic face, or gorgeous face.

Cool eyes, commanding eyes, languid eyes, sharp eyes, forgiving eyes, or generous eyes.

Massive body, soft body, wiry body, fat body, tall spare body, or sensual body.

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.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

COOL highlight
do something under fire

HARD highlight
go aggro; seize by force

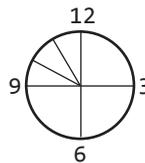
HOT highlight
seduce or manipulate

SHARP highlight
read a sitch; read a person

WEIRD highlight
open your brain

HARM highlight

countdown



stabilized

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

HX
help or interfere; session end

HARDHOLDER SPECIAL

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

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1hard (max hard+3)
- __ get +1weird (max weird+2)
- __ get +1cool (max cool+2)
- __ get +1hot (max hot+2)
- __ get +1sharp (max sharp+2)
- __ choose a new option for your holding
- __ choose a new option for your holding
- __ erase an option from your holding
- __ get a move from another playbook
- __ get a move from another playbook
- __ get +1 to any stat (max stat+3)
- __ retire your character (to safety)
- __ create a second character to play
- __ change your character to a new type
- __ choose 3 basic moves and advance them.
- __ advance the other 4 basic moves.

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:** If your hold is secure and your rule unchallenged, at the beginning of the session, roll+hard. On a 10+, you have surplus at hand and available for the needs of the session. On a 7-9, you have surplus, but choose 1 want. On a miss, or if your hold is compromised or your rule contested, your hold is in want. The precise values of your surplus and want depend on your holding, as follows.

GEAR & FASHION

OTHER MOVES

HOLD

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; any weapon, gear or fashion not valuable or 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.

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 family
- your students
- your scene
- your staff
- your court

If you travel, decide whether they travel with you or congregate in their own communities.

Choose 2:

- Your followers are dedicated to you. Surplus: +1barter, and replace want: desertion with want: hunger.
- Your followers are involved in successful commerce. +1fortune.
- 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: +1barter.
- Your followers are eager, enthusiastic, and successful recruiters. Surplus: +growth.

Choose 2:

- You have few followers, 10 or fewer. Surplus: -1barter.
- 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	SURPLUS	BARTER
FORTUNE	WANT	

HOLD

GEAR & BARTER

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.

a character playbook for



ADDITIONAL RULES

FOLLOWERS PERIPHERAL MOVES

AUGURY

When you use your followers or your workspace for **augury**, roll+weird. On a hit, you can choose 1:

- Reach through the world's psychic maelstrom to something or someone connected to it.
- Isolate and protect a person or thing from the world's psychic maelstrom.
- Isolate and contain a fragment of the world's psychic maelstrom itself.
- Insert information into the world's psychic maelstrom.
- Open a window into the world's psychic maelstrom.

By default, the effect will last only as long as you maintain it, will reach only shallowly into the world's psychic maelstrom as it is local to you, and will bleed instability. On a 10+, choose 2; on a 7-9, choose 1:

- It'll persist (for a while) without your actively maintaining it.
- It reaches deep into the world's psychic maelstrom.
- It reaches broadly throughout the world's psychic maelstrom.
- It's stable and contained, no bleeding.

On a miss, whatever bad happens, your antenna takes the brunt of it.

INSIGHT

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



CREATING A HOCUS

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

NAME

Vision, Hope, Dust, Truth, Found, Always, Lost, Want, Must, Bright, or Sorrow.

Horse, Rabbit, Trout, Cat, Spider, Snake, Bat, Lizard, Jackal, Weaver Bird, or Lark.

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.

HX

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

List the other characters' 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 others' 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 it 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 have you highlight a second stat too.

LOOK

Man, woman, ambiguous, transgressing, or concealed.

Tattered vestments, formal vestments, scrounge vestments, fetish vestments, or tech vestments.

Innocent face, dirty face, determined face, open face, severe face, or ascetic face.

Mesmerizing eyes, dazed eyes, forgiving eyes, suspicious eyes, clear eyes, or burning eyes.

Bony body, lanky body, soft body, fit body, graceful body, or fat body.

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.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

COOL highlight

do something under fire

HARD highlight

go aggro; seize by force

HOT highlight

seduce or manipulate

SHARP highlight

read a sitch; read a person

WEIRD highlight

open your brain

HARM highlight

countdown

12

6

stabilized

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

HX **help or interfere; session end**

HOCUS SPECIAL

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

IMPROVEMENT

- experience ○○○○>>>improve
- __ get +1cool (max cool+2)
 - __ get +1hard (max hard+2)
 - __ get +1sharp (max sharp+2)
 - __ get a new hocus move
 - __ get a new hocus move
 - __ choose a new option for your followers
 - __ choose a new option for your followers
 - __ get a holding (detail) and **wealth**
 - __ get a move from another playbook
 - __ get a move from another playbook
 - __ get +1 to any stat (max stat+3)
 - __ retire your character (to safety)
 - __ create a second character to play
 - __ change your character to a new type
 - __ choose 3 basic moves and advance them.
 - __ advance the other 4 basic moves.

HOCUS MOVES

● **Fortunes:** fortune, surplus and want all depend on your followers. 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, like 1-barter or 2-barter, that's your personal share.

○ **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 size 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 +1weird (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 armor, use that instead, they don't add.

OTHER MOVES

BARTER

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 ceremonist.*

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: *any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; 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.

GIGS

(Profit / catastrophe)

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)
-
-
-

BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand. 1-barter will also cover your crew's cut of a couple three four profitable gigs.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury and company; any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; a week's hire of the protective companionship of a battlebabe or gunlugger; 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.

CREW/CONTACTS

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.

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.

a character playbook for

APOCALYPSE WORLD
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www.apocalypse-world.com

ADDITIONAL RULES

GIGS ON SCREEN

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.

BARTER PERIPHERAL MOVES

When you **give 1-barter to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you **go into a holding's bustling market**, looking for some particular thing to buy, and it's not obvious whether you should be able to just go buy one like that, roll+sharp. On a 10+, yes, you can just go buy it like that. On a 7–9, the MC chooses one of the following:

- *it costs 1-barter more than you'd expect*
- *it's available, but only if you meet with a guy who knows a guy*
- *damn, I had one, I just sold it to this guy named Rolfball, maybe you can go get it off him?*
- *sorry, I don't have that, but maybe this will do instead?*

When you **make known that you want a thing and drop jingle to speed it on its way**, roll+barter spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7–9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.



CREATING AN 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

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.

HX

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

List the other characters' names.

Go around again for Hx. On your turn, choose 1 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 others' turns:

- Whatever number everyone tells you, give it +1 and write it 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 have you highlight a second stat too.

LOOK

Man, woman, ambiguous, or transgressing.

Casual wear, utility wear, vintage wear, signature wear, or scrounge wear.

Worn face, pretty face, honest face, rough face, hard face, or open face.

Calculating eyes, warm eyes, sharp eyes, guarded eyes, cold eyes, or weary eyes.

muscular body, rangy body, full body, energetic body, or sturdy body.

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)

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

COOL highlight

HARD highlight

HOT highlight

SHARP highlight

WEIRD highlight

HX
help or interfere; session end

do something under fire

go aggro; seize by force

seduce or manipulate

read a sitch; read a person

open your brain

OPERATOR SPECIAL

If 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. Just the first time.

IMPROVEMENT

- experience ○○○○>>>improve
- __ get +1cool (max cool+3)
 - __ get +1hard (max hard+2)
 - __ get +1sharp (max sharp+2)
 - __ get a new operator move
 - __ get a new operator move
 - __ add a gig and you may change your crew
 - __ add a gig and you may change your crew
 - __ abandon or resolve an obligation gig for good
 - __ get a move from another playbook
 - __ get a move from another playbook
 - __ get +1 to any stat (max stat+3)
 - __ retire your character (to safety)
 - __ create a second character to play
 - __ change your character to a new type
 - __ choose 3 basic moves and advance them.
 - __ advance the other 4 basic moves.

HARM

countdown

12

6

stabilized

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

OPERATOR MOVES

● **Moonlighting**: you get 2-juggling. Whenever there's a stretch of downtime in play, or between sessions, choose a number of your gigs to work. Choose no more than your juggling. Roll+cool. On a 10+, you get profit from all the gigs you chose. On a 7-9, you get profit from at least 1; if you chose more, you get catastrophe from 1 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 +1juggling.

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

○ **Eye on the door**: name your escape route and roll+cool. On a 10+ 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 who's rolling, 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 take +1forward for dealing with them as well. On a miss, they've heard of you, but the MC will decide what they've heard.

GEAR & BARTER

OTHER MOVES

HOLD

WORKSPACE

Choose which of the following your workspace includes. Choose 3: a garage, a darkroom, a controlled growing environment, skilled labor (Carna, Thuy, Pamming, *eg*), a junkyard of raw materials, a truck or van, weird-ass electronica, machining tools, transmitters & receivers, a proving range, a relic of the golden age past, booby traps.

When you go into your workspace and dedicate yourself to making a thing, or to getting to the bottom of some shit, decide what and tell the MC. 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.

BARTER

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.*

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; any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; a week’s hire of the protective companionship of a battlebabe or gunlugger; a year’s tribute to a warlord; 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.

Introducing

THE SAVVYHEAD

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

a character playbook for

APOCALYPSE WORLD

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www.apocalypse-world.com

ADDITIONAL RULES

GEAR & WEAPON TAGS

n-armor	n-harm	+nharm	+bonus	Alive
AP	Applied	Area	Autofire	Close
Close/far	Far	Hand	Hi-tech	Implanted
Infinite	Intimate	Loud	Messy	Refill
Reload	Remote	S-harm	Tag	Valuable
Worn				

VEHICLE STATS

frame	power	looks	armor	weakness
-------	-------	-------	-------	----------

AUGURY

When you use your followers or your workspace for **augury**, roll+weird. On a hit, you can choose 1:

- *Reach through the world’s psychic maelstrom to something or someone connected to it.*
- *Isolate and protect a person or thing from the world’s psychic maelstrom.*
- *Isolate and contain a fragment of the world’s psychic maelstrom itself.*
- *Insert information into the world’s psychic maelstrom.*
- *Open a window into the world’s psychic maelstrom.*

By default, the effect will last only as long as you maintain it, will reach only shallowly into the world’s psychic maelstrom as it is local to you, and will bleed instability. On a 10+, choose 2; on a 7–9, choose 1:

- *It’ll persist (for a while) without your actively maintaining it.*
- *It reaches deep into the world’s psychic maelstrom.*
- *It reaches broadly throughout the world’s psychic maelstrom.*
- *It’s stable and contained, no bleeding.*

On a miss, whatever bad happens, your antenna takes the brunt of it.



THE SAVVY HEAD

CREATING A SAVVYHEAD

To create your savvyhead, choose name, look, stats, moves, workspace, projects, 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

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.

HX

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

List the other characters' 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 others' turns:

- Choose the character you figure for the biggest potential problem. Whatever number that player tells you, give it +1 and write it next to the character's name.
- Everyone else, whatever number they tell you, give it -1 and write it 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 have you highlight a second stat too.

LOOK

Man, woman, ambiguous, or transgressing.

Utility wear plus tech, scrounge wear plus tech, vintage wear plus tech, tech wear.

Plain face, pretty face, open face, or expressive face.

Squinty eyes, calm eyes, dancing eyes, quick eyes, or appraising eyes.

Fat body, slight body, hunched body, wiry body, stumpy body, or strange body.

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.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

COOL highlight
do something under fire

HARD highlight
go aggro; seize by force

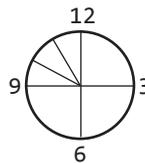
HOT highlight
seduce or manipulate

SHARP highlight
read a sitch; read a person

WEIRD highlight
open your brain

HARM highlight

countdown



stabilized

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

HX
help or interfere; session end

SAVVYHEAD SPECIAL

If you and another character have sex, they automatically speak to you, as though they were a thing and you'd rolled a 10+, whether you have the move or not. The other player and the MC will answer your questions between them.

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

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1cool (max cool+2)
- __ get +1hard (max hard+2)
- __ get +1sharp (max sharp+2)
- __ get a new savvyhead move
- __ get a new savvyhead move
- __ get 2 gigs (detail) and **moonlighting**
- __ get a gang (detail) for security, and **leadership**
- __ add life support to your workspace, and now you can work on people there too
- __ get a move from another playbook
- __ get a move from another playbook

- __ get +1 to any stat (max stat+3)
- __ retire your character (to safety)
- __ create a second character to play
- __ change your character to a new type
- __ choose 3 basic moves and advance them.
- __ advance the other 4 basic moves.

SAVVYHEAD MOVES

○ **Things speak:** whenever you handle or examine something interesting, roll+weird. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 1:

- who handled this last before me?
- who made this?
- what strong emotions have been most recently nearby this?
- what words have been said 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?

Treat a miss as though you've 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, 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 +1forward now. On a miss, the MC holds 1, and can spend it to have you already be there, but somehow pinned, caught or trapped.

○ **Oftener right:** when a character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the doing, and you mark an experience circle.

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

○ **Spooky intense:** when you do something under fire, roll+weird instead of roll+cool.

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

GEAR & BARTER

OTHER MOVES

HOLD

SKINNER GEAR

You get:

- oddments worth 1-barter
- fashion suitable to your look (you detail)

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 +1sharp when your eyesight matters, but if you do, without them you get -1sharp 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 +1hot forward.
- a pet (valuable alive)
Your choice and yours to detail.

GEAR & BARTER

BARTER

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.*

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: *any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; 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.

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*?

a character playbook for

APOCALYPSE WORLD

@2k+10 D. Vincent Baker
www.apocalypse-world.com

ADDITIONAL RULES

EXAMPLE ARTS

For **Artful & gracious**:

Singing or performing music, dancing, making jewelry, creating functional and beautiful tools, working fur or leather, training dogs or birds — any craft or art that suits the environment and the character.

BARTER PERIPHERAL MOVES

When you **give 1-barter to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you **go into a holding's bustling market**, looking for some particular thing to buy, and it's not obvious whether you should be able to just go buy one like that, roll+sharp. On a 10+, yes, you can just go buy it like that. On a 7–9, the MC chooses one of the following:

- *it costs 1-barter more than you'd expect*
- *it's available, but only if you meet with a guy who knows a guy*
- *damn, I had one, I just sold it to this guy named Rolfball, maybe you can go get it off him?*
- *sorry, I don't have that, but maybe this will do instead?*

When you **make known that you want a thing and drop jingle to speed it on its way**, roll+barter spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7–9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.



THE SKINNER

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, or Grace.

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.

HX

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

List the other characters' 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 others' turns:

• For everyone, whatever number they tell you, give it -1 or +1 and write it 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 have you highlight a second stat too.

LOOK

Man, woman, ambiguous, transgressing, or androgyne.
 Display wear, showy scrounge wear, luxe wear, fetish wear, or casual wear.

Striking face, sweet face, strange face, cute face, or beautiful face.
 Laughing eyes, mocking eyes, dark eyes, shadowed eyes, troubled eyes, arresting eyes, bright eyes, or cool eyes.

Strong hands, expressive hands, quick hands, calloused hands, or steady hands.

Slim body, toned body, fat body, unnatural body, young body, or lush body.

GEAR

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

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

COOL highlight
 do something under fire

HARD highlight
 go aggro; seize by force

HOT highlight
 seduce or manipulate

SHARP highlight
 read a sitch; read a person

WEIRD highlight
 open your brain

HARM highlight
 countdown

HOLD highlight

OTHER MOVES

SKINNER SPECIAL

IMPROVEMENT

SKINNER MOVES

BREATH TAKING

LOST

ARTFUL & GRACIOUS

AN ARRESTING SKINNER

HYPNOTIC

HX
 help or interfere; session end

SKINNER SPECIAL

IMPROVEMENT

SKINNER MOVES

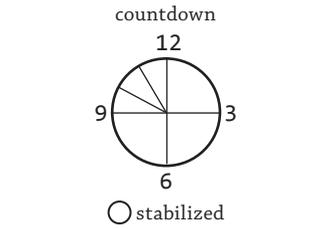
BREATH TAKING

LOST

ARTFUL & GRACIOUS

AN ARRESTING SKINNER

HYPNOTIC



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

If you and another character have sex, choose one:
 • You take +1 forward and so do they.
 • You take +1 forward; they take -1.
 • They must give you a gift worth at least 1-barter.
 • You can **hypnotize** them as though you'd rolled a 10+, even if you haven't chosen to get the move.

IMPROVEMENT
 experience ○○○○>>>improve

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

- __ get +1 to any stat (max stat+3)
- __ retire your character (to safety)
- __ create a second character to play
- __ change your character to a new type
- __ choose 3 basic moves and advance them.
- __ advance the other 4 basic moves.

SKINNER MOVES

- **Breathtaking**: you get +1hot (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 +1forward against them. On a miss, the MC will ask you 3 questions; answer them truthfully.
- **Artful & gracious**: when you perform your chosen art — any act of expression or culture — or when you put its product before an audience, roll+hot. On a 10+, spend 3. On a 7-9, spend 1. Spend 1 to name an NPC member of 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 or lost opportunity. You simply perform very well.
- **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 have time and solitude with someone, they become fixated upon 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
 For NPCs, while you have 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.

HOLD

OTHER MOVES

PERIPHERAL MOVES

BARTER MOVES

By default, characters have access to the barter moves, but the MC might decide to limit them.

When you **give 1-barter to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you **go into a holding's bustling market**, looking for some particular thing to buy, and it's not obvious whether you should be able to just go buy one like that, roll+sharp. On a 10+, yes, you can just go buy it like that. On a 7–9, the MC chooses one of the following:

- *it costs 1-barter more than you'd expect*
- *it's available, but only if you meet with a guy who knows a guy*
- *damn, I had one, I just sold it to this guy named Rolfball, maybe you can go get it off him?*
- *sorry, I don't have that, but maybe this will do instead?*

When you **make known that you want a thing and drop jingle to speed it on its way**, roll+barter spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7–9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.

AUGURY

By default, nobody has access to augury, but a hocus' followers or a savvyhead's workspace might give it.

When you use your followers or your workspace for **augury**, roll+weird. On a hit, you can choose 1:

- *Reach through the world's psychic maelstrom to something or someone connected to it.*
- *Isolate and protect a person or thing from the world's psychic maelstrom.*
- *Isolate and contain a fragment of the world's psychic maelstrom itself.*
- *Insert information into the world's psychic maelstrom.*
- *Open a window into the world's psychic maelstrom.*

By default, the effect will last only as long as you maintain it, will reach only shallowly into the world's psychic maelstrom as it is local to you, and will bleed instability. On a 10+, choose 2; on a 7–9, choose 1:

- *It'll persist (for a while) without your actively maintaining it.*
- *It reaches deep into the world's psychic maelstrom.*
- *It reaches broadly throughout the world's psychic maelstrom.*
- *It's stable and contained, no bleeding.*

On a miss, whatever bad happens, your antenna takes the brunt of it.

Introducing

THE MOVES

In Apocalypse World, friend, you *are* what you *do*.

a playbook for

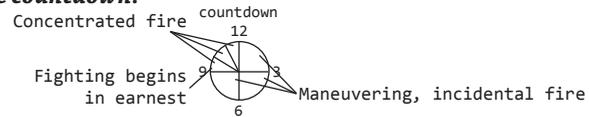
APOCALYPSE WORLD

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OPTIONAL BATTLE MOVES

By default, the optional battle moves and battle countdown are not in play. The MC may decide to bring them into play.

Battle countdown:



Incidental fire means 0-harm or 1-harm (ricochets connecting, bullets spun by cover, bullets fired from far-off on dim chance). Concentrated fire means the enemy's full harm, as established by their weapons and their numbers, as normal.

When you **provide covering fire for someone**, roll+cool. On a 10+, you keep them from coming under concentrated fire, even past 9:00. On a 7–9, their position or course is untenable, and they proceed accordingly. On a miss, they suffer concentrated fire now. (If it's before 9:00, now it's 9:00.)

When you **maintain an untenable position or course**, roll+hard. On a 10+, you can hold it, and for 3 ticks you'll come under only incidental fire, even past 9:00. On a 7–9, you can hold it, and for a tick you'll come under only incidental fire. Either way you can abandon it before your time is up to avoid concentrated fire. On a miss, abandon it now or suffer concentrated fire. (If it's before 9:00, now it's 9:00.)

When you **stay the fuck down**, roll+sharp. On a hit, you're in a relatively safe spot for the rest of the battle. On a 10+, you come under no fire. On a 7–9, you come under only incidental fire. On a miss, you have to break position now or come under concentrated fire.

When you **follow through on someone else's move**, roll+Hx. If it's one of the MC's characters', roll+sharp. On a 10+, the MC chooses one of the following for you, as appropriate:

- you inflict +1harm
- you dominate someone's position
- you make an untenable position or course secure
- you avoid all fire
- you create an opportunity and follow through to full effect

On a 7–9, you create an opportunity, but you haven't seized it or followed through on it yet. The MC will tell you what it is. On a miss, the MC chooses one of the above for an appropriate character of her own.



BASIC MOVES

DO SOMETHING UNDER FIRE

When you **do something under fire**, or dig in to endure fire, roll+cool. On a 10+, you do it. On a 7–9, you flinch, hesitate, or stall: the MC can offer you a worse outcome, a hard bargain, or an ugly choice.

GO AGGRO

When you **go aggro on someone**, roll+hard. On a 10+, they have to choose: force your hand and suck it up, or cave and do what you want. On a 7–9, they can instead choose 1:

- *get the hell out of your way*
- *barricade themselves securely in*
- *give you something they think you want*
- *back off calmly, hands where you can see*
- *tell you what you want to know (or what you want to hear)*

SEIZE BY FORCE

When you try to **seize something by force**, or to secure your hold on something, roll+hard. On a hit, choose options. On a 10+, choose 3.

On a 7–9, choose 2:

- *you take definite hold of it*
- *you suffer little harm*
- *you inflict terrible harm*
- *you impress, dismay or frighten your enemy*

SEDUCE OR MANIPULATE

When you **try to seduce or manipulate someone**, tell them what you want and roll+hot. For NPCs: on a hit, they ask you to promise something first, and do it if you promise. On a 10+, whether you keep your promise is up to you, later. On a 7–9, they need some concrete assurance right now. For PCs: on a 10+, both. On a 7–9, choose 1:

- *if they do it, they mark experience*
- *if they refuse, it's acting under fire*

What they do then is up to them.

BASIC MOVES

READ A SITCH

When you **read a charged situation**, roll+sharp. On a hit, you can ask the MC questions. Whenever you act on one of the MC's answers, take +1. On a 10+, ask 3. On a 7–9, ask 1:

- *where's my best escape route / way in / way past?*
- *which enemy is most vulnerable to me?*
- *which enemy is the biggest threat?*
- *what should I be on the lookout for?*
- *what's my enemy's true position?*
- *who's in control here?*

READ A PERSON

When you **read a person** in a charged interaction, roll+sharp. On a 10+, hold 3. On a 7–9, hold 1. While you're interacting with them, spend your hold to ask their player questions, 1 for 1:

- *is your character telling the truth?*
- *what's your character really feeling?*
- *what does your character intend to do?*
- *what does your character wish I'd do?*
- *how could I get your character to __?*

OPEN YOUR BRAIN

When you **open your brain to the world's psychic maelstrom**, roll+weird. On a hit, the MC will tell you something new and interesting about the current situation, and might ask you a question or two; answer them. On a 10+, the MC will give you good detail. On a 7–9, the MC will give you an impression. If you already know all there is to know, the MC will tell you that.

HELP OR INTERFERE

When you **help** or **interfere with** someone who's making a roll, roll+Hx. On a hit, they take +1 (help) or -2 (interfere) now. On a 7–9, you also expose yourself to fire, danger, retribution or cost.

SESSION END

At the end of every session, choose a character who knows you better than they used to. If there's more than one, choose one at your whim. Tell that player to add +1 to their Hx with you on their sheet. If this brings them to Hx+4, they reset to Hx+1 (and therefore mark experience).

PERIPHERAL MOVES

HARM & HEALING MOVES

By default, the harm & healing moves are in play. The MC might decide to forego them, case by case.

This move is unusual in that a hit is bad for the player and a miss is good:

When you **suffer harm**, roll+harm suffered (after armor, if you're wearing any). On a 10+, the MC can choose 1:

- *You're out of action: unconscious, trapped, incoherent or panicked.*
- *It's worse than it seemed. Take an additional 1-harm.*
- *Choose 2 from the 7–9 list below.*

On a 7–9, the MC can choose 1:

- *You lose your footing.*
- *You lose your grip on whatever you're holding.*
- *You lose track of someone or something you're attending to.*
- *You miss noticing something important.*

On a miss, the MC can nevertheless choose something from the 7–9 list above. If she does, though, it's instead of some of the harm you're suffering, so you take -1harm.

When you **inflict harm on another player's character**, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

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When you hurt someone, they see you more clearly. When you heal someone, you see them more clearly.

INSIGHT

By default, nobody has access to insight, but a hocus' followers might give it.

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

PERIPHERAL MOVES

BARTER MOVES

By default, characters have access to the barter moves, but the MC might decide to limit them.

When you **give 1-barter to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you **go into a holding's bustling market**, looking for some particular thing to buy, and it's not obvious whether you should be able to just go buy one like that, roll+sharp. On a 10+, yes, you can just go buy it like that. On a 7–9, the MC chooses one of the following:

- *it costs 1-barter more than you'd expect*
- *it's available, but only if you meet with a guy who knows a guy*
- *damn, I had one, I just sold it to this guy named Rolfball, maybe you can go get it off him?*
- *sorry, I don't have that, but maybe this will do instead?*

When you **make known that you want a thing and drop jingle to speed it on its way**, roll+barter spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7–9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.

AUGURY

By default, nobody has access to augury, but a hocus' followers or a savvyhead's workspace might give it.

When you use your followers or your workspace for **augury**, roll+weird. On a hit, you can choose 1:

- *Reach through the world's psychic maelstrom to something or someone connected to it.*
- *Isolate and protect a person or thing from the world's psychic maelstrom.*
- *Isolate and contain a fragment of the world's psychic maelstrom itself.*
- *Insert information into the world's psychic maelstrom.*
- *Open a window into the world's psychic maelstrom.*

By default, the effect will last only as long as you maintain it, will reach only shallowly into the world's psychic maelstrom as it is local to you, and will bleed instability. On a 10+, choose 2; on a 7–9, choose 1:

- *It'll persist (for a while) without your actively maintaining it.*
- *It reaches deep into the world's psychic maelstrom.*
- *It reaches broadly throughout the world's psychic maelstrom.*
- *It's stable and contained, no bleeding.*

On a miss, whatever bad happens, your antenna takes the brunt of it.

Introducing

THE MOVES

In Apocalypse World, friend, you *are* what you *do*.

a playbook for

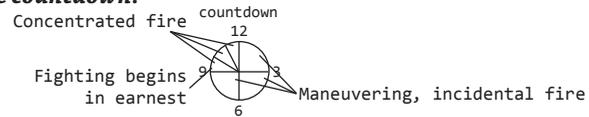
APOCALYPSE WORLD

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www.apocalypse-world.com

OPTIONAL BATTLE MOVES

By default, the optional battle moves and battle countdown are not in play. The MC may decide to bring them into play.

Battle countdown:



Incidental fire means 0-harm or 1-harm (ricochets connecting, bullets spun by cover, bullets fired from far-off on dim chance). Concentrated fire means the enemy's full harm, as established by their weapons and their numbers, as normal.

When you **provide covering fire for someone**, roll+cool. On a 10+, you keep them from coming under concentrated fire, even past 9:00. On a 7–9, their position or course is untenable, and they proceed accordingly. On a miss, they suffer concentrated fire now. (If it's before 9:00, now it's 9:00.)

When you **maintain an untenable position or course**, roll+hard. On a 10+, you can hold it, and for 3 ticks you'll come under only incidental fire, even past 9:00. On a 7–9, you can hold it, and for a tick you'll come under only incidental fire. Either way you can abandon it before your time is up to avoid concentrated fire. On a miss, abandon it now or suffer concentrated fire. (If it's before 9:00, now it's 9:00.)

When you **stay the fuck down**, roll+sharp. On a hit, you're in a relatively safe spot for the rest of the battle. On a 10+, you come under no fire. On a 7–9, you come under only incidental fire. On a miss, you have to break position now or come under concentrated fire.

When you **follow through on someone else's move**, roll+Hx. If it's one of the MC's characters', roll+sharp. On a 10+, the MC chooses one of the following for you, as appropriate:

- you inflict +1harm
- you dominate someone's position
- you make an untenable position or course secure
- you avoid all fire
- you create an opportunity and follow through to full effect

On a 7–9, you create an opportunity, but you haven't seized it or followed through on it yet. The MC will tell you what it is. On a miss, the MC chooses one of the above for an appropriate character of her own.



BASIC MOVES

DO SOMETHING UNDER FIRE

When you **do something under fire**, or dig in to endure fire, roll+cool. On a 10+, you do it. On a 7–9, you flinch, hesitate, or stall: the MC can offer you a worse outcome, a hard bargain, or an ugly choice.

GO AGGRO

When you **go aggro on someone**, roll+hard. On a 10+, they have to choose: force your hand and suck it up, or cave and do what you want. On a 7–9, they can instead choose 1:

- *get the hell out of your way*
- *barricade themselves securely in*
- *give you something they think you want*
- *back off calmly, hands where you can see*
- *tell you what you want to know (or what you want to hear)*

SEIZE BY FORCE

When you try to **seize something by force**, or to secure your hold on something, roll+hard. On a hit, choose options. On a 10+, choose 3.

On a 7–9, choose 2:

- *you take definite hold of it*
- *you suffer little harm*
- *you inflict terrible harm*
- *you impress, dismay or frighten your enemy*

SEDUCE OR MANIPULATE

When you **try to seduce or manipulate someone**, tell them what you want and roll+hot. For NPCs: on a hit, they ask you to promise something first, and do it if you promise. On a 10+, whether you keep your promise is up to you, later. On a 7–9, they need some concrete assurance right now. For PCs: on a 10+, both. On a 7–9, choose 1:

- *if they do it, they mark experience*
- *if they refuse, it's acting under fire*

What they do then is up to them.

BASIC MOVES

READ A SITCH

When you **read a charged situation**, roll+sharp. On a hit, you can ask the MC questions. Whenever you act on one of the MC's answers, take +1. On a 10+, ask 3. On a 7–9, ask 1:

- *where's my best escape route / way in / way past?*
- *which enemy is most vulnerable to me?*
- *which enemy is the biggest threat?*
- *what should I be on the lookout for?*
- *what's my enemy's true position?*
- *who's in control here?*

READ A PERSON

When you **read a person** in a charged interaction, roll+sharp. On a 10+, hold 3. On a 7–9, hold 1. While you're interacting with them, spend your hold to ask their player questions, 1 for 1:

- *is your character telling the truth?*
- *what's your character really feeling?*
- *what does your character intend to do?*
- *what does your character wish I'd do?*
- *how could I get your character to __?*

OPEN YOUR BRAIN

When you **open your brain to the world's psychic maelstrom**, roll+weird. On a hit, the MC will tell you something new and interesting about the current situation, and might ask you a question or two; answer them. On a 10+, the MC will give you good detail. On a 7–9, the MC will give you an impression. If you already know all there is to know, the MC will tell you that.

HELP OR INTERFERE

When you **help** or **interfere with** someone who's making a roll, roll+Hx. On a hit, they take +1 (help) or -2 (interfere) now. On a 7–9, you also expose yourself to fire, danger, retribution or cost.

SESSION END

At the end of every session, choose a character who knows you better than they used to. If there's more than one, choose one at your whim. Tell that player to add +1 to their Hx with you on their sheet. If this brings them to Hx+4, they reset to Hx+1 (and therefore mark experience).

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THE MASTER OF CEREMONIES

AGENDA

- Make Apocalypse World seem real.
- Make the players' characters' lives not boring.
- Play to find out what happens.

ALWAYS SAY

- What the principles demand.
- What the rules demand.
- What your prep demands.
- What honesty demands.

THE PRINCIPLES

- Barf forth apocalyptic.
- Address yourself to the characters, not the players.
- Make your move, but misdirect.
- Make your move, but never speak its name.
- Look through crosshairs.
- Name everyone, make everyone human.
- Ask provocative questions and build on the answers.
- Respond with fuckery and intermittent rewards.
- Be a fan of the players' characters.
- Think offscreen too.
- Sometimes, disclaim decision-making.

YOUR MOVES

- Separate them.
- Capture someone.
- Put someone in a spot.
- Trade harm for harm (*as established*).
- Announce off-screen badness.
- Announce future badness.
- Inflict harm (*as established*).
- Take away their stuff.
- Make them buy.
- Activate their stuff's downside.
- Tell them the possible consequences and ask.
- Offer an opportunity, with or without a cost.
- Turn their move back on them.
- Make a threat move (*from one of your fronts*).
- After every move: "what do you do?"

A FEW MORE THINGS TO DO

- Make maps like crazy.
- Turn questions back on the asker or over to the group at large.
- Digress occasionally.
- Elide the action sometimes, and zoom in on its details other times.
- Go around the table.
- Take breaks and take your time.

Introducing

THE 1ST SESSION

The players have it easy. They have these fun little books to go through and then they're ready to play. Your job is harder, you have a lot more to set up than they do. They each have one character to create, you have the whole bedamned world.

So let's be fair. You have the whole world to create, you get the whole first session to create it in. You're supposed to make their characters' lives not boring, you get a whole session to get to know them.

an MC playsheet for

APOCALYPSE WORLD
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ADDITIONAL RULES

SETTING EXPECTATIONS

While the players are making their characters, in between answering questions, you have a good opportunity to set expectations for the game to come. Here are some things I like to get out up-front:

- Your characters don't have to be *friends*, but they do have to know each other, and they should be basically allies. They might become enemies in play, but they shouldn't start out enemies.
- Your characters are unique in Apocalypse World. There are other medics, and they might even be called "angel" by their friends, but you're the only *angel*. There are other compound bosses and warlords who might be called "hardholders," but you're the only *hardholder*.
- Some of you get to choose armor. 1-armor can be whatever, it can be bulletproof vests, bike leathers, armored corsets, whatever. 2-armor, though, is serious body armor. Riot gear. I mean, it might be low-tech, it might be made out of a car or something, but the point is that you're walking around *in armor*.
- Hey, see where it says you have "oddmnts worth 3-barter" or whatever? Is there some medium of exchange you all use, or is it really one-time negotiated barter? Uncle, you're the hardholder, is there something you use for currency in the holding? Or else Wilson, you're an operator, is there some currency you like to take payment in?
- I'm not out to get you. If I were, you could just pack it in right now, right? I'd just be like "there's an earthquake. You all take 10-harm and die. The end." No, I'm here to find out what's going to happen with all your cool, hot, fucking kick-ass characters. Same as you!



NAMES

Tum Tum, Gnarly, Fleece, White, Lala, Bill, Crine, Mercer, Preen, Ik, Shan, Isle, Ula, Joe's Girl, Dremmer, Balls, Amy, Rufe, Jackabacka, Ba, Mice, Dog head, Hugo, Roark, Monk, Pierre, Norvell, H, Omie Wise, Corbett, Jeanette, Rum, Peppering, Brain, Matilda, Rothschild, Wisher, Partridge, Brace Win, Bar, Krin, Parcher, Millions, Grome, Foster, Mill, Dustwich, Newton, Tao, Missed, III, Princy, East Harrow, Kettle, Putrid, Last, Twice, Clarion, Abondo, Mimi, Fianelly, Pellet, Li, Harridan, Rice, Do, Winkle, Fuse, Visage, Enough-to-eat, Barker, Imam, Bowdy, Daff, Exit, Chin, Look, Shazza, Fauna, Sun, Chack, Ricarra, Prim

RESOURCES

meat, salt, grain, fresh foods, staple foods, preserved foods, meat (don't ask), drinking water, hot water, shelter, liberty, leisure, fuel, heat, security, time, health, medical supplies, information, status, specialized goods, luxury goods, gasoline, weaponry, labor, skilled labor, acclaim, loyalty, blood kin, strategic position, drugs, work animals, livestock, know-how, walls, living space, storage space, machinery, connections, access, raw materials, books

THREAT TYPES

Warlords:

Slaver, Hive queen, Prophet, Dictator, Collector, Alpha wolf

Grotesques:

Cannibal, Mutant, Pain addict, Disease vector, Mindfucker, Perversion of birth

Landscapes:

Prison, Breeding pit, Furnace, Mirage, Maze, Fortress

Afflictions:

Disease, Condition, Custom, Delusion, Sacrifice, Barrier

Brutes:

Hunting pack, Sybarites, Enforcers, Cult, Mob, Family

DURING SESSION 1

- MC the game. Bring it.
- Describe. Barf forth apocalyptica.
- Springboard off character creation.
- Ask questions like crazy.
- Leave yourself things to wonder about.
- Look for where they're not in control.
- Push there.
- Nudge the players to have their characters make moves.
- Give every character good screen time with other characters.
- Leap forward with named, human NPCs.
- Hell, have a fight.
- Fill up this 1st session worksheet.

I WONDER...

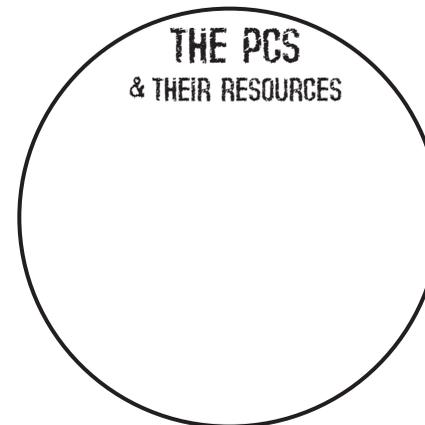
AMBITION

HUNGER

THIRST

ENVY

IGNORANCE

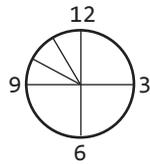
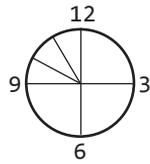
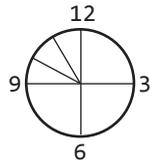
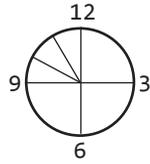


DESPAIR

FEAR

DECAY

OVERALL COUNTDOWNS



Introducing

FRONTS

Fronts are the MC's prep for play.

A front is a set of linked threats. Threats are people, places and conditions that, because of where they are and what they're doing, inevitably threaten the players' characters — so a front is all of the individual threats that arise from a single given threatening situation.

an MC playsheet for

APOCALYPSE IN A WORLD

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CREATING A FRONT

- Choose a fundamental scarcity.
- Create 3 or 4 threats.
- Write its agenda / dark future.
- Write 2–4 stakes questions.
- List the front's cast.
- Create the front's overall countdowns.

See pages 136–150 for complete instructions.

FUNDAMENTAL SCARCITY

Underlying every front is a fundamental scarcity. Choose 1:

- Hunger
- Thirst
- Ignorance
- Fear
- Decay
- Despair
- Envy
- Ambition

THREATS

Threats

Warlords
Grotesques
Landscapes
Afflictions
Brutes

Warlords

Slaver
Hive queen
Prophet
Dictator
Collector
Alpha wolf

Grotesques

Cannibal
Mutant
Pain addict
Disease Vector
Mindfucker
Perversion of birth

Landscapes

Prison
Breeding pit
Furnace
Mirage
Maze
Fortress

Afflictions

Disease
Condition
Custom
Delusion
Sacrifice
Barrier

Brutes

Hunting pack
Sybarites
Enforcers
Cult
Mob
Family

See pages 138–142 for complete descriptions, including impulses.



A FRONT

THREAT 1

IS CALLED:

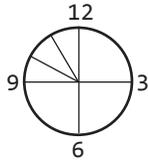
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IMPULSE:

DESCRIPTION & CAST:

CUSTOM MOVE:

COUNTDOWN:



THREAT 2

IS CALLED:

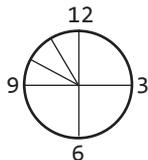
KIND:

IMPULSE:

DESCRIPTION & CAST:

CUSTOM MOVE:

COUNTDOWN:



IS CALLED:

EXPRESSES:

DARK FUTURE / AGENDA:

DESCRIPTION & CAST:

STAKES QUESTIONS:

THREAT 3

IS CALLED:

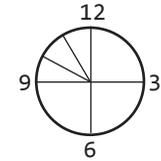
KIND:

IMPULSE:

DESCRIPTION & CAST:

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COUNTDOWN:



THREAT 4

IS CALLED:

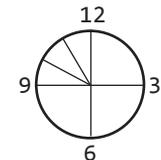
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IMPULSE:

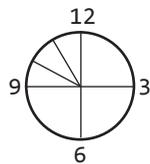
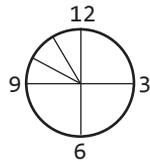
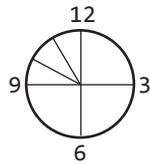
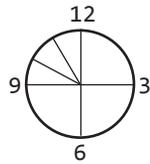
DESCRIPTION & CAST:

CUSTOM MOVE:

COUNTDOWN:



OVERALL COUNTDOWNS



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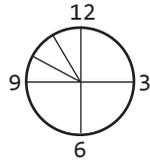
KIND:

IMPULSE:

DESCRIPTION & CAST:

CUSTOM MOVE:

COUNTDOWN:



THREAT 2

IS CALLED:

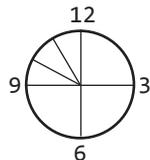
KIND:

IMPULSE:

DESCRIPTION & CAST:

CUSTOM MOVE:

COUNTDOWN:



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EXPRESSES:

DARK FUTURE / AGENDA:

DESCRIPTION & CAST:

STAKES QUESTIONS:

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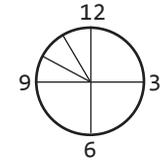
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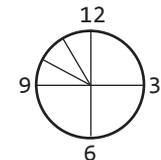
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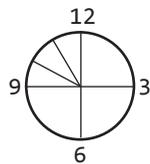
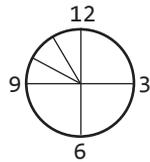
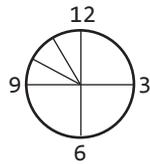
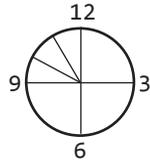
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CUSTOM MOVE:

COUNTDOWN:



OVERALL COUNTDOWNS



Introducing

FRONTS

Fronts are the MC's prep for play.

A front is a set of linked threats. Threats are people, places and conditions that, because of where they are and what they're doing, inevitably threaten the players' characters — so a front is all of the individual threats that arise from a single given threatening situation.

an MC playsheet for

APOCALYPSE IN A WORLD

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www.apocalypse-world.com

CREATING A FRONT

- Choose a fundamental scarcity.
 - Create 3 or 4 threats.
 - Write its agenda / dark future.
 - Write 2–4 stakes questions.
 - List the front's cast.
 - Create the front's overall countdowns.
- See pages 136–150 for complete instructions.*

FUNDAMENTAL SCARCITY

Underlying every front is a fundamental scarcity. Choose 1:

- Hunger
- Thirst
- Ignorance
- Fear
- Decay
- Despair
- Envy
- Ambition

THREATS

Threats

Warlords
Grotesques
Landscapes
Afflictions
Brutes

Warlords

Slaver
Hive queen
Prophet
Dictator
Collector
Alpha wolf

Grotesques

Cannibal
Mutant
Pain addict
Disease Vector
Mindfucker
Perversion of birth

Landscapes

Prison
Breeding pit
Furnace
Mirage
Maze
Fortress

Afflictions

Disease
Condition
Custom
Delusion
Sacrifice
Barrier

Brutes

Hunting pack
Sybarites
Enforcers
Cult
Mob
Family

See pages 138–142 for complete descriptions, including impulses.



A FRONT

A FRONT

THREAT 1

IS CALLED:

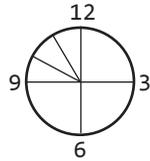
KIND:

IMPULSE:

DESCRIPTION & CAST:

CUSTOM MOVE:

COUNTDOWN:



THREAT 2

IS CALLED:

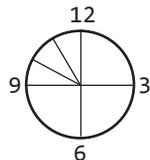
KIND:

IMPULSE:

DESCRIPTION & CAST:

CUSTOM MOVE:

COUNTDOWN:



IS CALLED:

EXPRESSES:

DARK FUTURE / AGENDA:

DESCRIPTION & CAST:

STAKES QUESTIONS:

THREAT 3

IS CALLED:

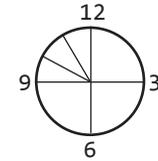
KIND:

IMPULSE:

DESCRIPTION & CAST:

CUSTOM MOVE:

COUNTDOWN:



THREAT 4

IS CALLED:

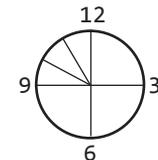
KIND:

IMPULSE:

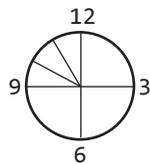
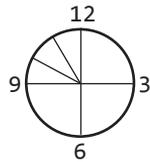
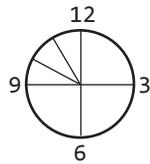
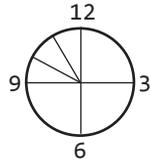
DESCRIPTION & CAST:

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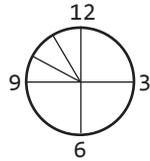
KIND:

IMPULSE:

DESCRIPTION & CAST:

CUSTOM MOVE:

COUNTDOWN:



THREAT 2

IS CALLED:

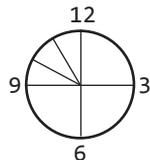
KIND:

IMPULSE:

DESCRIPTION & CAST:

CUSTOM MOVE:

COUNTDOWN:



IS CALLED:

EXPRESSES:

DARK FUTURE / AGENDA:

DESCRIPTION & CAST:

STAKES QUESTIONS:

THREAT 3

IS CALLED:

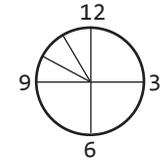
KIND:

IMPULSE:

DESCRIPTION & CAST:

CUSTOM MOVE:

COUNTDOWN:



THREAT 4

IS CALLED:

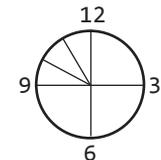
KIND:

IMPULSE:

DESCRIPTION & CAST:

CUSTOM MOVE:

COUNTDOWN:



HARM

Harm before 6:00 heals automatically with time. Harm after 9:00 gets worse with time, unless stabilized. If the player marks the segment 11:00 to 12:00, it means that the character's dead but can still be revived. Any harm past that and the character's dead for reals.

Typically, when a character takes harm, it's equal to the harm rating of the weapon, attack, or mishap, minus the armor rating of the character's armor. This is called *harm as established*.

When the character's harm countdown crosses 9:00, the player can choose to mark a debility. If she does, she gets the debility, but the harm stops sharp at 9:00 on the countdown. Once she's past 9:00, she can choose to take a debility instead of any new wound.

NPCS, GANGS, VEHICLES & HARM

When an NPC suffers...

- 1-harm: cosmetic damage, pain, concussion, fear if the NPC's likely to be afraid of pain.
- 2-harm: wounds, unconsciousness, bad pain, broken bones, shock. Likely fatal, occasionally immediately fatal.
- 3-harm: give it 50-50 it's immediately fatal. Otherwise, terrible wounds, shock, death soon.
- 4-harm: usually immediately fatal, but sometimes the poor fuck has to wait to die, mangled and ruined.
- 5-harm and more: fatal and bodily destructive.

When a gang suffers...

- 1-harm: a few injuries, one or two serious, no fatalities.
- 2-harm: many injuries, several serious, a couple of fatalities.
- 3-harm: widespread injuries, many serious, several fatalities.
- 4-harm: widespread serious injuries, many fatalities.
- 5-harm and more: widespread fatalities, few survivors.

With a strong, present leader, a gang will hold together if it suffers up to 4-harm. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak *and* absent, it'll hold together if it suffers 1- or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.

If a PC is a member of a gang taking harm, how much harm the PC takes depends on her role in the gang. If she's a leader or a prominent, visible member, she suffers the same harm the gang does. If she's just someone in the gang, or if she's intentionally protecting herself from harm instead of fighting with the gang, she suffers 1-harm less.

When a vehicle suffers...

- 1-harm: cosmetic damage. 0-harm can blow through to passengers.
- 2-harm: functional damage. 1-harm can blow through to passengers.
- 3-harm: serious damage. 2-harm can blow through to passengers.
- 4-harm: breakdown. 3-harm can blow through to passengers.
- 5-harm and more: total destruction. Full harm can blow through to passengers, plus they can suffer additional harm if the vehicle explodes or crashes.

Introducing

THE MG

That's you, the Master of Ceremonies, Apocalypse World's GM.

a playsheet for

APOCALYPSE WORLD

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DECISION-MAKING

In order to play to find out what happens, you'll need to pass decision-making off sometimes. Whenever something comes up that you'd prefer not to decide by personal whim and will, *don't*. The game gives you four key tools you can use to disclaim responsibility: you can **put it in your NPCs' hands**, you can **put it in the players' hands**, you can **create a countdown**, or you can **make it a stakes question**.

NPCS

Tum Tum, Gnarly, Fleece, White, Lala, Bill, Crine, Mercer, Preen, Ik, Shan, Isle, Ula, Joe's Girl, Dremmer, Balls, Amy, Rufe, Jackabacka, Ba, Mice, Dog head, Hugo, Roark, Monk, Pierre, Norvell, H, Omie Wise, Corbett, Jeanette, Rum, Peppering, Brain, Matilda, Rothschild, Wisher, Partridge, Brace Win, Bar, Krin, Parcher, Millions, Grome, Foster, Mill, Dustwich, Newton, Tao, Missed, III, Princy, East Harrow, Kettle, Putrid, Last, Twice, Clarion, Abondo, Mimi, Fianelly, Pellet, Li, Harridan, Rice, Do, Winkle, Fuse, Visage, Enough-to-eat, Barker, Imam, Bowdy, Daff, Exit, Chin, Look, Shazza, Fauna, Sun, Chack, Ricarra, Prim

Cross them off as you use them. Scavenge unused names from the character playbooks, too.

Make your NPCs human by giving them straightforward, sensible self-interests. They're *just not that complicated*. They do what they want to do, when they want to do it, and if something gets in their way, well, they deal with that now. What they do in life is follow their parts around — their noses, their stomachs, their hearts, their clits & dicks, their guts, their ears, their inner children, their visions.

Then, you can make PC-NPC-PC triangles just by making sure that their uncomplicated self-interests involve the players' characters individually, not as a group. Show different sides of their personalities to the players' different characters.



THE MASTER OF CEREMONIES

AGENDA

- Make Apocalypse World seem real.
- Make the players' characters' lives not boring.
- Play to find out what happens.

ALWAYS SAY

- What the principles demand.
- What the rules demand.
- What your prep demands.
- What honesty demands.

THE PRINCIPLES

- Barf forth apocalyptic.
- Address yourself to the characters, not the players.
- Make your move, but misdirect.
- Make your move, but never speak its name.
- Look through crosshairs.
- Name everyone, make everyone human.
- Ask provocative questions and build on the answers.
- Respond with fuckery and intermittent rewards.
- Be a fan of the players' characters.
- Think offscreen too.
- Sometimes, disclaim decision-making.

YOUR MOVES

- Separate them.
- Capture someone.
- Put someone in a spot.
- Trade harm for harm (*as established*).
- Announce off-screen badness.
- Announce future badness.
- Inflict harm (*as established*).
- Take away their stuff.
- Make them buy.
- Activate their stuff's downside.
- Tell them the possible consequences and ask.
- Offer an opportunity, with or without a cost.
- Turn their move back on them.
- Make a threat move (*from one of your fronts*).
- After every move: "what do you do?"

A FEW MORE THINGS TO DO

- Make maps like crazy.
- Turn questions back on the asker or over to the group at large.
- Digress occasionally.
- Elide the action sometimes, and zoom in on its details other times.
- Go around the table.
- Take breaks and take your time.

THREAT MOVES

MC Moves for warlords:

- Outflank someone, corner someone, encircle someone.
- Attack someone suddenly, directly, and very hard.
- Attack someone cautiously, holding reserves.
- Seize someone or something, for leverage or information.
- Make a show of force.
- Make a show of discipline.
- Offer to negotiate. Demand concession or obedience.
- Claim territory: move into it, blockade it, assault it.
- Buy out someone's allies.
- Make a careful study of someone and attack where they're weak.

MC Moves for grotesques:

- Display the nature of the world it inhabits.
- Display the contents of its heart.
- Attack someone from behind or otherwise by stealth.
- Attack someone face-on, but without threat or warning.
- Insult, affront, offend or provoke someone.
- Offer something to someone, or do something for someone, with strings attached.
- Put it in someone's path, part of someone's day or life.
- Threaten someone, directly or else by implication.
- Steal something from someone.
- Seize and hold someone.
- Ruin something. Befoul, rot, desecrate, corrupt, adulter it.

MC Moves for landscapes:

- Reveal something to someone.
- Display something for all to see.
- Hide something.
- Bar the way.
- Open the way.
- Provide another way.
- Shift, move, rearrange.
- Offer a guide.
- Present a guardian.
- Disgorge something.
- Take something away: lost, used up, destroyed.

MC Moves for afflictions:

- Someone neglects duties, responsibilities, obligations.
- Someone flies into a rage.
- Someone takes self-destructive, fruitless, or hopeless action.
- Someone approaches, seeking help.
- Someone approaches, seeking comfort.
- Someone withdraws and seeks isolation.
- Someone proclaims the affliction to be a just punishment.
- Someone proclaims the affliction to be, in fact, a blessing.
- Someone refuses or fails to adapt to new circumstances.
- Someone brings friends or loved ones along.

MC Moves for brutes:

- Burst out in uncoordinated, undirected violence.
- Make a coordinated attack with a coherent objective.
- Tell stories (truth, lies, allegories, homilies).
- Demand consideration or indulgence.
- Rigidly follow or defy authority.
- Cling to or defy reason.
- Make a show of solidarity and power.
- Ask for help or for someone's participation.

BASIC & PERIPHERAL MOVES

BASIC MOVES

When you **do something under fire**, or dig in to endure fire, roll+cool.

When you **go aggro on someone**, roll+hard.

When you try to **seize something by force**, or to secure your hold on something, roll+hard.

When you **try to seduce or manipulate someone**, tell them what you want and roll+hot.

When you **read a charged situation**, roll+sharp.

When you **read a person** in a charged interaction, roll+sharp.

When you **open your brain to the world's psychic maelstrom**, roll+weird.

When you **help** or **interfere with** someone who's making a roll, roll+Hx.

At the end of every session, choose a character who knows you better than they used to.

PERIPHERAL MOVES

Harm & healing moves:

When you **suffer harm**, roll+harm suffered.

When you **inflict harm on another player's character**, the other character gets +1Hx with you for every segment of harm you inflict.

When you **heal another player's character's harm**, you get +1Hx with them for every segment of harm you heal.

Barter moves:

When you **give 1-barter to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you **go into a holding's bustling market**, looking for some particular thing to buy, roll+sharp.

When you **make known that you want a thing and drop jingle to speed it on its way**, roll+barter spent (max roll+3).

Augury & insight:

When you use your followers or your workspace for **augury**, roll+weird.

When you use your followers for **insight**, ask your followers what they think your best course is, and the MC will tell you.

Optional battle moves:

When you **provide covering fire for someone**, roll+cool.

When you **maintain an untenable position or course**, roll+hard.

When you **stay the fuck down**, roll+sharp.

When you **follow through on someone else's move**, roll+Hx.