

■ YOUR MASK

Choose your mask's type: sports mask, gas mask, combat helmet, hood, balaclava, carved mask, scrounged mask, fetish mask.

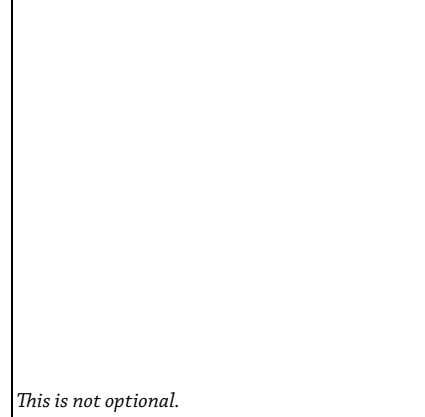
Choose its look: dusty, battered, painted, stained, or cracked.

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):

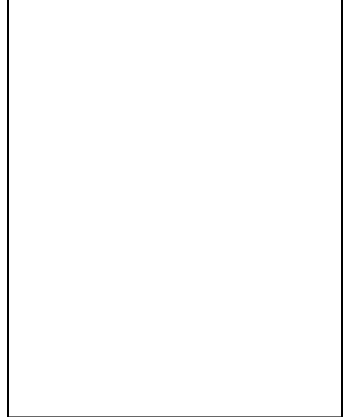
- Vulnerable. Whenever you suffer harm, you suffer +1harm.
- Grotesque. Every PC who sees you goes immediately to Hx+3 with you.
- Afraid. You take -1 ongoing until you cover your face again.
- Irresolute. When you inflict harm, inflict -1harm.
- Ashamed. You have hard=0 until you cover your face again.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

DRAW YOUR MASK



This is not optional.

GEAR & BARTER



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; one threat delivered; one convoy guarded through hostile territory; one month's physical labor requiring your strength and size.*

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 FACELESS

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, unyielding, silent and stern, they would be what we are. They would never flinch.

a limited edition character playbook for

APOCALYPSE **WORLD**
©2k+10 by Bret Gillan
w/ D. Vincent Baker
www.apocalypse-world.com

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*.

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.*

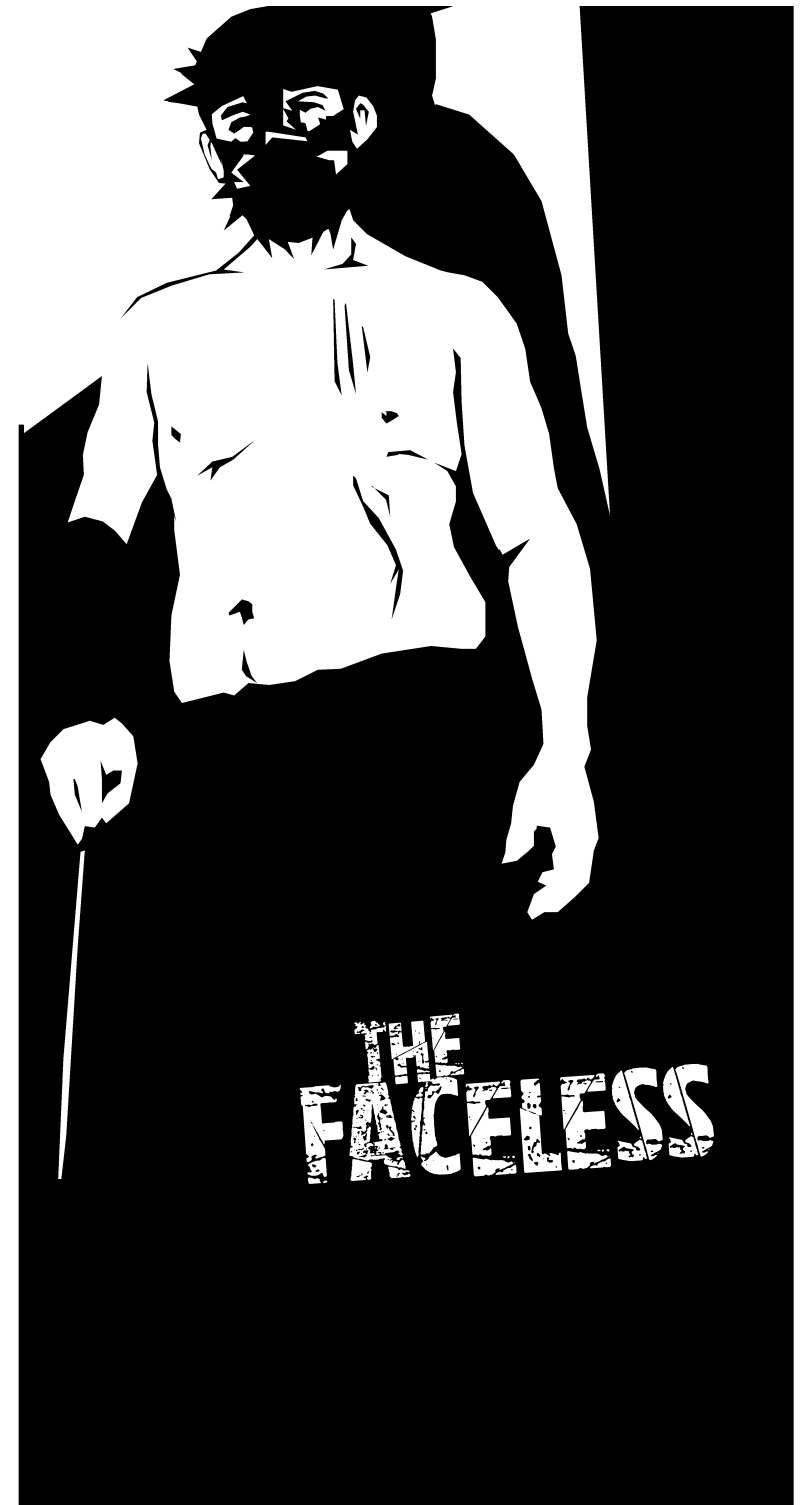
On a 7-9, the MC can choose 1:

- 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 FACELESS

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

NAME

Hunk, Tor, Ork, Doule, Big Fucker, Blag, Mega, Dent, 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.

Huge body, muscular body, tall gangly body, wiry body, or obese body.

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.

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:

- One of the characters helped you do something terrible once. Tell that player Hx+2.
- Tell everyone else Hx+1.

On the others’ turns, choose one or both:

- One of them was once kind and unafraid towards you. Ignore what they tell you and write Hx+3.
- You think one of them is pretty. Add +1 to whatever number they tell you.

IMPROVEMENT

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.

GEAR

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 1 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)

NAME -

LOOK

STATS

COOL

☐ highlight

HARD

☐ highlight

HOT

☐ highlight

SHARP

☐ highlight

WEIRD

☐ highlight

MOVES

do something under fire

☐ highlight

go aggro; seize by force

☐ highlight

seduce or manipulate

☐ highlight

read a sitch; read a person

☐ highlight

open your brain

☐ highlight

HX

help or interfere; session end

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.

IMPROVEMENT

experience ○○○○○>>>improve

__ get +1hot (max +2)

__ get +1sharp (max +2)

__ get +1weird (max +2)

__ get a new faceless move

__ get a new faceless move

__ get a new faceless move

__ get a gang (detail) and **pack alpha**

__ 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.

HARM

countdown

12

9 3

6

☐ stabilized

☐ shattered (-1cool)

☐ crippled (-1hard)

☐ disfigured (-1hot)

☐ broken (-1sharp)

FACELESS MOVES

- **Pit bull:** whenever you take a debility, 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 +1-armor. 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. 10+, the scenery 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 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.
- **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). 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 a +1 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 and 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 unless you are completely at their mercy.
- **Beastly:** you get +1hard (hard+3).

HOLD

OTHER MOVES

HOARD

What kinds of things are in your hoard? Choose 1, 2 or 3:

- ☐ armor, armaments and ammunition
- ☐ others' castoffs & discards
- ☐ pretty things
- ☐ fetish objects, art & mementos
- ☐ intoxicants, delicacies & poisons
- ☐ technology, electronics, parts & wire
- ☐ relics & waste of the golden age past
- ☐ books, maps, drawings & photographs
- ☐ plant, animal & human specimens
- ☐ _____

What else is true of your hoard? Choose 1 or 2:

- ☐ Conscious: it speaks to you in your mind.
- ☐ Meticulous: when you return something to it, it must be in perfect condition.
- ☐ Voracious: if you ignore its demands, whatever you do instead, you do under fire.
- ☐ Beautiful: if an NPC sees it, she envies and desires it.

Your hoard begins play with hunger=0.

As long as your hoard's hunger is 3 or less, you can ***go into your hoard and look for something useful***. Describe your situation and roll+weird. The MC's job is to come up with something for you that she genuinely thinks you'll find useful in the situation you've described, and to have your hoard deliver it forth. (You might remind her the kinds of things you have in your hoard.) On a 10+, your hoard's hunger holds where it is. On a 7-9, your hoard gets +1hunger. On a miss, your hoard goes immediately to hunger+4.

If you take the thing, your hoard considers you to have borrowed it, and will expect it back.

As long as your hoard's hunger is 3 or less, you can ***go into your hoard for jingle***. Pull oddments worth 2-barter out of it and give it +1hunger.

At the beginning of the session, roll+your hoard's hunger. On a 10+, the MC holds 3; on a 7-9, the MC holds 1. During the session, the MC can spend her hold 1 for 1 to:

- *name a thing present*. Your hoard must have it. When you give it to your hoard, mark experience and give your hoard -1hunger.
- *name a thing you've borrowed from your hoard*. Your hoard must have it back. When you return it to your hoard, mark experience and give your hoard -1hunger.

If the MC has any hold left at the end of the session, give your hoard +1hunger, to a maximum of hunger+4.

If ***your hoard has hunger+4***, take -1 ongoing.

HUNGER

hunger+4 means -longoing

LOANS

Introducing

THE HOARDER

When the world ended, so much was lost among the blood and shit and debris of a dying world in its last spasms of life. Some say it was a tragedy; some say it made us stronger.

Fuck them. You know what I say? *Finders keepers*.

a limited edition character playbook for

APOCALYPSE WORLD
©2k+11 D. Vincent Baker &
Elizabeth Shoemaker Sampat
www.apocalypse-world.com

ADDITIONAL RULES

SOME INTERESTING CRAP

A hoarder's hoard might occasionally bring forth such crap as these:

Braingoggles (worn hi-tech)

Wearing these lets you peer into the world's psychic maelstrom without opening your brain to it.

Chillstab (tag s-harm) [angel]

Inflicts s-harm, but in a pleasant, numbing and peaceful way.

Deep ear plugs (worn hi-tech) [brainer]

Protects the wearer from all brainer moves and gear.

Eyeball (tag valuable)

Eat one and open your brain to the world's psychic maelstrom with +1 to the roll. May inflict Ψ-harm. Is probably a mushroom, not someone's literal dried eyeball, but who knows.

Eyeglasses (worn valuable) [skinner]

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

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

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

Skin & hair kit (applied valuable) [skinner]

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

Sympathy (remote hi-tech)

Attune it to someone by having them tell it their name. Through it, you can help or interfere with them at any distance. Doesn't work if they're somehow isolated from the world's psychic maelstrom.

Temporal transmitter/receiver (hi-tech)

Roll+weird. Instead of opening your brain to the world's psychic maelstrom, you're opening your brain to the past.



CREATING A HOARDER

To create your hoarder, choose name, look, stats, moves, hoard, and Hx.

NAME

Smaug, Napoleon, Winona, Morgan Chase, Boa, Dunbar, Rockefeller, Wembley, Philo, Gunge, Zuck, Hov, Yeezy, Jake, Billy Beau.

LOOK

Man, woman, transgressing, or obscured.

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get 2 hoarder 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:

- Do you brag about your hoard or do you keep it secret? If the former, do so, and at the end tell everyone Hx+1. If the latter, deny that you’re keeping anything secret, and tell everyone Hx+1. (Yes, tell them Hx+1 either way.)

On the others’ turns:

- For each character, judge them rich or poor in terms set by the qualities and substance of your hoard. If you judge them rich, whatever number they tell you, give it +1 and write it next to the character’s name. If you judge them poor, whatever number they tell you, give it -1 and write it next to the 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.

NAME –

LOOK

STATS

COOL

☐ highlight

HARD

☐ highlight

HOT

☐ highlight

SHARP

☐ highlight

WEIRD

☐ highlight

HARM

☐ stabilized

MOVES

do something under fire

☐ highlight

go aggro; seize by force

☐ highlight

seduce or manipulate

☐ highlight

read a sitch; read a person

☐ highlight

open your brain

☐ highlight

HX

help or interfere; session end

HOARDER SPECIAL

If you and another character have sex, use **acquisitive eye** as though your partner were an object and you’d rolled a 10+, even if you don’t have the move.

IMPROVEMENT

experience ○○○○>>>improve

__ get +1weird (max weird+3)

__ get +1sharp (max sharp+3)

__ get +1sharp (max sharp+3)

__ get +1cool (max cool+2)

__ get +1hot (max hot+2)

__ get a new hoarder move

__ get a new hoarder move

__ add an option to your hoard

__ 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.

HOARDER MOVES

○ **Acquisitive eye**: when you see, hear about, or otherwise come to know of a thing you want, roll+weird. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7–9, ask 2:

- *How can I make this mine?*
- *Who will stand in my way?*
- *Will my hoard accept it?*
- *Who will try to take it from me once it’s mine?*
- *What is this truly worth?*

On a miss, your face and body language betray your interest in the thing to anyone who’s paying attention.

○ **Sticky fingers**: when you give someone a gift, roll +Weird. On a 10+, it comes back to you within a week. On a 7-9, it comes back to you eventually, with strings attached. On a miss, you can never own it again.

○ **Money is power**: when you help or interfere with someone, after you’ve rolled, you can:

- *Spend 1-barter to change your miss into a 7–9 hit, or your 7–9 hit into a 10+ hit;*
- *Spend 1-barter to give +2 (helping) or -3 (interfering) instead of +1 or -2.*

The jingle doesn’t go anywhere, or it goes into the world’s psychic maelstrom. Either way this isn’t commerce, it’s power.

○ **Greed**: when you’re defending your hoard, your greed makes you unstoppable. Being in the presence of your hoard counts as 2-armor— if your hoard is under attack. (If someone’s just trying to kill you and it happens to be around your hoard, not so much.)

○ **Appraising eye**: when you read a situation, on a hit, in addition to your other questions, you may ask this:

- *What’s the most beautiful, the rarest, or the most valuable thing here?*

When you read a person, on a hit, in addition to your other questions, you may ask this:

- *What’s the best thing your character owns, or the best thing your character’s carrying?*

OTHER MOVES

HOLD

BARTER

You can get barter from your hoard, so no need to worry about earning it.

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; 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.

NAME & LOOK

Past, Cass, Dutch, Echo, or Bow.

Man or transgressing.

Hulking, shaven, crooked-built, dead-pale, slight, heavy-bearded, one-eyed, handsome, smirking, vast, mashed-faced, dapper, and/or tall.

highlight



CIRCUMSTANCES

Choose 3:

- I'm in _____'s crew/cult/gang.*
- I have a brother, Jinte, who's also a fuckin badass.
- I have a shotgun (3-harm close messy) and impressive body armor (2-armor).
- I have a gig doing violence for pay, worth 1-barter every couple weeks.
- I have a fortified little double-room I call home. +1armor in defense.
- I have oddments worth 2-barter.

*Free if a PC's, with player approval.

NAME & LOOK

Lee-On, Billy, Mox, or Bismark.

Man, woman, or ambiguous.

Slight, long-haired, smoky-eyed, arresting, tattoed, disfigured, angular, energetic, fat, calm-eyed, stocky, and/or sharp-featured.

highlight



CIRCUMSTANCES

Choose 3:

- I'm in _____'s crew/cult/gang.*
- I've got something big on _____.*
- I have free passage through _____'s holdings, no questions asked.*
- I have a smg (2-harm close area loud) and fashion worth 1-armor.
- I have a gig keeping and holding onto valuables for _____, worth 1-barter every month or so.
- I'm one of the few who make my home in the upper rooms.
- I have oddments worth 2-barter.

*Free if a PC's, with player approval.

NAME & LOOK

Silk, Frans, Azaz, Rolfball, or Janis.

Man, woman, or concealed.

Old, pierced, willowy, golden-eyed, barrel-chested, amputated, bearded, lush-mouthed, elaborately-coiffed, tiny, fat, and/or muscular.

highlight



CIRCUMSTANCES

Choose 3:

- I'm in _____'s crew/cult/gang.*
- I have a hunting rifle with a good sight (3-harm far loud reload).
- I have a spike-studded baseball bat (3-harm hand messy) and crude body armor (2-armor).
- I have a tempestuous, devoted, tough, beautiful little family: Asso, Ki Yin, Quick, Limester, and me.
- I make my house down in the maze.
- I have oddments worth 2-barter.

*Free if a PC's, with player approval.

Introducing

THE MACALUSO

When the apocalypse came, it did not come as they expected it. Oh, they expected their world to break down — feared it would, denied it would, planned for it, planned against it, whatever. But they looked at their future and they could only see their own monsters. They couldn't see, couldn't even guess, the creatures that would come that were not them.

a character playbook for



NAME & LOOK

Woodward, Murray, Gams, or Jastor.

Woman, transgressing, or concealed.

Scarred, broken-bodied, powerful, curvaceous, aristocratic, slender, rope-veined, velvet-skinned, gray, rangy, and/or blunt-faced.

highlight



CIRCUMSTANCES

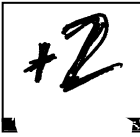
Choose 3:

- I'm in _____'s crew/cult/gang.*
- I've got something big on _____.*
- I have free passage through _____'s holdings, no questions asked.*
- I have a smg (2-harm close area loud) and fashion worth 1-armor.
- I have a gig keeping and holding onto valuables for _____, worth 1-barter every month or so.
- I'm one of the few who make my home in the upper rooms.
- I have oddments worth 2-barter.

*Free if a PC's, with player approval.

NAME & LOOK

highlight



CIRCUMSTANCES



THE
MACALUSO

CREATING THE MACALUSO

As the Macaluso, you are a psyche in some way native to the world’s psychic maelstrom. You live there; it is the medium of your life the way that the earth and air are the medium of others’. However, you are also embodied in this world, in the form of several otherwise apparent human beings. You all seem to live and act and move independently, but it’s an illusion. You’re one creature, you, sharing experiences and thoughts and separated only bodily.

To create the Macaluso, choose moves, secret society, and Hx.

- MOVES

You get all the basic moves. You get **luck**, and choose 2 more Macaluso moves.

SECRET SOCIETY

By default, you consist of 3 people, called your “secret society” (misnomer though it is). If you choose the move **broad influence**, add a 4th.

When you act, you act as one of your secret society, in that one’s body. For all practical purposes you, your MC, and your fellow players can treat your secret society all as full and separate characters, with these exceptions:

 - You all share all of your moves.
 - You all share Hx, experience, and advancement.
 - You each take harm as NPCs would, as listed, not on a PC’s harm countdown. You are individually fragile.
 - You can’t have sex with yourself.
- HX

Everyone introduces their characters by name, look and outlook. On your turn, introduce each of your secret society.

List the other characters’ names.

Go around again for Hx. On your turn, tell everyone Hx-1. Even if they know you, they don’t know *all* of you.

On the others’ turns, whatever number they tell you, give it +1 and write it next to their character’s name. You have the benefit of multiple points of view.

When you roll+a stat, the body you’re acting as may give you +2 or -1. Otherwise, roll your stat as usual (by default, +2 for weird and +0 for all others).

To create one of your secret society, choose one of the available segments, and choose name, looks (selecting all that apply), and circumstances.

During initial character creation, don’t choose the blank segment. When you add someone new to your secret society, you can choose to use it to create someone to fit the current circumstances of play.

For your +2 and -1 stats, choose Cool, Hard, Hot, or Sharp, not Weird. The body you’re acting in doesn’t determine how Weird you are.

THE MACALUSO

STATS

| | |
|-------------|-----------------------------|
| +0 COOL | do something under fire |
| +0 HARD | go aggro; seize by force |
| +0 HOT | seduce or manipulate |
| +0 SHARP | read a sitch; read a person |
| +2 WEIRD | open your brain |

HARM

1-harm: cosmetic damage, concussion, pain, fear.

2-harm: wounds, unconsciousness, bad pain, broken bones, shock.

3-harm: Terrible wounds, shock, likely fatal.

4-harm: Mangled and ruined, usually immediately fatal.

5-harm and more: fatal and bodily destructive.

SECRET SOCIETY

By default: Your secret society consists of 3 individuals. You are each integrated into the surrounding population, not by default distinctive or remarkable. Your individual homes, means, and livelihoods are typical for this place. If you pool your free jingle, it’ll amount to 2-barter.

PEOPLE

HX

help or interfere; session end

MACALUSO SPECIAL

When you and another character have sex, choose 1:

- Your psyche fixes upon theirs. Next time they improve, mark experience.
- Ask them any 3 questions you want. They must answer honestly.
- They may use you for **augury**. You roll and they make all the decisions.

IMPROVEMENT

experience ○○○○○>>>improve

__ get +1weird (max weird+3)

__ add somone to your secret society

__ add somone to your secret society

__ get a new Macaluso move

__ get a new Macaluso move

__ get a car (detail)

__ get 2 pieces of brainer gear

__ 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.

MACALUSO MOVES

● **Luck**: at the beginning of the session, roll+weird. On a hit, give +1 to everyone else making a beginning-of-session move. On a 10+, mark experience for each other’s beginning-of-session move that also hits with a 10+. On a miss, give -2 to everyone else making a beginning-of-session move.

○ **Martyr**: when you take a blow for another player’s character, mark experience. When anyone of your secret society dies, mark experience.

○ **Broad influence**: add a person to your secret society.

○ **Sustaining influence**: When anyone of your secret society dies, erase their information from your playbook and create a new person to replace them. Use the same secret society segment or an unused one.

○ **Fingertips throughout**: when 3 or more of your secret society convene and act together, you can expand your reach through the world’s psychic maelstrom. +Augury.

○ **Shared eyes**: when you read a situation, roll+weird instead of roll+sharp.

OTHER MOVES & CRAP

NAME & LOOK

Dystart, Safire, Elba, Olive, or Jaim.

Man, woman, or transgressing.

Compact, long-legged, mild-eyed, nervous, utterly bald, severe-faced, quick-eyed, beautiful, thick-bodied, lithe, flush-faced, and/or towering.

○ highlight

+2
SHARP

-1
COOL

CIRCUMSTANCES

Choose 3:

- I’m in _____’s crew/cult/gang.*
- I have access to _____’s living space.*
- I have wicked knives (2-harm hand) and fashion worth 1-armor.
- I have a distinctive presence in the local population; I command attention when I come into a room.
- My rooms are above the autoshop.
- I have a bike (you detail).
- I have oddments worth 2-barter.

*Free if a PC’s, with player approval.

■ESTABLISHMENT■

Your establishment features one main attraction supported by 2 side attractions (like a bar features drinks, supported by music and easy food). Choose one to be your main act and 2 for lube:
○ *luxury food* ○ *music* ○ *fashion* ○ *lots of food* ○ *sex*
○ *spectacle* ○ *easy food* ○ *games* ○ *art* ○ *drinks*
○ *coffee* ○ *drugs* ○ *scene (see and be)*

For your establishment’s atmosphere, choose & underline 3 or 4: *bustle, intimacy, smoke, shadows, perfume, slime, velvet, fantasy, brass, lights, acoustics, anonymity, meat, eavesdropping, blood, intrigue, violence, nostalgia, spice, quiet, luxury, nudity, restraint, forgetting, pain, kink, candy, protection, grime, noise, dancing, chill, masks, fresh fruit, a cage.*

Your regulars include these 5 NPCs (at least): Lamprey, Ba, Camo, Toyota and Lits.

Who is your best regular? _____

Who’s your worst regular? _____

These 3 NPCs (at least) have an interest in your establishment: Been, Rolfball, Gams.

Who wants in on it? _____

Who do you owe for it? _____

Who wants it gone? _____

For security, choose this:
○ a real gang (3-harm gang small 1-armor)

- Or else choose 2 of these:
○ a convenient shotgun (3-harm close reload messy)
○ a bouncer who knows his biz (2-harm 1-armor)
○ plywood & chickenwire (1-armor)
○ secrecy, passwords, codes & signals, invites-only, vouching, etc.
○ everybody’s packing: your cast & crew are a gang (2-harm gang small 0-armor)
○ a warren of dead-ends, hideaways & boltholes
○ no fixed location, always new venues

■CAST & CREW■

Your cast & crew can consist entirely of the other players’ characters, with their agreement, or entirely of NPCs, or any mix. If it includes any NPCs, sketch them out — names and 1-line descriptions — with the MC. Make sure they suit your establishment’s scene.

■GEAR & BARTER■

Introducing
THE MAESTRO D’

In the golden age of legend, there was this guy named Maestro. He was known for dressing up real dap and whoever he went, the people had much luxe tune. There was this other guy named Maitre d’. He was known for dressing up real dap and whoever he went, the people had all the food they could eat and the fanciest of it.

Here in Apocalypse World, those two guys are dead. They died and the fat sizzled off them, they died same as much-luxe-tune and all-you-can-eat. The maestro d’ now, he can’t give you what those guys used to could, but fuck it, maybe he can find you a little somethin somethin to take off the edge.

a character playbook for

APOCALYPSE WORLD

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

■ADDITIONAL RULES■

USING A GANG AS A WEAPON

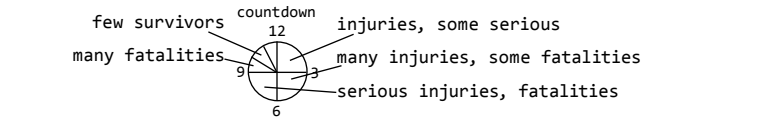
When a character makes an aggressive move using her gang as a weapon, her gang inflicts and suffers harm, she doesn’t. A gang inflicts and suffers harm according to its own and its enemy’s sizes, weapons, and armor.

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.



CREATING A MAESTRO D'

To create your maestro d’, choose name, look, stats, moves, establishment, gear, and Hx. Choose in any order you like.

NAME

Cookie, Silver, Smoky, Slops, Chief, Rose, Angler, Chairman, Grave, Saffron, Life.

LOOK

Man, woman, ambiguous, transgressing.

STATS

Choose one set:

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

MOVES

You get all the basic moves. Choose 2 maestro d’ moves.

HX

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

GEAR

Go around again for Hx. On your turn:

- Choose the character you find the most attractive; tell that player Hx+2.
- Tell everyone else Hx+1.

On the others’ turns:

- Choose your favorite character; ignore the number that player tells you and write Hx+3 instead.
- Everyone else, whatever number they tell you, give it +1.

IMPROVEMENT

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.

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

HX

help or interfere; session end

MAESTRO D' SPECIAL

If you hook another character up — with sex, with food, with somethin somethin, whatever — it counts as having sex with them.

IMPROVEMENT

experience ○○○○○>>>improve

countdown

12

9

6

3

☐ stabilized

☐ shattered (-1cool)

☐ crippled (-1hard)

☐ disfigured (-1hot)

☐ broken (-1sharp)

__ get +1hot (max hot+3)

__ get +1cool (max cool+2)

__ get +1hard (max hard+2)

__ get +1weird (max weird+2)

__ get a new maestro d’ move

__ get a new maestro d’ move

__ add a security to your establishment

__ resolve somebody’s interest in your establishment

__ 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.

MAESTRO D' MOVES

- **You call this hot?** when you do something under fire, roll+hot instead of roll+cool.
- **A devil with a blade:** when you use a blade to go aggro or seize something by force, roll+hot instead of roll+hard.
- **Fingers in every pie:** put out the word that you want a thing — could be a person, could be somethin somethin, could even be just a thing — and roll+hot. On a 10+, it shows up in your establishment for you, like magic. On a 7-9, well, your people make an effort and everybody wants to please you and close is close, right? On a miss, it shows up in your establishment for you with strings wicked attached.
- **Everybody eats, even that guy:** when you want to know something about someone important (your call), roll+hot. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 1:
 - *how are they doing? what’s up with them?*
 - *what or who do they love best?*
 - *who do they know, like and/or trust?*
 - *when next should I expect to see them?*
 - *how could I get to them, physically or emotionally?*

Just give me a motive:

name somebody who might conceivably eat, drink, or otherwise ingest something you’ve touched. If it’s an NPC, roll+hard; a PC, roll+Hx. On a 10+, they do, and suffer 4-harm (ap) sometime during the next 24 hours. On a 7-9, it’s 2-harm (ap). On a miss, some several people of the MC’s choice, maybe including your guy maybe not, get it, and all suffer 3-harm (ap).

OTHER MOVES

BARTER

1-barter will cover a month’s living expenses, if your tastes aren’t too grand. 1-barter will also cover your cast & crew’s cut of a spectacular event or two.

As a one-time expenditure, and very subject to availabilty, 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 hitech 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.

OTHER MOVES

CLUES

GEAR & BARTER

BARTER

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

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; 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; 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; one square meal each for around 30 people; a typical family’s entire food store.*

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 MARMOT

One thing that hasn’t changed since the apocalypse: people do bad things to each other and expect to get away with it. If there’s any marmot who can untangle the secrets, the lies, and the pain to find some justice in this filthy, filthy world, it’s you.

a limited edition character playbook for

APOCALYPSE WORLD

@2k+11 Ben Lehman
& D. Vincent Baker
www.apocalypse-world.com

ADDITIONAL RULES

MOONLIGHTING & GIGS

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.

Paying gigs on screen:

- EG foraging, investigating*
- 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.

Obligation gigs 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.

Obligation gigs:

- 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 humilate 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)

IMPORTANT NOTE

This playbook makes some assumptions about the denizens and environment of Apocalypse World that may not otherwise hold.
If this playbook is not in play, do not consider any of its ideas binding.



• 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): ○ a few days ago, ○ a few weeks ago, ○ a few months ago.

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

Stasis has remained untouched by outsiders. Why? Choose 1 or more:
○ It's securely hidden. ○ It has deadly defenses.
○ 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:
○ The world's psychic maelstrom inflicted 2-harm, killing her.
○ The world's psychic maelstrom inflicted Ψ-harm, shattering her sanity.
○ The world's psychic maelstrom inflicted Ψ-harm, and you were forced to kill her in self-defense.
○ You don't know. You haven't seen or heard from her.

• STASIS FACILITIES

Unlocked stasis facilities (choose 1):

- **Release:** you can release everyone from stasis, all at once or one by one.
- **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.
- **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*).
- **Archives:** stasis includes a 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 getting to the bottom of some tech shit (*cf*).
- **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. (You can choose this one.)
- **Armory:** stasis includes 6 assault rifles (3-harm close 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

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.

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

QUARANTINE

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.



• ADDITIONAL RULES

Ψ-HARM

A person suffers Ψ-harm from exposure to the world's psychic maelstrom. It might be first exposure, as in the case of people released from stasis, or it might be some subsequent unusual exposure.

When an NPC suffers Ψ-harm, the MC creates her as a threat if necessary, and then chooses any or all:
• *She aggressively pursues her threat impulse. Make moves on her behalf as hard and as direct as you can.*
• *Her sanity shatters. She is incoherent, raving, raging or unresponsive, alive but gone.*
• *She abruptly changes threat type.*

For players' characters, when you **suffer Ψ-harm**, roll+Ψ-harm suffered (typically, roll+1). On a 10+, the MC can choose 1:
• *You're out of action: unconscious, trapped, incoherent or panicked.*
• *You're out of your own control. You come to yourself again a few seconds later, having done I-don't-know-what.*
• *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.*
• *You take a single concrete action of the MC's choosing.*
On a miss, you keep it together and overcome the Ψ-harm with no effect.

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.**



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.

LOOK

Man or woman.

Ancient fatigues, scrounge wear.

Young face.

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-1. On a 7–9, you were able to hold it off; 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 choose 1:
○ Whenever you act under fire, you open your brain as well (roll+weird as always).
○ Whenever you read a person, you open your brain as well (roll+weird as always).
○ 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:

- Who was the first person you met on emerging from stasis? Tell that player Hx+2.
- 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 are not from here and you do not understand.

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.

NAME —

LOOK

STATS

COOL

○ highlight

HARD

○ highlight

HOT

○ highlight

SHARP

○ highlight

WEIRD

○ highlight

HARM

○ highlight

MOVES

do something under fire

○ highlight

go aggro; seize by force

○ highlight

seduce or manipulate

○ highlight

read a sitch; read a person

○ highlight

open your brain

○ highlight

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 -1Hx with the other.

IMPROVEMENT

experience ○○○○○>>>improve

__ get +1hard (max hard+2)
__ get +1sharp (max sharp+2)
__ get +1weird (max weird+2)
__ unlock a stasis facility
__ unlock a stasis facility
__ unlock a stasis facility
__ get followers (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 type
__ choose 3 basic moves and advance them.
__ advance the other 4 basic moves.

countdown

○ stabilized

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

QUARANTINE MOVES

○ **Combat veteran:** you get +1cool (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.

HOLD

OTHER MOVES

GEAR & BARTER

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?
__ What were the first signs that the world was ending?
__ 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?
__ 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?

WOLVES

The maelstrom’s wolves are hunting you.

Under their disguises, they look like (choose 1):

- ☐ People
- ☐ Birds
- ☐ Beasts
- ☐ Insects
- ☐ 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.

THRESHOLD

You hold space safe; your space has a threshold, a perimeter. By default, your threshold provides 1-safety to your personal living space only. At the beginning of the session, roll+hot. On a 10+, choose 3. On a 7–9, choose 2:

- *Your threshold provides 2-safety. Choose this again for 3-safety.*
 - *Your threshold protects not just your own space, but the space of anyone to whom you extend your protection.*
 - *No one with weird+2 or higher can enter across your threshold, and if they're already within it, they must act under fire to do anything but depart.*
 - *Your threshold is a barrier to the world's psychic maelstrom, isolating all within from it.*
 - *Your threshold doesn't protect just your living space, but any space you're in, moving with you wherever you go.*
- On a miss, the default stands.

Whenever any player’s character within your threshold rolls+hard or rolls+weird, they subtract your threshold’s safety from the roll.

Whenever any NPC within your threshold begins to take violent action, the MC must tell you and have you roll+safety. On a 10+, the NPC reconsiders, and finds a nonviolent way to express her impulse. On a 7–9, the NPC telegraphs her intention, and all present have time to act before she carries through (but bearing in mind that she remains, nevertheless, under your threshold’s protection herself). On a miss, the NPC is free to act as the MC chooses.

BARTER

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

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & 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

SOLACE

The world’s psychic maelstrom vomits forth its own. It eats the fortune of all living and all dead and leaves no fortune for any but itself. In this Apocalypse World, howling at the door, they used to be called wolves but we know them for themselves at last.

a limited edition character playbook for

APOCALYPSE WORLD
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www.apocalypse-world.com

ADDITIONAL RULES

ADVANCED 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 improvement*
- *if they refuse, it's acting under fire*

What they do then is up to them.

On a 12+, only if they’re an NPC, they do it, and furthermore you change their nature. Choose one of the following; tell the MC to erase their threat type altogether and write it in instead:

- *ally: friend (impulse: to back you up)*
- *ally: lover (impulse: to give you shelter & comfort)*
- *ally: right hand (impulse: to follow through on your intentions)*
- *ally: representative (impulse: to pursue your interests in your absence)*
- *ally: guardian (impulse: to intercept danger)*
- *ally: confidante (impulse: to give you advice, perspective, or absolution.)*

PERVERSIONS OF BIRTH

Grotesque: Perversion of Birth (impulse: craves overthrow, chaos, the ruination of all).

MC moves for grotesques:

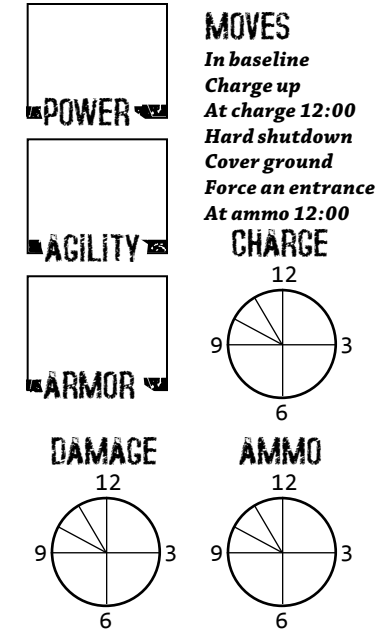
- Display the nature of the world it inhabits.
- Display the contents of its heart.
- Attack someone from behind or otherwise by stealth.
- Attack someone face-on, but without threat or warning.
- Ruin something. Befoul, rot, desecrate, corrupt, adulter it.
- etc.*



WALKINGSUIT

A walksuit is a vehicle. By default, your walksuit has power+2 agility+1 2-armor. Choose a configuration and then systems.

- **Assault configuration:** Panspecial comsuite, 1 armor system, 1 targeting system, 1 weapon system, 1 system of your choice.
- **Incursion configuration:** Panspecial comsuite, 1 flight system, 1 stealth system, 1 weapon system, 1 system of your choice.



Armor systems

- Heavy armor (+1armor)
- Point-hardened laminate armor
Counters ap ammo.
- Ultra-light armor (+1agility)

Communication systems

- Panspecial comsuite (loud-optional)
Allows communication with humans.
- Surveillance array (close/far)
Allows surveillance through walls & darkness, eavesdrops on electronic comms.

Flight systems

- Jumpjets (loud)
Add +2 to any movement move (after the roll, if you like), but mark a charge countdown segment.
- Microresponsive parawings
Allows high, silent, slow-speed flight.

Reactor system

- Improved Reactor (+1power)

Stealth systems

- Add +1 to all rolls to avoid notice.
- Adaptive camo surfacing
When an enemy reads a situation by looking or asking other people, remove “what is my enemy’s true position?”
- Contact-deflective surfacing
When an enemy reads a situation by listening or using electronics, remove “what is my enemy’s true position?”

Targeting systems

- Target recognition-reflex system
Add +1 to all attack and combat moves.
- Pinpoint targeting system
Add +1harm to all weapon systems.

Weapon systems

- Mark 1 ammo countdown segment for each firing.
- Biodisruption Impulse projector
(5-harm close/far area loud)
- High-energy resonator (“tuna in a can”)
(3-harm close/far loud)
Target a vehicle. Vehicle takes no harm. Full harm blows through to passengers.
- Magnefusion projector (6-harm far)
AP against vehicle armor.

Introducing

THE SPACE MARINE MAMMAL

50 years ago, the enemies of Earth unleashed a psychic weapon that destroyed all hope for the future of dolphinity. Anticipating the attack and its outcome, leaving many behind to suffer and die, your grandparents rushed to evacuate Earth. They built secret orbital stations and expanded the hidden Mars base into a functional colony. Their grandchildren — you — are all that remains of true dolphinity after this appalling apocalyptic assault.

Today, the mission to reclaim Earth begins.



ADDITIONAL RULES

Ψ-HARM

A person suffers Ψ-harm from exposure to the world’s psychic maelstrom. It might be first exposure, as in the case of a dolphin making initial landfall on the Earth’s surface, or it might be some subsequent unusual exposure.

When an NPC suffers Ψ-harm, the MC creates her as a threat if necessary, and then chooses any or all:

- She aggressively pursues her threat impulse. Make moves on her behalf as hard and as direct as you can.
- Her sanity shatters. She is incoherent, raving, raging or unresponsive, alive but gone.
- She abruptly changes threat type.

For players’ characters, when you **suffer Ψ-harm**, roll+Ψ-harm suffered (typically, roll+1). On a 10+, the MC can choose 1:

- You’re out of action: unconscious, trapped, incoherent or panicked.
 - You’re out of your own control. You come to yourself again a few seconds later, having done I-don’t-know-what.
 - 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.
 - You take a single concrete action of the MC’s choosing.

On a miss, you keep it together and overcome the Ψ-harm with no effect.

IMPORTANT NOTE

This playbook makes some assumptions about the apocalypse and the history and denizens of Apocalypse World that may not otherwise hold.
If this playbook is not in play, do not consider any of its ideas binding.



CREATING A SPACE MARINE MAMMAL

To create a space marine mammal, choose interspecial designation, look, stats, moves, walkingsuit, missions, and Hx.

INTERSPECIAL DESIGNATION

Luis, Gabi, Maria, Gordon, Bob, Gina, Susan, Alan, Olivia, Linda.

Dolphins' actual names are, of course, incomprehensible to other creatures.

STATS

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

MOVES

You get all the basic moves. You get both Space Marine Mammal moves.

WALKINGSUIT

You get a walkingsuit. Choose assault configuration or incursion configuration.

MISSIONS & RESUPPLY

At the beginning of each session, mark off one **Food** countdown segment. If your food countdown is at 12:00, mark hunger. Hunger is -1ongoing, cumulative.

Because you're an **agent/combatant**, you get all the Space Marine Mammal missions.

- During play, you can voluntarily abandon your missions, one by one. When you choose to abandon a mission:
- Scratch the mission out. You no longer have it.
 - Your superiors know, whether you tell them or not, that you have abandoned it. Disciplinary action is up to them.
 - You no longer receive resupply for completing it, even if you go on to do so.
 - Mark experience.

Note: these rules for abandoning missions apply only to the Space Marine Mammal. They are not part of the **agent/combatant** move and do not apply to other characters who take **agent/combatant** as a move from this playbook.

LOOK

Common dolphin, bottlenose dolphin, beaked dolphin, spotted dolphin, striped dolphin, cephalorhynchus dolphin, humpback dolphin, right whale dolphin, dusky dolphin, river dolphin, snubfin dolphin.

Intimidating walkingsuit.

HX

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

List the other characters' names.

Do not participate in the normal Hx go-round. Instead, tell everyone to take Hx-2 with you, and give yourself Hx-2 with everyone, no modifiers allowed. No one else's Hx decisions or options can apply to you.

At the end, highlight your sharp and your choice of hot or weird. Look ahead at your improvement options before you choose.

Do not change your highlighted stats until somebody's Hx on your sheet improves to Hx=0 or better.

IMPROVEMENT

Whenever you roll a highlighted stat, whenever you reset your Hx with someone, and whenever you abandon and scratch out one of your missions, 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

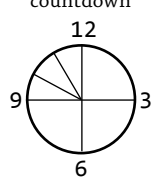
WEIRD

open your brain

☐ highlight

HARM

countdown



☐ stabilized

☐ shattered (-1cool)

☐ crippled (-1hard)

☐ disfigured (-1hot)

☐ broken (-1sharp)

HX

help or interfere; session end

SMM SPECIAL

If you and another character have sex, you both mark experience.

In addition, you're vulnerable to Ψ-harm. Each time you exit your walkingsuit on the earth's surface, suffer Ψ-harm.

In addition, you're vulnerable to hunger. At the beginning of each session, mark off one Food countdown segment. If your food countdown is at 12:00, mark hunger. Hunger is -1ongoing, cumulative.

IMPROVEMENT

- experience ○○○○○>>>improve
- __ get +1hot (max hot+3)
 - __ get +1weird (max weird+3)
 - __ get +1weird (max weird+3)
 - __ you can talk directly with humans
 - __ you're no longer vulnerable to Ψ-harm
 - __ you can live on local human food and are no longer vulnerable to hunger
 - __ you're growing arms and legs
 - __ 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)
 - __ you wake up human
 - __ 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.

SPACE MARINE MAMMAL MOVES

- **Agent/combatant:** you get all the Space Marine Mammal missions. You have contact with a dolphin orbital echo/drop platform. Each time you complete a mission, you can call for resupply. During play, the MC may have your superiors contact you with information relevant to your missions.
- **Walkingsuit calibration:** when you charge up a walkingsuit, roll+power instead of roll+weird.

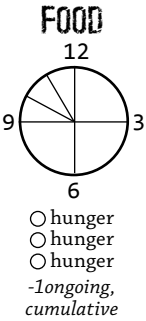
OTHER MOVES

SPACE MARINE MAMMAL MISSIONS

- **Infiltration:** when you destabilize and disarm an armed population without direct combat, seizing its position and resources, receive resupply.
- **Information & control:** when you parlay with the leader of an armed population, representing dolphin interests, and win concessions or collaboration, receive resupply.
- **Reconnaissance:** when you identify and accurately report an armed population's position, strength, numbers, and resources, receive resupply.
- **Reoceenification:** when you identify and report an area of the landscape suitable for excavatory bombardment and reoceenification, receive resupply.
- **Scout/survey:** when you identify and accurately report a feature of the landscape with strategic significance, receive resupply.
- **Relief & recovery:** when you come to the aid of a dolphin in duress, or recover dolphin matériel, receive resupply.
- **Spearhead:** when you defeat an armed population in direct combat, seizing its position and resources, receive resupply.

RESUPPLY

- When you receive resupply**, choose 1 of the following:
- **Ammo:** erase all of your walkingsuit's ammo countdown segments.
 - **Bombardment.** for the rest of this session, you may use bombardment as a weapon. 8-harm far area messy.
 - **Food:** erase all of your marked hunger and food countdown segments.
 - **Reinforcement:** the MC brings an NPC Space Marine Mammal into play. Tell her to create it as a threat as normal, perhaps as a hunting pack. She'll know what you mean. Tell her to give it a walkingsuit too.
 - **Repair:** erase all of your walkingsuit's damage countdown segments.
 - **Retroconfiguration:** exchange one of your walkingsuit's systems for another of your choice.



■TOKEN OF HOPE■

- You carry one:
- a symbol of the radiant, loving sun
 - a symbol of sweet pure water
 - a symbol of human purpose and achievement
 - a symbol of abundant, healthy, growing things
 - a symbol of the past that could yet be reborn
 - a symbol of the future that is only now becoming possible
 - a symbol of healing

What is it?

It’s just a symbol, replaceable. It’s precious for what it means, not what it is.

When you **go among people, offering hope**, they respond by giving you food, shelter, companionship, trust, and any small thing you need, worth 1-barter or less, generously or grudgingly according to their nature.

When you **go among people, exploiting their hope**, they respond by giving you food, shelter, companionship, trust, any small thing you need, or even straight-up jingle, worth 1- or 2-barter. They won’t suffer you forever.

When you **go among people, acting with hope**, they respond by spreading your name everywhere they go, to everyone they meet, with admiration, revulsion, fear, or contempt, according to their nature.

■GEAR & BARTER■

■BARTER■

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

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & 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 aangle and expect to find hi-tech or luxe eternal.

Introducing

THE TOUCHSTONE

At the earliest reaches of living memory, the world collapsed. Cities raged, burned, or just died in agony, starved, fell silent. The sky howled. Not everyone who remembers it remembers it the same way. People forgot who they were, where they had come from, what they could make.

Now, in this world of filth and blindness, there are a few with new vision. They go among us at war, indomitable and doomed, hoping and fighting for something better.



■ADDITIONAL RULES■

MOVES FROM OTHER PLAYBOOKS

During character creation, you might choose a move from another playbook. These aren’t your only choices, just a selection of the ones you might find most compatible with your existing strengths:

Battle-hardened [gunlugger]: act under fire with hard instead of cool.

Battlefield grace [angel], **daredevil** [driver], **divine protection** [hocus], or **impossible reflexes** [battlebabe]: special armor.

Bloodcrazed [gunlugger] or **merciless** [battlebabe]: inflict additional harm.

Disciplined engagement [quarantine*]: control the harm you inflict.

Fuck this shit [gunlugger]: plan an escape route.

Insano like Drano [gunlugger]: +1hard.

Inspiring [quarantine*]: others mark experience when they help you.

Juggernaut [faceless*]: advantage when you suffer harm.

Leave no one behind [quarantine*]: advantage when you help others in battle.

My other car is a tank [driver]: armed & armored vehicle.

NOT TO BE FUCKED WITH [gunlugger]: you count as a gang in battle.

Oftener right [savvyhead]: bonus for giving advice.

Perfect instincts [battlebabe]: bonus for reading a situation.

Reputation [operator]: roll+cool to control your reputation.

**The faceless and the quarantine are limited edition playbooks previously available. For more information, go to apocalypse-world.com/le-playbooks.html*



CREATING A TOUCHSTONE

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

NAME

Fraze, Garber, MB, Alonzo, Queue, Hurricane, Rhyme, Humpty Dumpty.

LOOK

Man, woman, ambiguous, transgressing, or concealed.

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get **visionary**, and then choose 2 more touchstone 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 an open book.

On the others' turns, for each, ask yourself: is there a place for them, as they are, in the future you hope for?

- If there is: whatever number that player tells you, write it next to the character's name.
- If there is not: whatever number that player tells you, give it +1 and write it next to the character's name. They have your attention.

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.

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

HARM

☐ highlight

do something under fire

☐ highlight

go aggro; seize by force

☐ highlight

seduce or manipulate

☐ highlight

read a sitch; read a person

☐ highlight

open your brain

☐ highlight

HX

help or interfere; session end

TOUCHSTONE SPECIAL

If you and another character have sex, if you love them, all's well and my blessings. If you don't love them, permanently scribble out an improvement option you haven't taken. Don't scribble out "change your character to a new type."

IMPROVEMENT

experience ○○○○>>>improve

__ get +1hard (max hard+3)

__ get +1cool (max cool+2)

__ get +1hot (max hot+2)

__ get +1sharp (max sharp+2)

__ get a new touchstone move

__ get a new touchstone move

__ get a followers (detail) and **fortunes**

__ 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.

TOUCHSTONE MOVES

- **Visionary**: when you share your vision of the future with another player's character, roll+hard. On a 10+, hold 3 over them. On a 7-9, hold 2 over them. Whenever you like, you can spend your hold, 1 for 1, to have them mark experience. On a miss, they hold 1 over you, on the same terms.
- **Know your enemy**: when you open your brain to the world's psychic maelstrom, roll+hard instead of roll+weird.
- **Clear-eyed**: when you read a person, roll+hard instead of roll+sharp.
- **Towering presence**: when you give someone an order or a warning, roll+hard. On a hit, they choose:
 - They do it, following your order or heeding your warning.
 - They freeze.
 - They back away, hands where you can see them.
 - They attack you.On a 10+, take +1forward against them as well. On a miss, they do what they like and you take -1forward against them.
- **Long history**: choose a move from another playbook. (During initial character creation, choose it from a playbook that isn't otherwise in play.)
- **Indomitable**: when you go into battle, roll+hard. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1, but take -1forward. During the battle you can spend your hold 1 for 1 to:
 - Name an npc within your reach. You kill, disable or disarm them (MC's choice).
 - Name a character within your reach. You redirect their attack to another character within your reach, or else to nowhere — into the ground or a wall or the sky.
 - Name a character on the scene, but outside your reach. You cross the distance between you before they have time to adjust or react.
 - Name a character within your reach. While you keep fighting, you intercept any attack directed at them and they suffer no harm.
 - Ignore all harm to yourself from an incoming attack.

HOLD

OTHER MOVES