

NAME -

LOOK

STATS MOVES

COOL do something under fire

HARD go aggro; sucker someone; do battle

HOT seduce or manipulate

SHARP read a sitch; read a person

WEIRD open your brain

HARM countdown 12 9 6 3 stabilized when life is untenable: come back with -1hard, come back with +1weird, change to a new playbook, die

HX help or interfere; session end

WATERBEARER SPECIAL

When you and another character have sex, ask them to do something for you. Whether they agree or refuse in the moment, if they go on to do it, mark experience.

IMPROVEMENT

- experience ○○○○○>>>improve
get +1hot (max +2)
get +1sharp (max +2)
get a new waterbearer move
get a new waterbearer move
add 2 features to the source
change the laws and penalties of the source
get followers (you detail) and fortunes
get a gang (you 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 playbook
choose 3 basic moves and advance them.
advance the other 3 basic moves.

THE WATERBEARER

Introducing

THE WATERBEARER

with Meguey Baker

Every once in awhile there's a place worth being, even in Apocalypse World. And if you're in that place, sometimes you wind up becoming more than you were. You're not about the grasping, gasping thirsty mess of the world, you're not afraid of the howling wolves, and you could give a damn about what October wants or who T-Bone is fucking. You have the Source, and it can quench any thirst they have.

WATERBEARER MOVES

- Lawbringer: when someone breaks your law, roll+cool. On a 10+, choose: You let them off with a warning, reduced penalty, or reprieve. You make an exception for them and they have no blame. They must face the full penalty. On a 7-9, they must face the full penalty. On a miss, or if you are unable to enact judgment for any reason, responsibility falls to you, and you must face the penalty yourself.
Peacemaker: when you call for two rivals or enemies to come to you and meet, to settle things between them, roll+cool. On a hit, they must both come, at the time you specify. On a 10+, choose 2. On a 7-9, choose 1: They must come alone. They must come unarmed. They must bring gifts, peace offerings, prisoners to exchange, or tokens of good will. On a miss, they can make demands of you, and come only if you accede.
Embargo: you can go aggro with deprivation as your weapon, inflicting d-harm (water).
All are welcome: when you personally welcome newcomers in, roll+sharp. On a 10+, ask 3. On a 7-9, ask 2. On a miss, ask 1 anyway: Are they hiding any weapons? Are they hiding any valuables? Are they hiding a disease? Are they hiding my enemies among them? Are they keeping any malicious secrets?
Step into the flow: when you lead a group in true ceremony, roll+cool. On a 10+, choose 2. On a 7-9, choose 1: Anyone sick is healed. Anyone distraught is calmed. Anyone lost is reassured. Anyone injured is healed. Anyone bereft is comforted. The source speaks to you. On a miss, the world's psychic maelstrom interferes. Open your brain instead.

OTHER MOVES

Empty box for other moves.

SOURCE

You have a source of abundant pure water. Choose the water's special quality:

- It is the only reliable source of clean drinking water around.
- It has healing properties, and can count as an angel's **supplier**.
- A prosperous marketplace, largely self-governing, has grown up around it.
- It is sacred to a god / the gods / the ghosts of the dead / life itself (circle 1).

Choose 3-5 features of the source's atmosphere, surroundings, and culture:

- | | | | |
|---|---|--|--|
| <input type="radio"/> hot springs | <input type="radio"/> lush vegetation | <input type="radio"/> faith & ritual | <input type="radio"/> birds & birdsong |
| <input type="radio"/> art | <input type="radio"/> fragrant water | <input type="radio"/> a grotto or cave | <input type="radio"/> music |
| <input type="radio"/> wide flat rocks | <input type="radio"/> a deep well | <input type="radio"/> sex | <input type="radio"/> strong currents |
| <input type="radio"/> fish | <input type="radio"/> a reflective pool | <input type="radio"/> fountains | <input type="radio"/> bioluminescent algae |
| <input type="radio"/> icy cold water | <input type="radio"/> refuge & security | <input type="radio"/> pipes & plumbing | <input type="radio"/> leisure |
| <input type="radio"/> a grove of trees | <input type="radio"/> personal liberty | <input type="radio"/> tended gardens | <input type="radio"/> calm & quiet |
| <input type="radio"/> a basin of a unique material | | <input type="radio"/> bright stainless steel & glass | |
| <input type="radio"/> giant & invulnerable storage tanks | | <input type="radio"/> catch-tarps & plastic jugs | |
| <input type="radio"/> a complex & hi-tech filtration system | | | |

Many people have come to the source over time, and some of them have become your chosen friends. Detail 3 of them with a name (*Gage, Babylon, Lissa, Porter, Nipperkin, Splendor, ___*) and a role (*guardian, founding, lover, exile, potter, brewer, self-appointed guide, healer, dyer, weird one, librarian, ___*). They give you **insight**.

_____, my _____

_____, my _____

_____, my _____

The source has laws that all must obey. You didn't create these laws, but it's your responsibility to enforce them. Choose 3-5 laws and the penalties for breaking them.

Laws

- Offer sacrifices of blood / labor / precious things.
- Surrender your firearms.
- A slave who crosses the threshold is free.
- Leave your grudges outside.
- Everyone drinks. Everyone eats. No one goes without.
- Do no violence and no intentional harm.
- Honor the god / the gods / the ghosts of the dead / all living things.
- Everything belongs to everyone. Give freely.
- Don't touch what isn't yours.
- Keep your agreements.
- Settle your grievances privately by trial and ordeal.
- Speak the truth.
- _____

Penalties

- Exile
- Execution
- Forced labor
- Restitution
- Imprisonment
- Public humiliation
- Disfigurement
- Punitive violence
- 2 enter, 1 leaves
- _____

BARTER

The source provides for your day-to-day living, so while you're there, you need not spend barter for your lifestyle at the beginning of the session.

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; a session's hire of a violent individual as bodyguard; the material costs for crash resuscitation by a medic; a few sessions' 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.

CREATING A WATERBEARER

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

NAME

Rebia, Pete, Quahanna, Millers, Latha, Chalice, Green, Nasus, Spicket, Swift, Abay, Myint, or Deerfield.

Sista, Hoover, Nest, Kariba, Ayazma, Quabbin, Tynant, Poland, Cumbees, Andes, or Calistoga.

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get **lawbringer**, and choose 2 more waterbearer moves.

You can use all the battle moves, but when you get the chance, definitely look up **defending something you hold**.

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, ask either or both:

- Which one of you once gave me water in the wilderness, real or metaphoric? For that character, write Hx+3.
- Which of you, like me, serve the source? For those characters, write Hx+2.

For everyone else, write Hx+1. You saw them coming.

On the others' turns, answer their questions as you like.

At the end, choose one of the characters 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.

Camouflage wear, ornate wear, casual wear, scrounge wear, or half-dressed.

Open face, scarred face, weathered face, placid face, strong face or beautiful face.

Soft eyes, calm eyes, distant eyes, liquid eyes, deep-set eyes, or watchful eyes.

Huge body, mended body, wiry body, tiny body, graceful body, or angular body.

GEAR

In addition to your source, you get:

- 1 simple weapon
- oddments worth 4-barter
- fashion suitable to your look (you detail)

Simple weapons (choose 1):

- 9mm (2-harm close loud)
- big knife (2-harm hand)
- hunting rifle (2-harm far loud)
- crossbow (2-harm close slow)

If you'd like to start play with a vehicle or a prosthetic, get with the MC.

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.

D-HARM

d-harm (water): desperation, headache, confusion, delirium, collapse, death in 3 days.

To a population: rationing & hoarding, desperation, individual symptoms, infighting, dissolution or dispersal in 1 week. Individuals unable to find water elsewhere suffer advancing individual symptoms.