



THE CHARACTERS



Introducing

THE ANGEL

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

CREATING AN ANGEL

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

NAME

Dou, Bon, Abe, Boo, T, Kal, Bai, Char, Jav, Ruth, Wei, Jay, Nee, Kim, Lan, Di, or Dez.

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

LOOK

Man, woman, or concealed.

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

NAME -

LOOK

<<stats>>

STATS

- MOVES

- HARM

ANGEL MOVES

COOL

do something under fire (p50)

HARD

seize by force, go aggro (p50)

HOT

seduce or manipulate (p50)

SHARP

read a sitch, read a person (p51)

WEIRD

open your brain (p51)

countdown

12

9 6 3

6

shattered

-1cool

crippled

-1hard

disfigured

-1hot

broken

-1sharp

if you have sex see p8.

GEAR & ANGEL KIT

Experience (P8) >>improve

HX

help, interfere, session end (p51)

ANGEL

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

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

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

STATS

Choose one set:

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

BASIC MOVES

You get all the basic moves (p72-74).

ANGEL MOVES

Choose 2:

Sixth sense: when you open your brain to the world's psychic maelstrom, roll+sharp instead of roll+weird.

Infirmary: you get an infirmary, a workspace with life support, a drug lab and a crew of 2 (Shigusa & Mox, maybe). Get patients into it and you can work on them like a savvyhead on tech (cf).

Professional compassion: you can choose to roll+sharp instead of roll+Hx when you help someone who's rolling.

Battlefield grace: while you are caring for people, not fighting, you get +1armor.

Healing touch: when you put your hands skin-to-skin on a wounded person and open your brain to them, roll+weird. On a 10+, heal 1 segment. On a 7-9, heal 1 segment, but you're acting under fire from your patient's brain. On a miss: first, you don't heal them. Second, you've opened both your brain and theirs to the world's psychic maelstrom, without protection or preparation. For you, and for your patient if your patient's a fellow player's character, treat it as though you've made that move and missed the roll. For patients belonging to the MC, their experience and fate are up to the MC.

Touched by death: whenever someone in your care dies, you get +1weird (max +3).

GEAR

You get:

- 1 small practical weapon
- angel kit (choose 4 refills)
- oddments worth 1-barter
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Small practical weapons (choose 1):

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

ANGEL KIT

You get one of each, plus choose 4 refills:

- Scissors, rags, tape, needles, clamps, gloves, chill coils, wipes, alcohol (applied, refill)
Heal 6:00 or 3:00, and each refill is good for 2 applications.
- Injectable tourniquet & bloodslower (applied, refill)
Stabilize 11:00, 10:00 and 9:00.
- Heart jumpshock patch (applied, refill)
Heal 12:00.
- Instant blood packets (coffee reddener) (applied, refill)
Heal 11:00, 10:00 or 9:00.
- Meatmesh & bonepins (applied, refill)
Heal 10:00, 9:00 or 6:00.
- Narcostabs (tag, refill)
Your patient chills out. Neither of you need to do this under fire because of your patient's pain and fear.
- Biostabs & chemostabs (tag, refill)
Stabilize all ongoing non-wounds.

Don't apply the same treatment more than once to the same patient. One application does all the good that treatment can do.

Hx

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

List the other characters' names.

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

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

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

On the others' turns:

- You try not to get too attached. Whatever number they tell you, give it -1 and write it next to their character's name.

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

ANGEL SPECIAL

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

ANGEL 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 following. Check it off; you can't choose it again.

- ___ get sharp+3 instead of sharp+2
- ___ get +1cool (max cool+2)
- ___ get +1hard (max hard+2)
- ___ get +1hard (max hard+2)
- ___ get +1weird (max weird+2)
- ___ get a new angel move

- ___ get a new angel move
- ___ get 2 gigs (detail) and **moonlighting**
- ___ get a move from another playbook
- ___ get a move from another playbook

BARTER

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

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

As a one-time expenditure, and very subject to availability, 1-barter might count for: *two refills for your angel kit; a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

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



Introducing

THE BATTLEBABE

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

Dangerous.

CREATING A BATTLEBABE

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

NAME

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

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

LOOK

Man, woman, ambiguous, or transgressing.

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

NAME -

LOOK

<<stats>>

STATS

- MOVES -

HARM

BATTLEBABE MOVES

<input type="radio"/> COOL	do something under fire (p50)	countdown 12
<input type="radio"/> HARD	seize by force, go aggro (p50)	9 3 6
<input type="radio"/> HOT	seduce or manipulate (p50)	shattered -1cool
<input type="radio"/> SHARP	read a sitch, read a person (p51)	crippled -1hard
<input type="radio"/> WEIRD	open your brain (p51)	disfigured -1hot

if you have sex see p12.

GEAR

Experience (P12) ○○○○○○ >>>improve

Hx help, interfere, session end (p51)

BATTLEBABE

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

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

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

STATS

Choose one set:

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

BASIC MOVES

You get all the basic moves (p72-74).

BATTLEBABE MOVES

Choose 2:

Dangerous & sexy: when you enter into a charged situation, roll+hot. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold 1 for 1 to make eye contact with an NPC present, who freezes or flinches and can't take action until you break it off. On a miss, your enemies identify you immediately as their foremost threat.

Ice cold: when you go aggro on an NPC, roll+cool instead of roll+hard. When you go aggro on another player's character, roll+Hx instead of roll+hard.

Merciless: when you inflict harm, inflict +1harm.

Visions of death: when you go into battle, roll+weird. On a 10+, name one person who'll die and one who'll live. On a 7-9, name one person who'll die OR one person who'll live. Don't name a player's character; name NPCs only. The MC will make your vision come true, if it's even remotely possible. On a miss, you foresee your own death, and accordingly take -1 throughout the battle.

Perfect instincts: when you've read a charged situation and you're acting on the MC's answers, take +2 instead of +1.

Impossible reflexes: the way you move unencumbered counts as armor. If you're naked or nearly naked, 2-armor; if you're wearing non-armor fashion, 1-armor. If you're wearing armor, use it instead.

GEAR

You get:

- 2 custom weapons
- oddments worth 2-barter
- fashion suitable to your look, including at your option pieces worth 1-armor or 2-armor (you detail)

Custom firearms

Base (choose 1):

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

Options (choose 2):

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

Custom hand weapons

Base (choose 1):

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

Options (choose 2):

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

*counts as 2 options

HX

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

List the other characters' names.

Go around again for Hx. On your turn:

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

On the others' turns:

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

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

BATTLEBABE SPECIAL

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

BATTLEBABE 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 following. Check it off; you can't choose it again.

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

BARTER

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

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

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; the material costs of resuscitation by an angel; repair of a piece of hitech gear by a savvyhead; a year's tribute to a warlord; a month's maintenance and repairs of a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence*.

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



Introducing

THE BRAINER

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

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

CREATING A BRAINER

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

NAME

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

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

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

LOOK

Man, woman, ambiguous, or transgressing.

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

NAME -

LOOK

STATS - MOVES - HARM BRAINER MOVES

COOL do something under fire (p50)

HARD seize by force, go aggro (p50)

HOT seduce or manipulate (p50)

SHARP read a sitch, read a person (p51)

WEIRD open your brain (p51)

countdown
12
9 3
6

shattered
-1cool

crippled
-1hard

disfigured
-1hot

broken
-1sharp

if you have sex see p16.

Experience (P16) >>improve

Hx help, interfere, session end (p51)

GEAR

BRAINER

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

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

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

STATS

Choose one set:

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

BASIC MOVES

You get all the basic moves (p72–74).

BRAINER MOVES

Choose 2:

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

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

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

Deep brain scan: when you have time and physical intimacy with someone — mutual intimacy like holding them in your arms, or 1-sided intimacy like they're restrained to a table — you can read them more deeply than normal. Roll+weird. On a 10+, hold 3. On a 7-9, hold 1. While you're reading them, spend your hold to ask their player questions, 1 for 1:

- *what was your character's lowest moment?*
- *for what does your character crave forgiveness, and of whom?*
- *what are your character's secret pains?*
- *it what ways are your character's mind and soul vulnerable?*

On a miss, you inflict 1-harm (ap) upon your subject, to no benefit.

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

In-brain puppet strings: when you have time and physical intimacy with someone — again, mutual or 1-sided — you can plant a command inside their mind. Roll+weird. On a 10+, hold 3. On a 7-9, hold 1. At your will, no matter the circumstances, you can spend your hold 1 for 1:

- *inflict 1-harm (ap)*
- *they take -1 right now*

If they fulfill your command, that counts for all your remaining hold. On a miss, you inflict 1-harm (ap) upon your subject, to no benefit.

GEAR

You get:

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

Small fancy weapons (choose 1):

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

Brainer gear (choose 2):

- implant syringe (tag hi-tech)
After you've tagged someone, if a brainer move allows you to inflict harm on them, inflict +1harm.
- brain relay (area close hi-tech)
For purposes of brainer moves, if someone can see your brain relay, they can see you.
- receptivity drugs (tag hi-tech)
Tagging someone gives you +1hold if you then use a brainer move on them.
- violation glove (hand hi-tech)
For purposes of brainer moves, mere skin contact counts as time and intimacy.
- pain-wave projector (1-harm ap area loud reload hi-tech)
Goes off like a reusable grenade. Hits everyone but you.
- deep ear plugs (worn hi-tech)
Protects the wearer from all brainer moves and gear.

Hx

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

List the other characters' names.

Go around again for Hx. On your turn:

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

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

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

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

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

BRAINER SPECIAL

If you and another character have sex, you automatically do a **deep brain scan** (p5) on them, whether you have the move or not. Roll+weird as normal. However, the MC chooses which questions the other character's player answers.

BRAINER 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 following. Check it off; you can't choose it again.

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

BARTER

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

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

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

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



Introducing

THE CHOPPER

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

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

So chopper, there you are. Enough for you.

CREATING A CHOPPER

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

NAME

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

LOOK

Man or woman.

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


NAME -

LOOK

STATS - MOVES - HARM

CHOPPER MOVES

COOL do something under fire (p50) **countdown** 12

HARD seize by force, go aggro (p50) **9**  **3**

HOT seduce or manipulate (p50) **6** **shattered** -1cool

SHARP read a sitch, read a person (p51) **crippled** -1hard

WEIRD open your brain (p51) **disfigured** -1hot

Hx help, interfere, session end (p51) **broken** -1sharp

Experience (P20) >>improve

BIKE, GANG & GEAR

CHOPPER

if you have sex see p20.

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

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

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

STATS

Choose one set:

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

BASIC MOVES

You get all the basic moves (p72-74).

CHOPPER MOVES

You get both:

Pack alpha: when you try to impose your will on your gang, roll+hard. On a 10+, all 3. On a 7-9, choose 1:

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

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

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

BIKE

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

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

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

If for some reason you need your bike's profile (by default you don't), it's power+1 looks+1 0-armor weakness+1

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

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

GANG

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

- your gang consists of 30 or so violent bastards. Medium instead of small.
- your gang's well-armed. +1harm.
- your gang's well-armored. +1armor.
- your gang's well-disciplined. Drop savage.
- your gang's nomadic at heart, and able to maintain and repair its own bikes without a home base. It gets +mobile.
- your gang's self-sufficient, able to provide for itself by raiding and scavenging. It gets +rich.

And choose 1:

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

HX

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

List the other characters' names.

Go around again for Hx. On your turn:

- Tell everyone Hx+1. You're not that complicated.

On the others' turns:

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

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

CHOPPER SPECIAL

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

CHOPPER 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 following. Check it off; you can't choose it again.

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

BARTER

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

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

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



Introducing

THE DRIVER

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

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

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

CREATING A DRIVER

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

NAME

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

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

NAME -

LOOK

highlights >>

STATS	MOVES	HARM	DRIVER MOVES
<input type="radio"/> COOL	do something under fire (p50)	countdown 12 9 3 6	<input type="text"/> if you have sex see p24.
<input type="radio"/> HARD	seize by force, go aggro (p50)	shattered -1cool	
<input type="radio"/> HOT	seduce or manipulate (p50)	crippled -1hard	
<input type="radio"/> SHARP	read a sitch, read a person (p51)	disfigured -1hot	
<input type="radio"/> WEIRD	open your brain (p51)	broken -isharp	
Experience (P24) <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> >>improve			
<input type="radio"/> HX	help, interfere, session end (p51)		<p>CAR - POWER LOOKS ARMOR WEAKNESS</p> <p>countdown 12 9 3 6</p> <p>DRIVER</p>

LOOK

Man or woman.

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

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

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

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

STATS

Choose one set:

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

BASIC MOVES

You get all the basic moves (p72-74).

DRIVER MOVES

You get this 1:

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

- ...if you do something under fire, add your car's power to your roll.
- ...if you try to seize something by force, add your car's power to your roll.
- ...if you go aggro, add your car's power to your roll.
- ...if you try to seduce or manipulate someone, add your car's looks to your roll.
- ...if you help or interfere with someone, add your car's power to your roll.
- ...if someone interferes with you, add your car's weakness to their roll.

Then choose 1:

Good in the clinch: when you do something under fire, roll+sharp instead of roll+cool.

Weather eye: when you open your brain to the world's psychic maelstrom, roll+sharp instead of roll+weird.

Daredevil: if you go straight into danger without hedging your bets, you get +1armor. If you happen to be leading a gang or convoy, it gets +1armor too.

Collector: you get 2 additional cars.

My other car is a tank: you get an additional car. Give it mounted machine guns (3-harm messy) or grenade launchers (3-harm area loud) and +1armor.

GEAR

You get:

- 1 handy weapon
- oddments worth 2-barter
- fashion suitable to your look (you detail)

Handy weapons (choose 1):

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

CAR

Choose one of these profiles:

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

Choose its frame:

Coupe, compact, sedan, jeep, pickup, van, semi, bus, limo, ambulance, 4x4, tractor, construction/utility.

Choose its strength or strengths:

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

Choose as many as its power.

Choose its look or looks:

Sleek, vintage, pristine, powerful, luxe, flashy, muscular, quirky, pretty, handcrafted, spikes & plates, garish. Choose as many as its looks.

Choose its weakness or weaknesses:

Slow, fragile, sloppy, lazy, cramped, picky, guzzler, unreliable, loud, rabbit. Choose as many as its weakness.

HX

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

List the other characters' names.

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

- One of them has been with you for days on the road. Tell that player Hx+2.
- One of them once got you out of some serious shit. Tell that player Hx+2.

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

On the others' turns:

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

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

DRIVER SPECIAL

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

DRIVER 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 following. Check it off; you can't choose it again.

- ___ get +1cool (max cool+2)
- ___ get +1hard (max hard+2)
- ___ get +1hot (max hot+2)
- ___ get +1weird (max weird+2)
- ___ get a new driver move
- ___ get a new driver move
- ___ get 2 gigs (detail) and **moonlighting**
- ___ get a garage (workspace, detail) and crew
- ___ get a move from another playbook
- ___ get a move from another playbook

BARTER

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

1-barter will cover a month's living expenses, if your tastes aren't too grand. As a one-time expenditure, and very subject to availability, 1-barter might count for: *restoration of a damaged or neglected vehicle to working order, a month's maintenance of a hi-performance vehicle well-used but not damaged; a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

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



Introducing

THE GUNLUGGER

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

Sometimes the obvious move is the right one.

CREATING A GUNLUGGER

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

NAME

Vonk the Sculptor, Batty, Jonker, A.T., Rue Wakeman, Navarre, Man, Kartak, Barbarossa, Keeler, Grekkor, Crille, Doom, or Chaplain.

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

LOOK

Man, woman, concealed.

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

NAME -

LOOK

STATS - MOVES - HARM GUNLUGGER MOVES

COOL do something under fire (p50)

HARD seize by force, go aggro (p50)

HOT seduce or manipulate (p50)

SHARP read a sitch, read a person (p51)

WEIRD open your brain (p51)

countdown
12
9 3
6

shattered
-1cool

crippled
-1hard

disfigured
-1hot

broken
-1sharp

if you have sex see p28.

Experience (P28) >>improve

Hx help, interfere, session end (p51)

GEAR

GUNLUGGER

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

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

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

STATS

Choose one set:

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

BASIC MOVES

You get all the basic moves (p72-74).

GUNLUGGER MOVES

Choose 3:

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

Fuck this shit: name your escape route and roll+hard. On a 10+, sweet, you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.

Battlefield instincts: when you open your brain to the world's psychic maelstrom, roll+hard instead of roll+weird, but only in battle.

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

A secret cache of arms: whenever you have a free half hour or so and no one's watching, you can restore your weapons, ammo and armor to their starting conditions.

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

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

GEAR

You get:

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

- oddments worth 1-barter

Fuck-off big guns (choose 1):

- silenced sniper rifle (3-harm far hi-tech)
- mg (3-harm close/far area messy)
- decked-out assault rifle (3-harm close loud hi-tech) *Includes laser pointer, low-light scope, silencer, grenade tube, tripod. At every application, you can choose any 1: 4-harm, far, area, messy, or remove loud.*
- grenade launcher (4-harm close/far area messy)

Serious guns (choose 2):

- hunting rifle (2-harm far loud)
- assault rifle (3-harm close/far loud)
- shotgun (3-harm close messy)
- smg (2-harm close area loud)
- magnum (3-harm close reload loud)
- grenade tube (4-harm close area reload messy)
- ap ammo (ap) Add ap to all your guns.

Backup weapons (choose 1):

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

Hx

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

List the other characters' names.

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

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

Tell everyone else Hx=0.

On the others' turns:

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

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

GUNLUGGER SPECIAL

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

GUNLUGGER 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 following. Check it off; you can't choose it again.

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

BARTER

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

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

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; the material costs of resuscitation by an angel; repair of a piece of hitech gear by a savvyhead; a year's tribute to a warlord; a month's maintenance and repairs of 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 HARDHOLDER

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

CREATING A HARDHOLDER

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

NAME

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

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

LOOK

Man or woman.

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

NAME -			
LOOK			
<<lights>> <input type="radio"/>	STATS -	MOVES -	HARM
	COOL	do something under fire (p2)	countdown 12 9 3 6
	HARD	seize by force, go aggro (p2-3)	shattered -1cool
	HOT	seduce or manipulate (p3)	crippled -1hard
	SHARP	read a sitch, read a person (p3-4)	disfigured -1hot
	WEIRD	open your brain (p4)	broken -1sharp
Experience (P11) ○○○○○○ >>improve			
HX	help, interfere, session end (p4)		
		HARDHOLDER MOVES	
		if you have sex see p11.	
		HOLDING	
		HARDHOLDER	

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

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

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

STATS

Choose one set:

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

BASIC MOVES

You get all the basic moves (p72-74).

HARDHOLDER MOVES

You get both:

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

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

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

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

HOLDING

By default, your holding has:

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

- a gang of about 40 violent people (3-harm gang medium unruly 1-armor).

Choose 4:

- your population is large, 200-300 souls. Surplus: +1barter, want: +disease.
- your population is small, 50-60 souls. Want: anxiety instead of want: hungry.
- for gigs, add lucrative raiding. Surplus: +1barter, want: +reprisals.
- for gigs, add protection tribute. Surplus: +1barter, want: +obligation.
- for gigs, add a manufactory. Surplus: +1barter, want: +idle.
- for gigs, add a bustling, widely-known market commons. Surplus: +1barter, want: +idle.
- your gang is large instead of medium, 60 violent people or so.
- your gang is well-disciplined. Drop unruly.
- your armory is sophisticated and extensive. Your gang gets +1harm.
- your compound is tall, deep and mighty, of stone and iron. Your gang gets +2armor when fighting in its defense.

And choose 2:

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

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

Hx

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

List the other characters' names.

Go around again for Hx. On your turn:

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

On the others' turns, choose 1 or both:

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

Everyone else, whatever number they tell you, write it next to their character's name.

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

HARDHOLDER SPECIAL

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

HARDHOLDER 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 following. Check it off; you can't choose it again.

- ___ get hard+3 instead of hard+2
- ___ get +1weird (max weird+2)
- ___ get +1cool (max cool+2)
- ___ get +1hot(max hot+2)
- ___ get +1sharp (max sharp+2)
- ___ choose a new option for your holding

- ___ choose a new option for your holding
- ___ erase an option from your holding
- ___ get a move from another playbook
- ___ get a move from another playbook

BARTER

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

When you give gifts, here's what might count as a gift worth 1-barter: *a month's hospitality, including a place to live and meals in common with others; a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by your fave savvyhead; a week's bestowal of the protective companionship of one of your battlebabes or gunluggers; a month's maintenance and repairs for a hi-performance vehicle well-used; a half-hour's worth of your undivided attention, in private audience; or, of course, oddments worth 1-barter.*

In times of abundance, you holding's surplus is yours to spend personally as you see fit. (Suppose that your citizen's lives are the more abundant too, in proportion.) You can see what 1-barter is worth, from the above. For better stuff, be prepared to make unique arrangements, probably by treating with another hardholder nearby.



Introducing

THE HOCUS

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

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

CREATING A HOCUS

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

NAME

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

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

LOOK

Man, woman, concealed, or transgressing.

NAME -			
LOOK			
STATS - MOVES - HARM		HOCUS MOVES	
<input type="radio"/> COOL do something under fire (p2)	<input type="radio"/> HARD seize by force, go aggro (p2-3)	countdown 12 9 3 6 <input type="radio"/> shattered -1cool <input type="radio"/> crippled -1hard <input type="radio"/> disfigured -1hot <input type="radio"/> broken -1sharp	if you have sex see p11.
<input type="radio"/> HOT seduce or manipulate (p3)	<input type="radio"/> SHARP read a sitch, read a person (p3-4)		
<input type="radio"/> WEIRD open your brain (p4)	<input type="radio"/> HX help, interfere, session end (p4)		
Experience (P11) ○○○○○○ >>improve			
		FOLLOWERS	
		HOCUS	

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

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

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

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

STATS

Choose one set:

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

BASIC MOVES

You get all the basic moves (p72-74).

HOCUS MOVES

You get this 1:

Fortunes: *fortune, surplus and want all depend on your followers.*

At the beginning of the session, roll+fortune. On a 10+, your followers have surplus. On a 7-9, they have surplus, but choose 1 want. On a miss, they are in want. If their surplus lists barter, like 1-barter or 2-barter, that's your personal share.

Then choose 2:

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

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

On a miss, the mob turns on you.

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

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

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

Divine protection: your gods give you 1-armor. If you wear armor, use that instead, they don't add.

FOLLOWERS

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

Characterize them: your cult, your family, your students, your scene, your staff, your court. If you travel, decide whether they travel with you or congregate in their own communities.

Choose 2:

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

Choose 2:

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

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

Hx

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

List the other characters' names.

Go around again for Hx. On your turn:

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

On the others' turns:

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

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

HOCUS SPECIAL

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

HOCUS 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 following. Check it off; you can't choose it again.

- ___ get +1cool (max cool+2)
- ___ get +1hard (max hard+2)
- ___ get +1sharp (max sharp+2)
- ___ get a new hocus move
- ___ get a new hocus move
- ___ choose a new option for your followers
- ___ choose a new option for your followers
- ___ get a holding (detail) and **wealth**

___ get a move from another playbook

___ get a move from another playbook

BARTER

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

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

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

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



Introducing

THE OPERATOR

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

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

CREATING AN OPERATOR

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

NAME

Berg, Waters, Lafferty, Ebbs, Wilson, Marshall, Dolarhyde, Jesus, Bendrix, Proust, Steed, Nero.

Amalia, Katinka, Dagny, Fox, Christine, Clover, Olympias, Illeana, Franky, Sway, Acid Burn, Cash

NAME -

LOOK

highlights >>

STATS - MOVES - HARM

<input type="radio"/> COOL	do something under fire (p2)	countdown 12 9 3 6 shattered -1cool crippled -1hard disfigured -1hot broken -1sharp
<input type="radio"/> HARD	seize by force, go aggro (p2-3)	
<input type="radio"/> HOT	seduce or manipulate (p3)	
<input type="radio"/> SHARP	read a sitch, read a person (p3-4)	
<input type="radio"/> WEIRD	open your brain (p4)	

Experience (P11) ○○○○○○ >>improve

Hx	help, interfere, session end (p4)
-----------	-----------------------------------

OPERATOR MOVES

if you have sex see p11.

GIGS, CREW & GEAR

JUGGLING _____

OPERATOR

LOOK

Man or woman.

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

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

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

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

STATS

Choose one set:

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

BASIC MOVES

You get all the basic moves (p72-74).

OPERATOR MOVES

You get this 1:

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.

And choose 1:

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

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

Opportunistic: when you interfere with someone who's rolling, roll+cool instead of roll+Hx. Asshole.

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

GIGS

(Profit / catastrophe)

Choose 3 paying gigs:

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

And choose 1 obligation gig:

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

CREW/CONTACTS

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

GEAR

You get:

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

HX

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

List the other characters' names.

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

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

Tell everyone else Hx+1.

On the others' turns:

- Whatever number everyone tells you, give it +1 and write it next to their character's name. You depend upon clear relationships.

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

OPERATOR SPECIAL

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

If you and the same character have sex again, don't get duplicate gigs. Just the first time.

OPERATOR 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 following. Check it off; you can't choose it again.

- ___ get cool+3 instead of cool+2
- ___ get +1hard (max hard+2)
- ___ get +1sharp (max sharp+2)
- ___ get a new operator move
- ___ get a new operator move
- ___ add a gig and you may change your crew
- ___ add a gig and you may change your crew
- ___ abandon or resolve an obligation gig for good
- ___ get a move from another playbook
- ___ get a move from another playbook

BARTER

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

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



Introducing

THE SAVVYHEAD

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

CREATING A SAVVYHEAD

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

NAME

Leah, Joshua, Tai, Ethan, Bran, Jeremy, Amanuel, Justin, Jessica, Eliza, Dylan, Adnan, Alan, Nils, Ellen, Lee, Kim, Adele

Leone, Burdick, Oliver, Goldman, Whiting, Fauci, Hossfield, Lemma, Morrell, Ozair, Robinson, Lemieux, Whitmont, Cullen, Spector

LOOK

Man, woman, or ambiguous.

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

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

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

NAME -

LOOK

highlights >>

STATS - MOVES - HARM

<input type="radio"/> COOL	do something under fire (p2)
<input type="radio"/> HARD	seize by force, go aggro (p2-3)
<input type="radio"/> HOT	seduce or manipulate (p3)
<input type="radio"/> SHARP	read a sitch, read a person (p3-4)
<input type="radio"/> WEIRD	open your brain (p4)

countdown
12
9 6 3
shattered
-1cool
crippled
-1hard
disfigured
-1hot
broken
-1sharp

SAVVYHEAD MOVES

if you have sex see p11.

WORKSPACE

Experience (P11) ○○○○○○ >>improve

HX help, interfere, session end (p4)

SAVVYHEAD

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

STATS

Choose one set:

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

BASIC MOVES

You get all the basic moves (p72-74).

SAVVYHEAD MOVES

Choose 2:

Things speak: whenever you handle or examine something interesting, roll+weird. On a hit, you can ask the MC questions.

On a 10+, ask 3. On a 7-9, ask 1:

- who handled this last before me?
- who made this?
- what strong emotions have been most recently nearby this?
- what words have been said most recently nearby this?
- what has been done most recently with this, or to this?
- what's wrong with this, and how might I fix it?

Treat a miss as though you've opened your brain to the world's psychic maelstrom and missed the roll.

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

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

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

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

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

WORKSPACE

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

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

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

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

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

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

HX

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

List the other characters' names.

Go around again for Hx. On your turn:

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

On the others' turns:

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

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

SAVVYHEAD SPECIAL

If you and another character have sex, they automatically speak to you (p8), as though they were a thing and you'd rolled a 10+, whether you have the move or not. The other player and the MC will answer your questions between them.

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

SAVVYHEAD 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 following. Check it off; you can't choose it again.

- ___ get +1cool (max cool+2)
- ___ get +1hard (max hard+2)
- ___ get +1sharp (max sharp+2)
- ___ get a new savvyhead move
- ___ get a new savvyhead move

- ___ get 2 gigs (detail) and **moonlighting**
- ___ get a gang (detail) for security, and **leadership**
- ___ add life support to your workspace, and now you can work on people there too
- ___ get a move from another playbook
- ___ get a move from another playbook

BARTER

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

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

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

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



Introducing

THE SKINNER

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

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

CREATING A SKINNER

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

NAME

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

LOOK

Man, woman, androgyne, or transgressing.

Display wear, showy scrounge wear, luxe wear, fetish wear, or casual wear.

Striking face, sweet face, strange face, cute face, or beautiful face.

NAME -			
LOOK			
STATS -		MOVES -	
<input type="radio"/> COOL	do something under fire (p2)	HARM countdown 12 shattered -1cool crippled -1hard disfigured -1hot broken -1sharp	SKINNER MOVES if you have sex see p11.
<input type="radio"/> HARD	seize by force, go aggro (p2-3)		
<input type="radio"/> HOT	seduce or manipulate (p3)		
<input type="radio"/> SHARP	read a sitch, read a person (p3-4)		
<input type="radio"/> WEIRD	open your brain (p4)		
Experience (P11) <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> >>improve			
HX help, interfere, session end (p4)		GEAR	

Laughing eyes, mocking eyes, dark eyes, shadowed eyes, troubled eyes, arresting eyes, bright eyes, or cool eyes.

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

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

STATS

Choose one set:

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

BASIC MOVES

You get all the basic moves (p72-74).

SKINNER MOVES

Choose 2:

Breathtaking: you get +1hot (hot+3).

Lost: when you whisper someone's name to the world's psychic maelstrom, roll+weird. On a hit, they come to you, with or without any clear explanation why. On a 10+, take +1forward against them. On a miss, the MC will ask you 3 questions; answer them truthfully.

Artful & gracious: when you perform your chosen art — any act of expression or culture — or when you put its product before an audience, roll+hot. On a 10+, spend 3. On a 7-9, spend 1. Spend 1 to name an NPC member of your audience and choose one:

- *this person must meet me*
- *this person must have my services*
- *this person loves me*
- *this person must give me a gift*
- *this person admires my patron*

On a miss, you gain no benefit, but suffer no harm or lost opportunity. You simply perform very well.

An arresting skinner: when you remove a piece of clothing, your own or someone else's, no one who can see you can do anything but watch. You command their absolute attention. If you choose, you can exempt individual people, by name.

Hypnotic: when you have time and solitude with someone, they become fixated upon you. Roll+hot. On a 10+, hold 3. On a 7-9, hold 2. They can spend your hold, 1 for 1, by:

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

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

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

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

GEAR

You get:

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

Gracious weapons (choose 1):

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

Luxe gear (choose 2):

- antique coins (worn valuable)
Drilled with holes for jewelry.
- eyeglasses (worn valuable)
You may use these for +1sharp when your eyesight matters, but if you do, without them you get -1sharp when eyesight matters.
- long gorgeous coat (worn valuable)
- spectacular tattoos (implanted)
- skin & hair kit (applied valuable)
Soaps, ochres, paints, creams, salves. Using it lets you take +1hot forward.
- a pet (valuable alive)
Your choice and yours to detail.

Hx

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

List the other characters' names.

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

- One of them is your friend. Tell that player Hx+2.
- One of them is your lover. Tell that player Hx+1.
- One of them is in love with you. Tell that player Hx-1.
- Tell everyone else Hx=0.

On the others' turns:

- For everyone, whatever number they tell you, give it -1 or +1 and write it next to the character's name. Your choice for each.

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

SKINNER SPECIAL

If you and another character have sex, choose one:

- You take +1 forward and so do they.
- You take +1 forward; they take -1.
- They must give you a gift worth at least 1-barter.
- You can **hypnotize** (p8) them as though you'd rolled a 10+, even if you haven't chosen to get the move.

SKINNER 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 following. Check it off; you can't choose it again.

- ___ get +1cool (max cool+2)
- ___ get +1cool (max cool+2)
- ___ get +1hard (max hard+2)
- ___ get +1sharp (max sharp+2)
- ___ get a new skinner move
- ___ get a new skinner move
- ___ get 2 gigs (detail) and **moonlighting**

- ___ get followers (detail) and **fortunes**
- ___ get a move from another playbook
- ___ get a move from another playbook

BARTER

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

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

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

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



BASIC MOVES

Every character gets all the basic moves:

DO SOMETHING UNDER FIRE

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

GO AGGRO

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

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

SEIZE BY FORCE

When you go toe to toe with someone to **seize something by force**, or to secure your hold on something, roll+hard. On a hit, choose options. On a 10+, choose 3. On a 7-9, choose 2:

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

SEDUCE OR MANIPULATE

When you **try to seduce or manipulate someone**, tell them what you want and roll+hot. For NPCs: on a 10+, they do it. On a 7-9, they ask you to promise something first, and do it if you promise. (Whether you keep your promise is up to you later.) For PCs: on a 10+, both. On a 7-9, choose 1:

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

What they do then is up to them.

READ A SITCH

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

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

READ A PERSON

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

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

OPEN YOUR BRAIN

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

HELP OR INTERFERE

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

SESSION END

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

EXPANDED MOVES

BARTER MOVES

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

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

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

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

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

AUGURY

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

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

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

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

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

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

INSIGHT

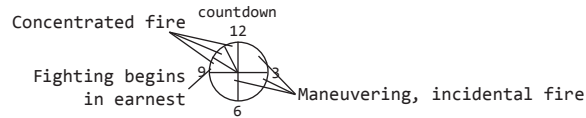
By default, nobody has access to insight, but a hocus' followers might give it.

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

OPTIONAL BATTLE MOVES

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

Battle countdown:



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

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

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

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

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

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

EXPANDED IMPROVEMENT

You can keep choosing the improvement options in your playbook as long as you like, or until they run out. Starting with your 6th improvement, though, you can choose from these options too:

- ___ get +1 to any stat, to a maximum of +3.
- ___ retire your character (to safety), and create a new character to play.
- ___ create a second character to play, so now you're playing two.
- ___ change your character to a new type.
- ___ choose 3 basic moves and advance them.
- ___ advance the other 4 basic moves.
- ___ with the group's full approval only: become a co-MC.

Advancing a basic move means adding a new level of success to it, for rolls that hit with a 12+. The moves you can choose to advance are:

- **Doing something under fire**
- **Going aggro on someone**
- **Seizing something by force**
- **Seducing or manipulating someone**
- **Reading a charged situation**
- **Reading a person**
- **Opening your brain to the world's psychic maelstrom**

When you advance a move, the MC will tell you about its new capabilities.