THE EXTENDED PLAYBOOKS

Print pages 3–14

These playbooks extend apocalypse world in various different ways. Some make assertions about the past or future of apocalypse world, some about the nature of its people or environment.

If they aren’t in play, don’t consider their ideas binding.

MC, before play begins, it’s your job to decide which of these extended playbooks, if any, are on the table.

Once play’s underway, it’s your job to decide which, if any, are available for get a move from another playbook or change your character to a new playbook.

THE FACELESS

with Bret Gillan

Print pages 3–4

Is it true everywhere, always? Was it true in the golden age of legend, when life was kind? For certain it’s true here in Apocalypse World: some of us are born and grow up and live without faces. We have things on the fronts of our heads, of course, but they’re soft, malleable, expressive, revealing things, they aren’t our faces. Our faces would be hard, ungiving, silent and stern, they would be what we are. They would never flinch.

THE WATERBEARER

with Meguey Baker

Print pages 7–8

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.

QUARANTINE

Print pages 5–6

It’s possible, when the Golden Age of Legend fell, that no one saw it coming. It’s possible that it came upon them unprepared and unsuspecting. Maybe they, like we, were simply fucked.

It’s also possible that they knew.
**THE CHILD-THING**

*Print pages 9–10*

We are coming. We are the future. We are what you made.

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**THE NEWS**

*Print pages 11–12*

It’s all bullshit. The lies Dremmer tells his people to keep them fighting, the hunger prophet and her salvation, the brainers and their brain-fuckery. But not you. You know what’s what. When Krin starts a war with Wire, you know it. When some asshole shoots up that hold to the east, you know it. When some crazy-ass seer is gathering an army in the rag-wastes, you know it.

You know it, and you say it. Bring the truth, no matter whose lies it betrays and no matter how bad it hurts.

---

**THE SHOW**

*Print pages 13–14*

It’s like the ancient prophet said. You are the show. If you don’t make the gig, the gig is fucking nowhere.
Introducing

THE FACELESS

with Bret Gillan

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FACELESS SPECIAL

If you and another character have sex, hold 1. If they get into shit, either you or they can spend your hold and you are there.

FACELESS MOVES

- **Pit bull**: whenever your life becomes untenable, name the person you hold most responsible. Take +1 ongoing to all rolls versus them, forever. (All rolls with them directly as a target count, of course. Rolls against their family and friends, minions, or property may count, in the MC’s judgment. MCs, remember your job is to make Apocalypse World seem real and keep the characters’ lives interesting, not deny the PCs bonuses.)
- **Rasputin**: shot, stabbed, and poisoned, you just keep coming. When you are being scary as fuck and coming at someone, you get +1armor. You still get shot and stabbed, bleeding just doesn’t bother you that much anymore.
- **Juggernaut**: take -2 on all “when you suffer harm” rolls.
- **Oh yeah!**: roll+hard to smash your way through scenery to get to or away from something. On a 10+, the scenery is moved or smashed and you get what you want. On a 7–9 you get what you want and smash or move the scenery, but you take 1-harm (ap), and are disoriented and under fire in follow-up actions, leave something behind, or take something with you. Think smashing through walls or pushing through burned out husks of cars. On a miss, your foot gets pinned under something mid-smash.
- **Scent of blood**: at the beginning of the session, roll+weird. On a 10+ hold 1+1. On a 7–9 hold 1. At any time, you or the MC can spend your hold to have you at the scene of a battle (a real battle, not intimate violence between a couple people). If your hold was 1+1, take +1forward now. On a miss, the MC holds 1, and can spend it to have you there and pinned down.
- **Norman**: you seek the advice of your mask. Roll+weird to see what it directs you to do. On a 10+ mark experience and take +1forward if you do as your mask wishes. On a 7–9, take a +1 if you do what it wants and act under fire if you don’t. On a miss, it has its own agenda. Act under fire if you don’t follow it.
- **As one**: attempts by other PCs to seize your mask by force, or to get you to remove or give away your mask by going aggro or seduction/manipulation, are at -2. NPCs will never succeed at unmasking you against your will, even if you are completely at their mercy.
- **Beastly**: get +1hard (hard+3).

THE FACELESS

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<td>get a vehicle (you detail) and pack alpha</td>
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<td>choose 3 basic moves and advance them.</td>
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<tr>
<td>advance the other 3 basic moves.</td>
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- **Beastly**: get +1hard (hard+3).
Choose your mask’s type: sports mask, gas mask, combat helmet, hood, balaclava, carved mask, scrounged mask, fetish mask.

Choose its look: dusty, battered, painted, stained, or cracked.

The Unexpected: when someone sees you unmasked for the first time, they take s-harm, in addition to anything else that happens.

Unmasked, you are (choose 2):
- Vulnerable. Whenever you suffer harm, you suffer +1harm.
- Grotesque. Every PC who sees you goes immediately to Hx+3 with you.
- Afraid. You take -1 ongoing until you cover your face again.
- Irresolute. When you inflict harm, inflict -1harm.
- Ashamed. You have hard=0 until you cover your face again.
- Powerless. You lose access to all of your character moves. You can still make basic moves.

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

**NAME**
- Hunk, Tor, Ork, Doule, Big Fucker, Olga, Blag, Mega, Dent, Marge, Crudhammer, Deg, Frog, Summint, Trench, Zuto, Kray, Momo, Gigg, Meat, Stomp, Playboy.

**LOOK**
- Man, woman, concealed, or transgressing.
- Casual wear, fetish-bondage wear, showy armor, scrounged armor.
- Hard eyes, blank eyes, merciless eyes, dead eyes, or calculating eyes.

**STATS**
Choose one set:
- Cool+1 Hard+2 Hot-1 Sharp+1 Weird=0
- Cool=0 Hard+2 Hot+1 Sharp-1 Weird+1
- Cool=0 Hard+2 Hot-1 Sharp+2 Weird-1
- Cool+1 Hard+2 Hot-1 Sharp=0 Weird+1

**MOVES**
You get all the basic moves. Choose 3 faceless moves.

You can use all the battle moves, and probably will, but you gotta start somewhere. When you get the chance, look up seize by force and single combat.

**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 1, 2, or all 3:
- Which one of you once helped me do something terrible?
  For that character, write Hx+3.
- Which one of you was once kind and unafraid toward me?
  For that character, write Hx+2.
- Which one of you do I think is pretty?
  For that character, write Hx+1.

For everyone else, write Hx=0.

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.

In addition to your mask, you get:
- 1 brutal weapon
- fashion suitable to your look, including at your option a piece worth 1- or 2-armor (you detail)
- oddments worth 2-barter

Brutal weapons (choose 1):
- magnum (3-harm close reload loud)
- sawed off (3-harm close reload messy)
- crowbar or club or bat (2-harm hand messy)
- machete or axe (3-harm hand messy)
- chainsaw (3-harm hand autofire messy)

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.

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.
**IMPROVEMENT**

- Get +1 hard (max hard+2)
- Get +1 sharp (max sharp+2)
- Get +1 weird (max weird+2)
- Unlock a stasis facility
- Unlock a stasis facility
- Unlock a stasis facility
- Get followers (you detail) and fortunes
- Get a move from another playbook
- 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.

**QUARANTINE SPECIAL**

If you and another character have sex, roll+sharp. On a hit, ask their player questions. On a 10+, ask 2. On a 7–9, ask 1:
- Whom do you most miss?
- What do you hope for the future?
- What makes you feel beautiful? Loved?
- Who was your first kiss? Did you like it?
- If I asked, would you stay with me?
- In what ways are your mind and soul pure?

They may ask you one in return.

On a miss, you each get -1 Hx with the other.

**QUARANTINE MOVES**

- **Combat veteran:** you get +1 cool (cool+3).
- **Disciplined engagement:** when you inflict harm, you can choose to inflict any amount of harm you like, less than or up to your harm as established, including s-harm. Decide at the moment you inflict the harm; you need not tell anyone in advance how much harm you intend to inflict.
- **Leave no one behind:** in battle, when you help someone who’s rolling, don’t roll+Hx. You help them as though you’d hit the roll with a 10+.
- **Eager to know:** when you go to someone for advice, they must tell you honestly what they think the best course is. 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.
- **Inspiring:** when another player’s character rolls+Hx to help you, they mark experience.

**OTHER MOVES**

- Stabilized
  - Come back with -1 hard
  - Come back with +1 weird (max+3)
  - Change to a new playbook
  - Die

**PAST**

You were there when the world ended, but you’ve been in stasis for 50 years and your memory is only slowly returning. At the beginning of each session, roll+sharp. On a hit, ask the MC one of the following questions and she’ll answer it. On a 10+, you can ask a followup question, which can be from the list but needn’t. On a miss, the MC will choose a question and you will answer it.

- Where was I when the world ended?
- Did we know whose fault it was?
- Who did it hit worst?
- Was it sudden or gradual?
- Could we have stopped it?
- Who were the first people to know?
- What was the first year like?
- How long did we hold out hope?
- What did we try that failed?
- What were the first signs that the world was ending?
- Who did I lose?
- Who seemed safe, but wasn’t?
- What’s the worst thing I saw?
- When it reached us, what did we already know?
- What let some people survive, when others couldn’t?
**STASIS**

As things stand at the beginning of play, anyone released from stasis suffers both 2-harm area ap and Ψ-harm.

You emerged from stasis (choose 1):
- O a few days ago, O a few weeks ago, O a few months ago.

Remaining in stasis are the rest of your unit, plus (choose 1 or more):
- O your friends, O your colleagues, O your family, O your superiors.

Stasis has remained untouched by outsiders. Why? Choose 1 or more:
- O It’s securely hidden.
- O It has deadly defenses.
- O They’re in awe or terror of the undying people within.

When you emerged from stasis, Specialist JACKSON, TAMMY M. emerged with you. What happened to her? Choose 1:
- O The world’s psychic maelstrom inflicted 2-harm, killing her.
- O The world’s psychic maelstrom inflicted Ψ-harm, shallering her sanity.
- O The world’s psychic maelstrom inflicted Ψ-harm, and you were forced to kill her in self-defense.
- O You don’t know. You haven’t seen or heard from her.

**STASIS FACILITIES**

Unlocked stasis facilities (choose 1):
- O Release: you can release everyone from stasis, all at once or one by one.
- O Ψ-isolation rig: bring someone into stasis and you can isolate them from the world’s psychic maelstrom. With a little reconfiguration, you can use the rig to further manipulate the world’s psychic maelstrom: treat this as augury, but roll+sharp instead of rolling+weird.
- O Medlab: stasis includes a workspace with life support and medical technology. Bring someone injured into it and you can work on them like a savvyhead on tech (cf).
- O Archives: stasis includes an investigative workspace in the form of its records and historical archives. Access them and you can get to the bottom of the past like a savvyhead. With a little reconfiguration, you can use the rig to further manipulate the world’s psychic maelstrom: treat this as augury, but roll+sharp instead of rolling+weird.
- O Hi-tech scrounge: you can scavenge stasis for its spare parts. Each time you do, you get 5-barter worth of hi-tech crap, to detail or use as barter, but permanently scratch out one stasis facility. (Yes, you can choose to scratch out this one.)
- O Armory: stasis includes 6 assault rifles (3-harm close/far loud autofire) and 6 suits of military body armor (2-armor valuable hi-tech), intended to arm the rest of your unit. Unlock its armory and they’re yours.

**BARTER**

At the beginning of the session, spend 1- or 2-barter for your lifestyle.

You haven’t managed yet to fit yourself into any local barter economy. If you need some jingle, you’re going to have to figure that shit out.

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; repair of a piece of hi-tech gear; 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; a few sessions’ 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.

**CREATING QUARANTINE**

To create your quarantine, choose name, look, stats, moves, gear, past, stasis, and Hx.

### NAME

Specialist [LAST NAME], [FIRST NAME] [MI].

Maybe everyone calls you Quarantine, though.

### STATS

Choose one set:
- • Cool+2, Hard+1, Hot=0, Sharp+1, Weird—
- • Cool+2, Hard=0, Hot+1, Sharp+1, Weird—
- • Cool+2, Hard-1, Hot+0, Sharp+2, Weird—
- • Cool+2, Hard+1, Hot+1, Sharp=0, Weird—

When you emerged from stasis, the world’s psychic maelstrom rushed in on you. Roll+hard. On a 10+, you were able to receive it without succumbing to it; you have weird-nil. You are unable to open your brain to the world’s psychic maelstrom; getting +1weird will give you weird=0. On a miss, it overcame you; you have weird+1, and in addition the MC must always highlight your weird.

### 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:
- Which of you did I meet first when I emerged from stasis?
  - For those characters, write Hx+1.

For everyone else, write Hx-2. You are not from here and you do not understand.

On the others’ turns, answer their questions as you like. Likely you’ll answer none of them.

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 or woman.

Ancient fatigues, scrounge wear.

Young face.

Scared eyes, shadowed eyes, lively eyes, clear eyes, steady eyes, lost eyes, eager eyes.

Athletic body, stocky body, thin body, compact body, rangy body.

### MOVES

You get all the basic moves. You get 3 quarantine moves.

You can use all the battle moves, but when you get the chance, look up seize by force and the tactical and support moves.

### GEAR

In addition to your stasis, you get:
- • an assault rifle (3-harm close/far loud autofire)
- • a 9mm sidearm (2-harm close loud)
- • military body armor (2-armor valuable hi-tech)
- • your fatigues and scrounge, but no jingle

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.

### IMPORTANT NOTE

This playbook makes some assumptions about the apocalypse and the history of Apocalypse World that may not otherwise hold.

If this playbook is not in play, do not consider any of its ideas binding.
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.

Improvemen

> >

improve

experience

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, you mark experience.

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 injured is healed.
• Anyone distraught is calmed.
• Anyone bereft is comforted.
• Anyone lost is reassured.
• The source speaks to you.

On a miss, the world's psychic maelstrom interferes. Open your brain instead.

Other Moves

• You can choose 3 basic moves and advance them.
• You can advance the other 3 basic moves.
• You can retire your character to safety.
• You can create a second character to play.
• You can change your character to a new playbook.
• You can choose 3 basic moves and advance them.
• You can advance the other 3 basic moves.
• You can change to a new playbook.
• You can die.
• You can change to a new playbook.
• You can come back with -1hard.
• You can come back with +1weird (max+3)
• You can stabilize

When life becomes untenable:

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Waterbearer: when someone breaks your law, roll+cool. On a 10+, choose:

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• The source speaks to you.

On a miss, the world’s psychic maelstrom interferes. Open your brain instead.
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:

- hot springs
- fragrant vegetation
- faith & ritual
- birds & birdsong
- a deep well
- a reflective pool
- sex
- strong currents
- a grove of trees
- personal liberty
- a basin of a unique material
- bright stainless steel & glass
- a grove of trees
- personal liberty
- catch-tarps & plastic jugs
- 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, foundling, 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 ajar 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.

**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.
Introducing

THE CHILD-THING

We are coming. We are the future. We are what you made.

CHILD-THING MOVES

○ Mercurial: whenever you want, change any or all of your looks. Those who know you can still recognize you, but only if they look closely.

○ Sniffing the air: when you read a situation, ask 1 of these questions, in addition to the other questions you ask:
  • Who here is most afraid?
  • Who here is keeping secrets from the rest?
  • How close are the wolves?
  • What or who is the source of the most pain or fear here?
  • Who here would do what I ask?

○ The mother’s heartbeat: when you withdraw into the world’s psychic maelstrom, roll+weird. On a 10+, choose 2. On a 7–9, choose 1. You emerge again, about an hour later, and…
  • …Meanwhile, you can still watch and hear what’s happening where you were.
  • …You can re-emerge in a different place altogether.
  • …You are healed of all harm.
  • …You can bring someone in and out with you.

On a miss, you are in the dark and warm, listening to the mother’s heartbeat, and many hours pass.

○ Feral: at the beginning of the session, you can choose to spend 0-barter for the equivalent of a 1-barter lifestyle. You can survive happily on whatever you can find.

○ Ferocious, snarling, shrieking, biting, and quite possibly rabid: when you go aggro on someone, roll+weird instead of roll+hard.

OTHER MOVES

— 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.

HARM

countdown

3
9
12

stabilized

when life becomes untenable:

○ come back with -1hard
○ come back with +1weird (max+3)
○ change to a new playbook
○ die

IMPROVEMENT

experience ○ ○ ○ ○ ○

➤ improve

— get +1weird (max +3)
— get +1cool (max +2)
— get +1hard (max +2)
— get a new child-thing move
— get a new child-thing move
— get a gang (you detail) and pack alpha
— get a move from another playbook
— get a move from another playbook
— 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.

CHILD-THING SPECIAL

In addition to food, you eat bizarre things: metal, people, plastic, minds, electricity, art. At the end of the session, if you’ve eaten something from this list that belongs or belonged to another player’s character, you know them better, and get +1Hx with them. If this brings you to Hx+4, reset to Hx+1 and mark experience as always.

COOL

do something under fire

highlight

HARD

go aggro; suck someone; do battle

highlight

WEIRD

seduce or manipulate

highlight

HOT

read a sitch; read a person

highlight

SHARP

open your brain

highlight

STATS — MOVES

NAME

— LOOK

— STATS

— MOVES

— HX

help or interfere; session end

— IMPROVEMENT

— CHILD-THING SPECIAL

— CHILD-THING MOVES

— OTHER MOVES
You have a den, a secret(ish), secure(ish) place you can live and hide in. In it, you have (choose 3):
- The gutted shell of a Cessna, Piper, Cirrus, or some other single-engine plane.
- Hundreds of dead smart phones, cemented as tiling into the walls.
- Crooked, labyrinthine, interconnected tunnels and boltways.
- A calendar, perfectly preserved, showing beautiful people in beautiful places.
- An unexploded artillery shell. It is (circle 1): live, not live, who knows.
- A carefully-kept stockpile of canned and shelf-stable food, worth 5-barter in sum: O O O O O
- A radio that still works, hand-cranked, if anyone’s broadcasting.
- A radio that speaks only to you.
- A pipe that drips clean water into a polished basin.
- Some uncertain number of your siblings and kind, no two alike.
- A way into ancient underground vaults, cavernous, echoing, and endless.
- A way into a terrifying place of death, where countless skeletons lie.
- A way into an alien place of unscratched glass, shifting luminosity, and symbols of unguessed meaning.
- Ways into basically everyone’s spaces, even if they’ve taken pains to close them off.

THE WOLVES OF THE MAELSTROM

The maelstrom’s wolves are hunting you.

Under their disguises, they look like (choose 1):
- Most people: ○ people ○ birds ○ beasts ○ insects
- They’re angels: ○ angels ○ shadows ○ machines

But (choose 2):
- They have no faces ○ they don’t stand on the ground
- They have human faces ○ they make terrible grinding noises
- They have wolves’ faces ○ they are made of metal and plastic
- They have empty holes for eyes ○ they have awful voices
- They have no expression ○ they come and go impossibly
- They’re dripping gore ○ they’re invisible
- They only howl

Tell the MC the above, and that they’re perversions of birth. She’ll know what you mean.

**BARTER**

At the beginning of the session, spend 1- or 2-barter for your lifestyle. If you can’t or won’t, tell the MC and answer her questions.

If you need jingle during a session, tell the MC you’d like to work a gig. Your gigs:
- Scavenge and sneak-rob from a wealthy population.
- Serve a wealthy NPC as a lookout, spy, and peeper.
- Serve a wealthy NPC as a messenger.
- As others, as you negotiate them.

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; repair of a piece of hi-tech gear; 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; a few sessions’ 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.

**CREATING A CHILD-THING**

To create your child-thing, choose name, look, stats, moves, gear, den, wolves, and Hx.

**NAME**

Nif, Scab, Spot, Poka, Hey, Jarb, Oler, Koo, Bist, Eefa, Tat.

**STATS**

Choose one set:
- Cool-1 Hard=0 Hot-1 Sharp+2 Weird+2
- Cool=0 Hard-1 Hot+1 Sharp+1 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 child-thing moves.

You can use all the battle moves, but when you get the chance, look up baiting a trap, escaping a hunter, and keeping an eye out.

**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 each other character in turn:
- Are you a wolf of the maelstrom?

If they say yes, tell them what they look like under their disguise, and write Hx-2.

If they say no, write Hx-1.

If they say anything else—that they don’t know, that they’d rather not say, anything—write Hx+1 and keep your eye on them.

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.

**GEAR**

In addition to your den, detail your personal belongings. You get:
- 2 low tech weapons
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)
- crap you’ve picked up worth 1-barter

Low tech weapons (choose 2):
- cutting edge (2-harm hand)
- cudgel (2-harm hand messy)
- thrown stone (2-harm hand)
- chopper (2-harm hand messy)
- boomerang (2-harm hand slow)
- spear (2-harm hand)

**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.
**NEWS SPECIAL**

If you and another character have sex, you see through each others’ personas and get a glimpse of the person underneath. They can choose to ask you 1, 2 or 3 questions, and you can ask them the same number:
- What are you most afraid of?
- What are you most proud of?
- What do you do that’s just an act?
- Who do you secretly love?
- Who do you secretly hate?

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**IMPROVEMENT**

- get +1 hot (max hot+3)
- get +1 cool (max cool+2)
- get +1 sharp (max sharp+2)
- get +1 weird (max weird+2)
- get a new news move
- get a new workspace
- get followers (you detail) and fortunes
- get a workspace (you detail), or add 2 options to your workspace
- 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.

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**NEWS MOVES**

- **Breaking now:** at the beginning of the session, roll+sharp and ask the MC questions. On a 10+, ask 3 times. On a 7–9, ask twice. On a miss, ask once:
  - Where is — and what are they up to?
  - Whatever the answer, that’s what you put out over the air. Now everybody knows.

- **Unflappable persona:** when you act under fire, you can roll+hot instead of roll+cool.

- **No bullshit:** when you read a person, you can always ask “is your character telling the truth?” for free.

- **Rally to the cause:** when you speak out in favor of a cause or a person, roll+hot. On a 10+, hold 2. On a 7–9, hold 1. Spend your hold 1-for-1 to have your audience:
  - Send in supplies worth 1- or 2-barter.
  - Attack somebody you name.
  - Defend someone or something you name.
  - Go together to a place you name.
  - On a miss, hold 1 anyway, but to spend it you have to personally lead them into action.

- **Consummate performer:** when you’re in front of an audience (MC’s call), you get +1 to any rolls you make.

- **The good fight:** when you talk passionately with another player’s character about your plans, the future, or how fucked up things are, roll+hot. On a 10+, hold 3. On a 7–9, hold 2. You can spend your hold 1-for-1 to ask that character to do something, and if they do it, they mark experience. On a miss, they hold 1 over you, on exactly the same terms.

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**OTHER MOVES**

- **Gear & Barter**

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**THE NEWS**

with Josh Savoie

It’s all bullshit. The lies Dremmer tells his people to keep them fighting, the hunger prophet and her salvation, the brainers and their brain-fuckery. But not you. You know what’s what. When Krin starts a war with Wire, you know it. When some asshole shoots up that hold to the east, you know it. When some crazy-ass seer is gathering an army in the rag-wastes, you know it.

You know it, and you say it. Bring the truth, no matter whose lies it betrays and no matter how bad it hurts.

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**The good fight**

when you talk passionately with another player’s character about your plans, the future, or how fucked up things are, roll+hot. On a 10+, hold 3. On a 7–9, hold 2. You can spend your hold 1-for-1 to ask that character to do something, and if they do it, they mark experience. On a miss, they hold 1 over you, on exactly the same terms.

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**Gear & Barter**

when you’re in front of an audience (MC’s call), you get +1 to any rolls you make.

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**IMPROVEMENT**

- get +1 hot (max hot+3)
- get +1 cool (max cool+2)
- get +1 sharp (max sharp+2)
- get +1 weird (max weird+2)
- get a new news move
- get a new workspace
- get followers (you detail) and fortunes
- get a workspace (you detail), or add 2 options to your workspace
- 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.

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**NEWS SPECIAL**

- 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.
By default, your radio studio is a makeshift building which can comfortably house 2–4 people, with broadcast equipment and a single NPC guard (2-harm 1-armor, you detail).

Choose 2 amenities:
- Hidden weapons (you detail).
- A savvyhead’s workshop with 1 option (you detail).
- An NPC assistant (you detail).
- Spare rooms to comfortably house up to 10 people.
- A dedicated security force (small gang 2-harm 1-armor).
- Strong walls (1-armor).

Choose your station’s attractions (as many as apply):
- Music salvaged from the golden age.
- Live performers.
- Radiodramas.
- Guests.
- Expert advice.
- Spare rooms to comfortably house up to 10 people.
- A dedicated security force (small gang 2-harm 1-armor).
- Strong walls (1-armor).

Choose 1 complication:
- A delicate broadcast system, prone to failure.
- It’s cold, damp and uncomfortable.
- It’s in a well-known location.
- You’ve got no security at all.
- It attracts an endless stream of desperate people and you have an obligation to help.

Choose some people with connections to the station:

Name 3 informants:

Name your biggest fan:

Name 2 people you’ve pissed the fuck off:

STUDIO

At the beginning of the session, spend 1- or 2-barter for your lifestyle, plus 1 for your studio. If you can’t or won’t, tell the MC and answer her questions.

If you need jingle during a session, tell the MC you’d like to work a gig. Your gigs:
- Make announcements on-air on behalf of a wealthy NPC or population.
- Broker trade deals between NPCs and NPC populations, cutting a percentage for yourself.
- Conduct a drive for support from your loyal audience.
- Others, as you negotiate them.

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; a session’s hire of a violent individual as bodyguard; a few sessions’ hire of simple labor; the material costs for crash resuscitation by a medic; a few sessions’ tribute to a warlord; a few sessions’ 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.

Creating the News

To create the news, choose name, look, stats, moves, studio, gear, and Hx.

NAME

Noah, Armstrong, Tomash, Auster, Tany, Grigpsy, Beaubien, Benincasa, or Utah.
Chang, delBarco, Navarro, Mito, Innkeeper, Danyell, Kamenetz, or Liasson.

STATS

Choose one set:
- Cool+1 Hard-1 Hot+2 Sharp=0 Weird+1
- Cool+1 Hard=0 Hot+2 Sharp+1 Weird-1
- Cool=0 Hard+1 Hot+2 Sharp+1 Weird-1
- Cool-1 Hard=0 Hot+2 Sharp+1 Weird+1

GEAR

In addition to your studio, detail your personal belongings. You get:

- 1 weapon of last resort
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)
- oddments worth 1-barter

Weapons of last resort (choose 1):
- silenced 9mm (2-harm close hi-tech)
- stun gun (s-harm hand reload)
- survival knife (2-harm hand)
- hunting rifle (2-harm far loud)

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

MOVES

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

You can use all the battle moves, but when you get the chance, look up keeping an eye out, baiting a trap, and turning the tables.

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 each other character in turn:

- Can I count on you to tell me the truth?
  If they say yes, cool, write Hx+1.
  If they say no, write Hx+2. You scrutinize what you don’t trust.

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.

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.
INTRODUCING
THE SHOW
with Elliot Baker

It’s like the ancient prophet said. You are the show. If you don’t make the gig, the gig is fucking nowhere.

SHOW MOVE

Off the leash: whenever you’re about to do something you don’t always do, turn to the person who holds your leash. Ask them:

• Do I think you’d be cool with this?
If you do think they’d be cool with it, then no problems. If you don’t think they would, you can do it anyway if you want, but first roll+hot. On a 10+, cool, carry on. On a 7–9, they can choose to erase one of your stat highlights, as though they’d hit you with seduce or manipulate and given you the stick. On a miss, they don’t hold your leash anymore. Choose someone else to hold it (whether they want to or not).

OTHER MOVES

YOUR RIG

For your rig, choose 3.

○ You have a vehicle (you detail).
○ You have a gigantic armored war-vehicle (you detail).
○ You can strip your rig down to a version that you can carry as a backpack (valuable hitech).
○ When you play, your instrument shoots fire (2-harm messy loud).
○ When you play, your instrument drips blood.
○ When you play, water freezes, and your skin and instrument frost over.
○ When you play, you fill the air from horizon to horizon, and people miles away feel the earth rumble.
○ When you play, the ancient death satellites that still orbit the earth stir in their sleep.
○ When you play, it gives people sensitive to the world’s psychic maelstrom nosebleeds.
○ You have a small but well-rewarded security force: Ba, Rothschild, Jeanette, and a couple others (small gang 3-harm 1-armor).
○ You have musicians who play with you. Circle some or all of: Dustwich, Harridan, Jesus Christ, Lits, Rolfball, Ambeke, Si, x-many faceless backups.
○ When you play, fucking dead souls stop their groaning to listen.
○ You have a wide assortment of instruments and can play them all.
○ There’s basically always some number of people around who want eagerly to have sex with you. Whenever you feel like it, ask the MC who they are this time.
When you perform, you can, if you try, **crack open the world.** Roll+weird. On a 10+, choose 1. On a 7–9, choose 1, but you suffer 1-harm ap loud. On a miss, choose 1, but you and everyone within reach of you suffers 1-harm ap loud.

- **You make the noise that the ancient bronze armies made, beating their spears on their shields.** In battle, you can give someone **seizing by force** (or a variant) +1 choice.
- **You make the noise that reverberates inside a vulture’s skull when it scraps its beak on carrion bone.** Tell the MC that all the NPCs who hear it now form a **hunting pack**, and ask what they do.
- **You make the noise in the heart of doomed soldiers when they realize that they have lost everything they loved.** In battle, tell the MC that your enemies panic, and ask what happens.
- **You make the noise that the alien brains made when they pushed the button that ended humanity.** You can use your audience for **augury**.
- **You make the noise that your lover’s breath and blood makes when they’re turned on.** Tell the MC that this place becomes **shifting ground**. Ask what happens.
- **You make the noise that the last whale heard when it sang and no one answered.** Tell the MC that this place becomes a **prison** (impulse: to contain, to deny egress), a **furnace** (impulse: to consume things), or a **mirage** (impulse: to entice and betray people), your choice. Ask what happens.
- **You make the noise that the dinosaurs heard when they looked up and saw the fireball.** Tell the MC that all the NPCs who hear it now form a **family**, and ask what they do.
- **You make the noise that your soul made when the worst happened, and you learned that you were still alive, and were not alone.** Tell the MC that all the NPCs who hear it now form a **cult**, and ask what they do.
- **You make the noise that the citizens of Rome heard when Spartacus’ army smashed open their gates.** Tell the MC that any NPCs who hear it who’ve been enslaved rise up, throw off their chains, take up arms, and attack their slavers, and ask what happens.

You can instead, if you choose, **pander to your audience.** Roll+hot. On a 10+, choose 1. On a 7–9, choose 1, and take -1 weird to the next time you try to crack open the world. On a miss, choose 1, and the next time you try to crack open the world, don’t roll, treat it as a miss.

- **They cough up.** The person who holds your leash gets 10-barter.
- **They cough up.** The person who holds your leash gets 6-barter.
- **They cough up.** The person who holds your leash gets 1-barter.

**Hx & Leash**

At the beginning of the session, tell the person who holds your leash whether to spend 1-barter, 2-barter, or an absurd 3-barter for your lifestyle. They have to. If they can’t, it’s not your problem, they have to work it out with the MC.

If you need jingle during the session, you have to get it from them.

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; a session’s hire of a violent individual as bodyguard; a few sessions’ hire of simple labor; the material costs for crash resuscitation by a medic; a few sessions’ tribute to a warlord; a few sessions’ 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. I mean, you can expect to, but like, shit.

To create the show, choose name, look, stats, moves, rig, leash, and Hx.

**NAME**

Noah, Adam, Jimi, Janus, Nina, Kayd, Steevvee, Bilireata,Cook, Miles, Lola, Conred, Saint, Que, Florence.

Rhythm, Platinum, MSG, Queen, Sticks, Arcsey, Vic, Ring, Waxtrax, ToYb, Coda, Scratch, Thumper, Wartooth.

**STATS**

Choose one set:

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

**GEAR**

In addition to your rig, detail your fashion according to your look, including at your option clothing worth 1-armor.

If nobody’s playing a battlebabe, you can grab that playbook and make a custom weapon for yourself. Otherwise, choose a normal weapon or two from some other playbook.

If you’d like to start play with 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.

**IMPORTANT NOTE**

This playbook makes some assumptions about the apocalypse and the history of Apocalypse World that may not otherwise hold.

*If this playbook is not in play, do not consider any of its ideas binding.*

**LOOK**

Man, woman, androgynous, transgressing, concealed.

Flashy costume, ritual costume, branded costume, casual costume, scrounge wear costume.

Enchanting face, inviting face, chiseled face, open face, covered face or busted face.

Warm eyes, intense eyes, darting eyes, liquid eyes, heavy-set eyes, vacant eyes.

Muscle body, lush body, compact body, road-weary body, graceful body, angular body.

**MOVES**

You get all the basic moves. You get off the leash.

You can use all the battle moves, but when you get the chance, look up seize by force.

**LEASH**

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

List the other characters’ names.

Before anybody assigns Hx, choose which of the other characters holds your leash. Tell them. If they don’t like it, shrug.

Go around again for Hx. On your turn, whoever holds your leash, write Hx+2. Leave everyone else blank for now.

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

At the end, copy Hx straight over from the person who holds your leash. Who they know, you know. Who they don’t, you don’t.

Finally, 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.