

APOCALYPSE WORLD

Nobody remembers how or why. Maybe nobody ever knew. The oldest living survivors have childhood memories of it: cities burning, society in chaos then collapse, families set to panicked flight, the weird nights when the smoldering sky made midnight into a blood-colored half-day.

Now the world is not what it was. Look around you: evidently, certainly, not what it was. But also close your eyes, open your brain: something is wrong. At the limits of perception, something howling, everpresent, full of hate and terror. From this, the world's psychic maelstrom, we none of us have shelter.



THE BATTLEBABE

Print pages 7–8

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.

Battlebabes are good in battle, of course, but they're wicked social too. If you want to play somebody dangerous and provocative, play a battlebabe. Warning: you might find that you're better at making trouble than getting out of it. If you want to play the baddest ass, play a gunlugger instead.



THE ANGEL

Print pages 5–6

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

Angels are medics. If you want everybody to love you, or at least rely on you, play an angel. Warning: if things are going well, maybe nobody will rely on you. Make interesting relationships so you'll stay relevant. Or sabotage things, I guess.



THE BRAINER

Print pages 9–10

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

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

Brainers are spooky, weird, and really fun to play. Their moves are powerful but strange. If you want everybody else to be at least a little bit afraid of you, a brainer is a good choice. Warning: you'll be happy anyway, but you'll be happiest if somebody wants to have sex with you even though you're a brainer. Angle for that if you can.

THE CHOPPER

Print pages 11–12

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.

Choppers lead biker gangs. They're powerful but lots of their power is external, in their gang. If you want weight to throw around, play a chopper—but if you want to be really in charge, play a hardholder instead. Warning: externalizing your power means drama. Expect drama.



THE GUNLUGGER

Print pages 15–16

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.

Gunluggers are the baddest asses. Their moves are simple, direct and violent. Crude, even. If you want to take no shit, play a gunlugger. Warning: like angels, if things are going well, you might be kicking your heels. Interesting relationships can keep you in the scene.



THE DRIVER

Print pages 13–14

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.

Drivers have cars, meaning mobility, freedom, and places to go. If you can't see the post-apocalypse without cars, you gotta be a driver. Warning: your loose ties can accidentally keep you out of the action. Commit to the other characters to stay in play.



THE HARDHOLDER

Print pages 17–18

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?

Hardholders are landlords, warlords, governors of their own little strongholds. If anybody plays a hardholder, the game's going to have a serious and immobile home base. If you want to be the one who owns it, it better be you. Warning: don't be a hardholder unless you want the burdens.

THE HOCUS

Print pages 19–20

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.

Hocuses have cult followers the way choppers have gangs. They're strange, social, public and compelling. If you want to sway mobs, play a hocus. Warning: things are going to come looking for you. Being a cult leader means having to deal with your fucking cult.



THE SAVVYHEAD

Print pages 23–24

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

Savvyheads are techies. They have really cool abilities in the form of their workspace, and a couple of fun reality-bending moves. Play a savvyhead if you want to be powerful and useful as an ally, but maybe not the leader yourself. Warning: your workspace depends on resources, and lots of them, so make friends with everyone you can.



THE MAESTRO D'

Print pages 21–22

In the golden age of legend, there was this guy named Maestro. He was known for dressing up real dap and wherever 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 wherever 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.

The maestro d' runs a social establishment, like a bar, a drug den or a bordello. If you want to be sexier than a hardholder, with fewer obligations and less shit to deal with, play a maestro d'. Warning: fewer obligations and less shit, not none and none.



THE SKINNER

Print pages 25–26

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?

Skimmers are pure hot. They're entirely social and they have great, directly manipulative moves. Play a skinner if you want to be unignorable. Warning: skimmers have the tools, but unlike hardholders, choppers and hocuses, they don't have a steady influx of motivation. You'll have most fun if you can roll your own.

BASIC & PERIPHERAL MOVES

Print pages 27–28

Basic Moves

- Do something under fire
- Go aggro on someone
- Sucker someone
- Do battle
- Seduce or manipulate someone
- Help or interfere with someone
- Read a situation
- Read a person
- Open your brain to the world's psychic maelstrom
- Lifestyle and gigs
- Session end

Harm & healing moves

Barter moves

Insight

Augury

Changing Highlighted Stats



CHARACTER MOVE REFERENCE

Print pages 33–36

Character move index

Character moves by stat

- Cool moves
 - Hard moves
 - Hot moves
 - Sharp moves
 - Weird moves
 - No stat moves
- ### Character move listing



BATTLE MOVES & SELECTED RULES

Print pages 29–32

Battle moves

- Exchanging harm
- Seize by force
- Single combat
- Tactical and support moves
- Subterfuge moves
- Road war moves

Creating vehicles

Harm

- Exchanging harm
- Degrees of harm

When an NPC takes harm

Using a gang as a weapon

- When gangs take harm

Using a vehicle as a weapon

- When vehicles take harm

- v-harm

When a building takes harm



THE MC

Print pages 37–42

The master of ceremonies

The first session

The threat map

Kinds of threats

Threat sheets

Selected MC rules

- Lifestyle
- Gigs
- Creating vehicles
- D-harm
- Ψ-harm
- S-harm

You will need multiple copies of the threat sheets, page 40.

NAME -

LOOK

STATS MOVES

COOL	do something under fire <input type="radio"/> highlight
HARD	go aggro; sucker someone; do battle <input type="radio"/> highlight
HOT	seduce or manipulate <input type="radio"/> highlight
SHARP	read a sitch; read a person <input type="radio"/> highlight
WEIRD	open your brain <input type="radio"/> highlight
HARM	<p>countdown</p> <p>12</p> <p>9 3</p> <p>6</p> <p><input type="radio"/> stabilized</p> <p>when life becomes untenable:</p> <p><input type="radio"/> come back with -1hard</p> <p><input type="radio"/> come back with +1weird (max+3)</p> <p><input type="radio"/> change to a new playbook</p> <p><input type="radio"/> die</p>

HX

help or interfere; session end

ANGEL SPECIAL

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

IMPROVEMENT

experience ○○○○>>>improve

☐ get +1sharp (max sharp+3)
☐ get +1cool (max cool+2)
☐ get +1hard (max hard+2)
☐ get +1hard (max hard+2)
☐ get +1weird (max weird+2)
☐ get a new angel move
☐ get a new angel move
☐ get a supplier (cf, detail with the MC)
☐ get a move from another playbook
☐ get a move from another playbook

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

THE ANGEL

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.

ANGEL MOVES

- **Sixth sense:** when you open your brain to the world's psychic maelstrom, roll+sharp instead of +weird.
- **Infirmiry:** you get an infirmiry, 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 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 also opening your brain, so roll that move next. 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:** when someone is unconscious in your care, you can use them for **augury**. When someone has died in your care, you can use their body for **augury**.

OTHER MOVES

GEAR & BARTER

ANGEL KIT

Your angel kit has all kinds of crap in it: scissors, rags, tape, needles, clamps, gloves, chill coils, wipes, alcohol, injectable tourniquets & bloodsucker, instant blood packets (coffee reddener), tubes of meatmesh, bonepins & site injectors, biostabs, chemostabs, narcostabs (chillstabs) in quantity, and a roll of heart jumpshock patches for when it comes to that. It's big enough to fill the trunk of a car. When you use it, spend its stock; you can spend 0–3 of its stock per use. You can resupply it for 1-barter per 2-stock, if your circumstances let you barter for medical supplies.

STOCK

It begins play holding 6-stock.

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

- *They fight you and you have to narcostab them. How long will they be out?*
 - *The pain and drugs make them babble the truth to you. Ask them what secret they spill.*
 - *They respond very well to treatment. Recover 1 of the stock you spent, if you spent any.*
 - *They're at your complete mercy. What do you do to them?*
 - *Their course of recovery teaches you something about your craft. Mark experience.*
 - *They owe you for your time, attention, and supplies, and you're going to hold them to it.*
- On a miss, they take 1-harm instead.

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

To use it to **revive someone whose life has become untenable**, spend 2-stock. They come back, but you get to choose how they come back. Choose from the regular "when life is untenable" list, or else choose 1:

- *They come back in your deep, deep debt.*
- *They come back with a prosthetic (you detail).*
- *You and they both come back with +1weird (max weird+3).*

To use it to **treat an NPC**, spend 1-stock. They're stable now and they'll recover in time.

○ You have a supplier.

At the beginning of every session, gain 1-stock, to a maximum of 6-stock.

BARTER

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

If you need jingle during a session, tell the MC you'd like to work a gig. Your gigs:

- *Tend to the health of a dozen families or more.*
- *Serve a wealthy NPC as angel on call.*
- *Serve a warlord NPC as combat medic.*
- *Others, as you negotiate them.*

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear; a session's hire of a violent individual as bodyguard; a few sessions' tribute to a warlord; a few sessions' maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

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

CREATING AN ANGEL

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

NAME

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

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

STATS

Choose one set:

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

GEAR

You get:

- angel kit, no supplier
- 1 small practical weapon
- oddments worth 2-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)

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

IMPROVEMENT

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

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

LOOK

Man, woman, ambiguous, transgressing, or concealed.

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

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

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

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

MOVES

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

You can use all the battle moves, but when you get the chance, look up **keeping an eye out**, and **baiting a trap**, as well as the rules for harm.

Hx

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

List the other characters' names.

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

- *Which one of you do I figure is doomed to self-destruction?*
For that character, write Hx-2.
- *Which one of you put a hand in when it mattered, and helped me save a life?*
For that character, write Hx+2.
- *Which one of you has been beside me all along, and has seen everything I've seen?*
For that character, write Hx+3.

For everyone else, write Hx+1. You keep your eyes open.

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

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

NAME -

LOOK

STATS MOVES

COOL	do something under fire <input type="radio"/> highlight
HARD	go aggro; sucker someone; do battle <input type="radio"/> highlight
HOT	seduce or manipulate <input type="radio"/> highlight
SHARP	read a sitch; read a person <input type="radio"/> highlight
WEIRD	open your brain <input type="radio"/> highlight
HARM	<p>countdown</p> <p>12</p>  <p>6</p> <p><input type="radio"/> stabilized</p> <p>when life becomes untenable:</p> <p><input type="radio"/> come back with -1hard</p> <p><input type="radio"/> come back with +1weird (max+3)</p> <p><input type="radio"/> change to a new playbook</p> <p><input type="radio"/> die</p>

HX

help or interfere; session end

BATTLEBABE SPECIAL

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

IMPROVEMENT

experience ○○○○○>>>improve

- ___ get +1hard (max +2)
- ___ get +1hot (max +2)
- ___ get +1sharp (max +2)
- ___ get +1weird (max +2)
- ___ get a new battlebabe move
- ___ get a new battlebabe move
- ___ get an ally (cf; detail with the MC)
- ___ get a gang (you detail) and **leadership**
- ___ get a move from another playbook
- ___ get a move from another playbook
- ___ get +1 to any stat (max stat+3)
- ___ retire your character to safety
- ___ create a second character to play
- ___ change your character to a new playbook
- ___ choose 3 basic moves and advance them
- ___ advance the other 3 basic moves

THE BATTLEBABE

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.

BATTLEBABE MOVES

- **Dangerous & sexy:** when you enter into a charged situation, roll+hot. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold 1 for 1 to make eye contact with an NPC present, who freezes or flinches and can't take action until you break it off. On a miss, your enemies identify you immediately as their foremost threat.
- **Ice cold:** when you go aggro on an NPC, roll+cool instead of roll+hard. When you go aggro on another player's character, roll+Hx instead of roll+hard.
- **Merciless:** when you inflict harm, inflict +1harm.
- **Visions of death:** when you go into battle, roll+weird. On a 10+, name one person who'll die and one who'll live. On a 7-9, name one person who'll die OR one person who'll live. Don't name a player's character; name NPCs only. The MC will make your vision come true, if it's even remotely possible. On a miss, you foresee your own death, and accordingly take -1 throughout the battle.
- **Perfect instincts:** when you've read a charged situation and you're acting on the MC's answers, take +2 instead of +1.
- **Impossible reflexes:** the way you move unencumbered counts as armor. If you're naked or nearly naked, 2-armor; if you're wearing non-armor fashion, 1-armor. If you're wearing armor, use it instead.

OTHER MOVES

CUSTOM WEAPONS

CUSTOM FIREARMS

Base (choose 1):

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

Options (choose 2):

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

YOUR CUSTOM WEAPONS

GEAR & BARTER

BARTER

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

If you need jingle during a session, tell the MC you'd like to work a gig. Your gigs:

- Extort, raid, or rob a wealthy population.
- Serve a wealthy NPC as a bodyguard.
- Execute a murder on behalf of a wealthy NPC.
- Others, as you negotiate them.

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

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

CREATING A BATTLEBABE

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

NAME

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

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

STATS

Choose one set:

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

GEAR

You get:

- 2 custom weapons
- oddments worth 4-barter
- fashion suitable to your look, including at your option fashion worth 1-armor or body armor worth 2-armor (you detail)

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

IMPROVEMENT

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

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

LOOK

Man, woman, ambiguous, or transgressing.

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

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

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

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

MOVES

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

You can use all the battle moves, but when you get the chance, look up **standing overwatch**, **boarding a moving vehicle**, and the **subterfuge** 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, ask the other players which of their characters you can trust.

- For the characters you can trust, write Hx-1.
- For the characters you *can't* trust, write Hx+3.

You are indifferent to what is safe, and drawn to what is not.

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

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

NAME —

LOOK

STATS MOVES

COOL	do something under fire <input type="radio"/> highlight
HARD	go aggro; sucker someone; do battle <input type="radio"/> highlight
HOT	seduce or manipulate <input type="radio"/> highlight
SHARP	read a sitch; read a person <input type="radio"/> highlight
WEIRD	open your brain <input type="radio"/> highlight
HARM	<p>countdown</p> <p>12</p> <p>9</p> <p>6</p> <p>3</p> <p><input type="radio"/> stabilized</p> <p>when life becomes untenable:</p> <p><input type="radio"/> come back with -1hard</p> <p><input type="radio"/> come back with +1weird (max+3)</p> <p><input type="radio"/> change to a new playbook</p> <p><input type="radio"/> die</p>

HX

help or interfere; session end

BRAINER SPECIAL

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

IMPROVEMENT

experience ○○○○>>>improve

- get +1cool (max cool+2)
- get +1sharp (max sharp+2)
- get +1hard (max hard+2)
- get +1hard (max hard+2)
- get a new brainer move
- get a new brainer move
- get 2 new or replacement brainer gear (you choose)
- get a holding (you 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 playbook
- choose 3 basic moves and advance them
- advance the other 3 basic moves

THE BRAINER

THE BRAINER

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

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

BRAINER MOVES

- **Unnatural lust transfixion**: when you try to seduce someone, roll+weird instead of roll+hot.
- **Casual brain receptivity**: when you read someone, roll+weird instead of roll+sharp. Your victim has to be able to see you, but you don't have to interact.
- **Preternatural at-will brain attunement**: you get +1weird (weird+3).
- **Deep brain scan**: when you have time and physical intimacy with someone—mutual intimacy like holding them in your arms, or 1-sided intimacy like they're restrained to a table—you can read them more deeply than normal. Roll+weird. On a 10+, hold 3. On a 7–9, hold 1. While you're reading them, spend your hold to ask their player questions, 1 for 1:
 - What was your character's lowest moment?
 - For what does your character crave forgiveness, and of whom?
 - What are your character's secret pains?
 - In what ways are your character's mind and soul vulnerable?
 On a miss, you inflict 1-harm (ap) upon your subject, to no benefit.
- **Direct-brain whisper projection**: you can roll+weird to get the effects of going aggro, without going aggro. Your victim has to be able to see you, but you don't have to interact. If your victim forces your hand, your mind counts as a weapon (1-harm ap close loud-optional).
- **In-brain puppet strings**: when you have time and physical intimacy with someone—again, mutual or 1-sided—you can plant a command inside their mind. Roll+weird. On a 10+, hold 3. On a 7–9, hold 1. At your will, no matter the circumstances, you can spend your hold 1 for 1:
 - Inflict 1-harm (ap).
 - They take -1 right now.
 If they fulfill your command, that counts for all your remaining hold. On a miss, you inflict 1-harm (ap) upon your subject, to no benefit.

OTHER MOVES

■ BRAINER GEAR ■

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

■ HOLD ■

■ GEAR & BARTER ■

■ BARTER ■

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

If you need jingle during a session, tell the MC you'd like to work a gig. Your gigs:

- *Interrogate a warlord NPC's prisoners.*
- *Serve a wealthy NPC as kept brainer.*
- *Extort or blackmail a wealthy NPC.*
- *Others, as you negotiate them.*

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

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

CREATING A BRAINER

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

NAME

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

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

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

STATS

Choose one set:

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

GEAR

You get:

- 1 small fancy weapon
- 2 brainer gear
- oddments worth 8-barter
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Small fancy weapons:

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

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

IMPROVEMENT

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

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

LOOK

Man, woman, ambiguous, transgressing, or concealed.

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

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

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

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

MOVES

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

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

Hx

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

List the other characters' names.

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

- *Which one of you has slept in my presence (knowingly or un-)?*
For that character, write Hx+2.
- *Which one of you have I been watching carefully, in secret?*
For that character, write Hx+2.
- *Which one of you most evidently dislikes and distrusts me?*
For that character, write Hx+3.

For everyone else, write Hx+1. You have weird insights into everyone.

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

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

NAME -

LOOK

STATS MOVES

COOL	do something under fire <input type="radio"/> highlight
HARD	go aggro; sucker someone; do battle <input type="radio"/> highlight
HOT	seduce or manipulate <input type="radio"/> highlight
SHARP	read a sitch; read a person <input type="radio"/> highlight
WEIRD	open your brain <input type="radio"/> highlight
HARM	<p>countdown</p> <p>12</p> <p>9 3</p> <p>6</p> <p><input type="radio"/> stabilized</p> <p>when life becomes untenable:</p> <p><input type="radio"/> come back with -1hard</p> <p><input type="radio"/> come back with +1weird (max+3)</p> <p><input type="radio"/> change to a new playbook</p> <p><input type="radio"/> die</p>

HX

help or interfere; session end

CHOPPER SPECIAL

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

IMPROVEMENT

experience ○○○○○>>>improve

- get +1hard (max hard+3)
- get +1cool (max cool+2)
- get +1sharp (max sharp+2)
- get +1weird (max weird+2)
- get +1weird (max weird+2)
- choose a new option for your gang
- choose a new option for your gang
- get a holding (you 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 playbook
- choose 3 basic moves and advance them
- advance the other 3 basic moves

THE CHOPPER

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.

CHOPPER MOVES

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

- They do what you want (otherwise, they refuse)
- They don't fight back over it (otherwise, they do fight back)
- You don't have to make an example of one of them (otherwise, you must)

On a miss, someone in your gang makes a bid, idle or serious, 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 asswipe stole it from you.

OTHER MOVES

YOUR BIKE

By default, your bike has speed=0, handling=0, 0-armor, and massive=0.

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.

Battle Option (choose 1): speed+1, handling+1.

STRENGTHS

LOOKS

WEAKNESSES

SPEED

HANDLING

ARMOR

MASSIVE

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.

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

GEAR & BARTER

BARTER

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

If you need jingle during a session, tell the MC you'd like to work a gig. Your gigs:

- Extort, raid, or rob a wealthy population.
- Execute a murder on behalf of a wealthy NPC.
- Serve a wealthy NPC as a bodyguard.
- Others, as you negotiate them.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear; a session's hire of a violent individual as bodyguard or adjunct gang member; the material costs for crash resuscitation by a medic; a few sessions' tribute to a warlord; a few sessions' maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

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

CREATING A 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, woman, ambiguous, or transgressing.

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

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

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

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

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

GEAR

In addition to your bike and gang, you get:

- 2 no-nonsense weapons
- oddments worth 2-barter
- fashion suitable to your look, worth 1-armor or 2-armor (you detail)

No-nonsense weapons:

- magnum (3-harm close reload loud)
- smg (2-harm close autofire loud)
- sawed-off (3-harm close reload messy)
- crowbar (2-harm hand messy)
- machete (3-harm hand messy)
- crossbow (2-harm close slow)
- wrist crossbow (1-harm close slow)

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

IMPROVEMENT

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

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

MOVES

You get all the basic moves. You get both chopper moves.

You can use all the battle moves, and probably will, but you gotta start somewhere. When you get the chance, look up **seize by force**, **laying down fire**, and the **road war** moves, as well as the rules for how gangs inflict and suffer harm.

Hx

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

List the other characters' names.

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

- Which one of you used to ride with my gang? For that character, write Hx+1.
- Which one of you figures that you could take me in a fight, if it came to it? For that character, write Hx+2.
- Which one of you once stood up to me, gang and all? For that character, write Hx+3.

For everyone else, write Hx-1. You don't really care much about, y'know, people.

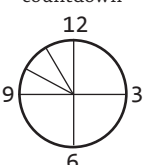
On the others' turns, answer their questions as you like.

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

NAME -

LOOK

STATS MOVES

COOL	do something under fire <input type="radio"/> highlight
HARD	go aggro; sucker someone; do battle <input type="radio"/> highlight
HOT	seduce or manipulate <input type="radio"/> highlight
SHARP	read a sitch; read a person <input type="radio"/> highlight
WEIRD	open your brain <input type="radio"/> highlight
HARM	<p>countdown</p>  <p><input type="radio"/> stabilized</p> <p>when life becomes untenable:</p> <ul style="list-style-type: none"> <input type="radio"/> come back with -1hard <input type="radio"/> come back with +1weird (max+3) <input type="radio"/> change to a new playbook <input type="radio"/> die

HX

help or interfere; session end

DRIVER SPECIAL

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

IMPROVEMENT

experience ○○○○⊕>>improve

- ___ get +1cool (max cool+3)
- ___ get +1hot (max hot+2)
- ___ get +1sharp (max sharp+2)
- ___ get +1weird (max weird+2)
- ___ get a new driver move
- ___ get a new driver move
- ___ get a new vehicle (you detail)
- ___ get a garage (workspace, you detail) and crew
- ___ get a move from another playbook
- ___ get a move from another playbook
- ___ get +1 to any stat (max stat+3)
- ___ retire your character (to safety)
- ___ create a second character to play
- ___ change your character to a new playbook
- ___ choose 3 basic moves and advance them
- ___ advance the other 3 basic moves

THE DRIVER

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.

DRIVER MOVES

○ **Combat driver:** when you use your vehicle as a weapon, inflict +1harm. When you inflict v-harm, add +1 to your target's roll. When you suffer v-harm, take -1 to your roll.

○ **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.

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

○ **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 has 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 decides what they've heard.

○ **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 (you detail).

○ **My other car is a tank:** you get a specialized battle vehicle (detail with the MC).

OTHER MOVES

YOUR CAR

FRAME

SPEED

HANDLING

ARMOR

MASSIVE

TAGS

CARS

By default, your vehicle has speed=0, handling=0, 0-armor, and the massive rating of its frame.

Choose its frame:

Bike (massive=0, 1 battle option)
Compact, buggy (massive=1, 2 battle options)
Coupe, sedan, jeep, pickup, van, limo, 4x4, tractor (massive=2, 2 battle options)
Semi, bus, ambulance, construction/utility (massive=3, 2 battle options)

Strengths (choose 1 or 2): Fast, rugged, aggressive, tight, huge, off-road, responsive, uncomplaining, capacious, workhorse, easily repaired.

Looks (choose 1 or 2): Sleek, vintage, pristine, powerful, luxe, flashy, muscular, quirky, pretty, handcrafted, spikes & plates, garish.

Weakness (choose 1 or 2): Slow, loud, lazy, sloppy, cramped, picky, guzzler, unreliable, rabbit.

Battle options (choose according to frame): +1speed, +1handling, +1massive, +1armor.

You can double up on battle options if you choose.

GEAR & BARTER

BARTER

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

If you need jingle during a session, tell the MC you'd like to work a gig. Your gigs:

- *Serve a wealthy NPC as driver.*
- *Serve a wealthy NPC as courier.*
- *Others, as you negotiate them.*

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

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

CAR #2

FRAME

SPEED

HANDLING

ARMOR

MASSIVE

TAGS

CAR #3

FRAME

SPEED

HANDLING

ARMOR

MASSIVE

TAGS

CREATING A DRIVER

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

NAME

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

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

STATS

Choose one set:

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

GEAR

In addition to your car, you get:

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

Handy weapons (choose 1):

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

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

IMPROVEMENT

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

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

LOOK

Man, woman, ambiguous, or transgressing.

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

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

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

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

MOVES

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

You can use all the battle moves, but when you get the chance, look up **standing overwatch**, the **road war** moves, and the rules for how vehicles suffer harm.

Hx

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

List the other characters' names.

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

- *Which one of you once got me out of some serious shit?*
For that character, write Hx+1.
- *Which one of you has been with me for days on the road?*
For that character, write Hx+2.
- *Which one of you have I caught sometimes staring out at the horizon?*
For that character, write Hx+3.

For everyone else, write Hx-1. You aren't naturally inclined to get too close to too many people.

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

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

NAME -

LOOK

STATS MOVES

COOL	do something under fire <input type="radio"/> highlight
HARD	go aggro; sucker someone; do battle <input type="radio"/> highlight
HOT	seduce or manipulate <input type="radio"/> highlight
SHARP	read a sitch; read a person <input type="radio"/> highlight
WEIRD	open your brain <input type="radio"/> highlight
HARM	<p>countdown</p> <p>12</p> <p>9 3</p> <p>6</p> <p><input type="radio"/> stabilized</p> <p>when life becomes untenable:</p> <p><input type="radio"/> come back with -1hard</p> <p><input type="radio"/> come back with +1weird (max+3)</p> <p><input type="radio"/> change to a new playbook</p> <p><input type="radio"/> die</p>

HX

help or interfere; session end

GUNLUGGER SPECIAL

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

IMPROVEMENT

experience ○○○○○>>>improve

- get +1cool (max cool+2)
- get +1sharp (max sharp+2)
- get +1weird (max weird+2)
- get a new gunlugger move
- get a new gunlugger move
- get a vehicle (you detail)
- get a holding (you detail) and **wealth**
- get a gang (you detail) and **pack alpha**
- get a move from another playbook
- get a move from another playbook
- get +1 to any stat (max stat+3)
- retire your character (to safety)
- create a second character to play
- change your character to a new playbook
- choose 3 basic moves and advance them
- advance the other 3 basic moves

THE GUNLUGGER

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.

GUNLUGGER MOVES

☐ **Battle-hardened**: when you act under fire, or when you stand overwatch, roll+hard instead of roll+cool.

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

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

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

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

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

☐ **NOT TO BE FUCKED WITH**: in battle, you count as a small gang, with harm and armor according to your gear.

OTHER MOVES

WEAPONS & ARMOR

ARMOR

WEAPONS

Fuck-off big guns (choose 1):

- silenced sniper rifle (3-harm far hi-tech)
- mg (3-harm close/far area messy)
- assault rifle (3-harm close/far loud autofire)
- grenade launcher (4-harm close area messy)

Serious guns (choose 2):

- hunting rifle (3-harm far loud)
- shotgun (3-harm close messy)
- smg (2-harm close autofire loud)
- magnum (3-harm close reload loud)
- grenade tube (4-harm close area reload messy)
- ap ammo (ap) Add ap to all your guns.
- silencer (hi-tech) Remove loud from any of your guns.

Backup weapons (choose 1):

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

GEAR & BARTER

BARTER

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

If you need jingle during a session, tell the MC you'd like to work a gig. Your gigs:

- Extort, raid, or rob a wealthy population.
- Execute a murder on behalf of a wealthy NPC.
- Serve a wealthy NPC as a bodyguard.
- Others, as you negotiate them.

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

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

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, 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 GUNLOGGER

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

NAME

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

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

STATS

Choose one set:

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

GEAR

You get:

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

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

IMPROVEMENT

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

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

LOOK

Man, woman, ambiguous, transgressing, or concealed.

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

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

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

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

MOVES

You get all the basic moves. Choose 3 gunlogger moves.

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

HX

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

List the other characters' names.

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

- *Which one of you once left me bleeding, and did nothing for me?*
For that character, write Hx-2.
- *Which one of you has fought shoulder to shoulder with me?*
For that character, write Hx+2.
- *Which one of you is prettiest and/or smartest?*
For that character, write Hx+3.

For everyone else, write Hx-1. You find no particular need to understand most people.

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

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

NAME -

LOOK

STATS MOVES

COOL	do something under fire <input type="radio"/> highlight
HARD	go aggro; sucker someone; do battle <input type="radio"/> highlight
HOT	seduce or manipulate <input type="radio"/> highlight
SHARP	read a sitch; read a person <input type="radio"/> highlight
WEIRD	open your brain <input type="radio"/> highlight
HARM	<p>countdown</p> <p>12</p> <p>9 3</p> <p>6</p> <p><input type="radio"/> stabilized</p> <p>when life becomes untenable:</p> <p><input type="radio"/> come back with -1hard</p> <p><input type="radio"/> come back with +1weird (max+3)</p> <p><input type="radio"/> change to a new playbook</p> <p><input type="radio"/> die</p>

HX

help or interfere; session end

HARDHOLDER SPECIAL

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

IMPROVEMENT

experience ○○○○>>>improve

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

THE HARDHOLDER

THE HARDHOLDER

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

HARDHOLDER MOVES

● **Leadership:** when you have to order your gang to advance, regroup, hold position, hold discipline, or put their damn backs into it, roll+hard. On a hit, they do it. On a 10+, they snap to; take +1forward. On a miss, they do it, but you'll hear about it later.

● **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.

OTHER MOVES

GEAR & BARTER

BARTER

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

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 or techso; a week's bestowal of the protective companionship of one of your battlebabes, gunluggers, or gang members; 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, your 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.

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 garage of 4 utility vehicles and 4 specialized battle vehicles (detail with the MC).
- a gang of about 40 violent bastards (2-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: +strangers.
- your gang is large instead of medium, 60 violent bastards or so.
- your gang is well-disciplined. Drop unruly.
- your armory is sophisticated and extensive. Your gang gets +1harm.
- your garage includes 7 battle vehicles, plus a couple more utility vehicles if you want them.
- 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 bastards.
- your gang is a pack of fucking hyenas. Want: +savagery.
- your armory is for shit. Your gang gets -1harm.
- your garage is for shit. It has only 4 vehicles, and only 2 of them are suitable for battle.
- your compound is mostly tents, lean-tos and wooden walls. Your gang gets no armor bonus when fighting to defend it.

HOLDING

SIZE	SURPLUS	BARTER
GIGS	WANT	

GANG

SIZE	TAGS	
HARM	ARMOR	

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

CREATING A HARDDRHOLDER

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

NAME

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

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

STATS

Choose one set:

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

GEAR

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

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

IMPROVEMENT

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

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

LOOK

Man, woman, ambiguous, or transgressing.

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

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

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

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

MOVES

You get all the basic moves. You get both hardholder moves.

You can use all the battle moves, and probably will, but you gotta start somewhere. When you get the chance, look up **seize by force** and the rules for how gangs inflict and suffer harm.

Hx

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

List the other characters' names.

Go around again for Hx. On your turn, ask either or both:

- Which one of you has been with me since before? For that character, write Hx+2.
- Which one of you has betrayed or stolen from me? For that character, write Hx+3.

For everyone else, write Hx+1. It's in your interests to know everyone's business.

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

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

NAME -

LOOK

STATS MOVES

COOL	do something under fire <input type="radio"/> highlight
HARD	go aggro; sucker someone; do battle <input type="radio"/> highlight
HOT	seduce or manipulate <input type="radio"/> highlight
SHARP	read a sitch; read a person <input type="radio"/> highlight
WEIRD	open your brain <input type="radio"/> highlight
HARM	<p>countdown</p> <p>12</p>  <p>3</p> <p>6</p> <p><input type="radio"/> stabilized</p> <p>when life becomes untenable:</p> <ul style="list-style-type: none"> <input type="radio"/> come back with -1hard <input type="radio"/> come back with +1weird (max+3) <input type="radio"/> change to a new playbook <input type="radio"/> die

HX

help or interfere; session end

HOCUS SPECIAL

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

IMPROVEMENT

experience ○○○○>>>improve

- get +1cool (max cool+2)
- get +1hard (max hard+2)
- get +1sharp (max sharp+2)
- get a new hocus move
- get a new hocus move
- choose a new option for your followers
- choose a new option for your followers
- get a holding (you 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 playbook
- choose 3 basic moves and advance them
- advance the other 3 basic moves

THE HOCUS

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.

HOCUS MOVES

● **Fortunes:** fortune, surplus and want all depend on your followers. At the beginning of the session, roll+fortune. On a 10+, your followers have surplus. On a 7-9, they have surplus, but choose 1 want. On a miss, they are in want. If their surplus lists barter, like 1-barter or 2-barter, that's your personal share, to spend for your lifestyle or for what you will.

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

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

On a miss, the mob turns on you.

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

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

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

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

OTHER MOVES

GEAR & BARTER

FOLLOWERS

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

Characterize them:

- ☐ your cult ☐ your family ☐ your students
☐ your scene ☐ your staff ☐ your court

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

Choose 2:

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

Choose 2:

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

FOLLOWERS

DESCRIPTION	SURPLUS	BARTER	FORTUNE
	WANT		

BARTER

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

If you need jingle during a session, tell the MC you'd like to work a gig. Your gigs:

- *Serve a wealthy NPC as auger and advisor.*
- *Serve a wealthy NPC as ceremonist.*
- *Serve a population as counselor and ceremonist.*
- *Others, as you negotiate them.*

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

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

CREATING A HOCUS

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

NAME

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

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

STATS

Choose one set:

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

GEAR

In addition to your followers, detail your fashion according to your look. You have oddments worth 4-barter, but no gear to speak of.

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

IMPROVEMENT

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

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

LOOK

Man, woman, ambiguous, transgressing, or concealed.

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

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

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

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

MOVES

You get all the basic moves. You get **fortunes**, and then choose 2 more hocus moves.

You can use all the battle moves, but when you get the chance, look up **seize by force**, **keeping an eye out**, and the rules for how gangs inflict and suffer harm.

Hx

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

List the other characters' names.

Go around again for Hx. On your turn, ask either or both:

- *Which of you are my followers?*
For those characters, write Hx+2.
- *One of you, I've seen your soul. Which one?*
For that character, write Hx+3.

For everyone else, write Hx+1. You're a good and quick judge of others.

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

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

NAME —

LOOK

STATS MOVES

COOL	do something under fire
HARD	go aggro; sucker someone; do battle
HOT	seduce or manipulate
SHARP	read a sitch; read a person
WEIRD	open your brain
HARM	<p>countdown</p> <p>12</p> <p>9 3</p> <p>6</p> <p><input type="radio"/> stabilized</p> <p>when life becomes untenable:</p> <p><input type="radio"/> come back with -1hard</p> <p><input type="radio"/> come back with +1weird (max+3)</p> <p><input type="radio"/> change to a new playbook</p> <p><input type="radio"/> die</p>

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

- 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 playbook
- choose 3 basic moves and advance them
- advance the other 3 basic moves

THE MAESTRO D'

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 wherever 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 wherever 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.

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, 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?
 On a miss, ask 1 anyway, but they hear about your interest in them.
- **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

Your establishment provides for your day-to-day living, so while you're open for business, you need not spend barter for your lifestyle at the beginning of the session.

As a one-time expenditure, and very subject to availability, 1-barter might count for: any weapon, gear or fashion not valuable or hi-tech; a session's hire of a violent individual as bodyguard; the material costs for crash resuscitation by a medic; a few sessions' tribute to a warlord; bribes, fees and gifts sufficient to get you into almost anyone's presence.

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

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:

- | | | | | | |
|-----------------------------------|------------------------------|--|------------------------------------|------------------------------|---------------------------------|
| <input type="radio"/> luxury food | <input type="radio"/> music | <input type="radio"/> fashion | <input type="radio"/> lots of food | <input type="radio"/> sex | <input type="radio"/> spectacle |
| <input type="radio"/> easy food | <input type="radio"/> games | <input type="radio"/> art | <input type="radio"/> drinks | <input type="radio"/> coffee | <input type="radio"/> drugs |
| <input type="radio"/> sports | <input type="radio"/> fights | <input type="radio"/> 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's your best regular? _____

Who's your worst regular? _____

These 3 NPCs (at least) have an **interest in your establishment**: Been, Rolfbal, 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

CREATING A MAESTRO D'

To create your maestro d', choose name, look, stats, moves, establishment, gear, and Hx.

NAME

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

Yen, Emmy, Julia, Jackbird, Francois, Esco, Boiardi, Mari, Nan, Rache, Proper, Fall.

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.

You can use all the battle moves, but when you get the chance, look up **seize by force**, **baiting a trap**, and **turning the tables**.

Hx

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

List the other characters' names.

Go around again for Hx. On your turn, ask either or both:

- Which of you do I find most attractive?
For those characters, write Hx+2.
- Which one of you is my favorite?
For that character, write Hx+3.

For everyone else, write Hx+1. It's your business to see people clearly.

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

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

LOOK

Man, woman, ambiguous, transgressing.

Casual wear, display wear, vintage wear, butcher wear, fetish wear, immaculate whites.

Pinched face, boyish face, pretty face, expressive face, full face, tattooed face, porcelain face, or scarred face.

Cool eyes, bright eyes, inquisitive eyes, frank eyes, mischievous eyes, or one eye.

Fat body, restless body, stubby body, curvy body, unusual body, or lean body.

Flexible hands, quick hands, precise hands, nervous hands, sausage fingers, scarred hands, or playful hands.

GEAR

In addition to your establishment, you get:

- a wicked blade, like a kitchen knife or 12" razor-sharp scissors (2-harm hand)
- oddments worth 2-barter
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

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

IMPROVEMENT

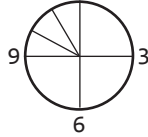
Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

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

NAME -

LOOK

STATS MOVES

COOL	do something under fire <input type="radio"/> highlight
HARD	go aggro; sucker someone; do battle <input type="radio"/> highlight
HOT	seduce or manipulate <input type="radio"/> highlight
SHARP	read a sitch; read a person <input type="radio"/> highlight
WEIRD	open your brain <input type="radio"/> highlight
HARM	<p>countdown</p> <p>12</p>  <p>6</p> <p><input type="radio"/> stabilized</p> <p>when life becomes untenable:</p> <p><input type="radio"/> come back with -1hard</p> <p><input type="radio"/> come back with +1weird (max+3)</p> <p><input type="radio"/> change to a new playbook</p> <p><input type="radio"/> die</p>

HX
help or interfere; session end

SAVVYHEAD SPECIAL

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

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

IMPROVEMENT
experience ○○○○○>>>improve

- ___ get +1cool (max cool+2)
- ___ get +1hard (max hard+2)
- ___ get +1sharp (max sharp+2)
- ___ get a new savvyhead move
- ___ get a new savvyhead move
- ___ get a gang (you detail) for security, and **leadership**
- ___ add 2 options to your workspace
- ___ add life support to your workspace, and now you can work on people there too
- ___ get a move from another playbook
- ___ get a move from another playbook
- ___ get +1 to any stat (max stat+3)
- ___ retire your character to safety
- ___ create a second character to play
- ___ change your character to a new playbook
- ___ choose 3 basic moves and advance them
- ___ advance the other 3 basic moves

THE SAVVYHEAD

Introducing

THE SAVVYHEAD

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

SAVVYHEAD MOVES

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

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

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

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

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

OTHER MOVES

■ WORKSPACE

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

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

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

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

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

■ PROJECTS

■ GEAR & BARTER

■ BARTER

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

If you need jingle during a session, tell the MC you’d like to work a gig. Your gigs:

- *Maintain a wealthy NPC’s finicky or fragile tech.*
- *Conduct research for a wealthy NPC.*
- *Repair a wealthy NPC’s hi-tech equipment.*
- *Others, as you negotiate them.*

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; a session’s hire of a violent individual as bodyguard; a few sessions’ hire of simple labor; the material costs for crash resuscitation by a medic; a few sessions’ tribute to a warlord; a few sessions’ maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone’s presence.*

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

CREATING A SAVVYHEAD

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

NAME

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

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

STATS

Choose one set:

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

GEAR

In addition to your workspace, detail your personal fashion. You have oddments worth 6-barter, and any personal piece or three of normal gear or weaponry.

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

PROJECTS

During play, it’s your job to have your character start and pursue projects. They can be any projects you want, both long term and short-. Begin by thinking up the project you’re working on this very morning, as play begins.

IMPROVEMENT

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

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

LOOK

Man, woman, ambiguous, or transgressing.

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

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

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

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

MOVES

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

You can use all the battle moves, but when you get the chance, look up **keeping an eye out**, **baiting a trap**, and **turning the tables**, as well as the rules for how vehicles suffer harm.

Hx

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

List the other characters’ names.

Go around again for Hx. On your turn, ask either or both:

- *Which of you is the most strange?*
For those characters, write Hx+1.
- *Which one of you is the biggest potential problem?*
For that character, write Hx+2.

For everyone else, write Hx-1. You’ve got other stuff to do and other stuff to learn.

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

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

NAME —

LOOK

STATS — MOVES

COOL	do something under fire <input type="radio"/> highlight
HARD	go aggro; sucker someone; do battle <input type="radio"/> highlight
HOT	seduce or manipulate <input type="radio"/> highlight
SHARP	read a stitch; read a person <input type="radio"/> highlight
WEIRD	open your brain <input type="radio"/> highlight
HARM	<p>countdown</p> <p>12</p> <p>9 3</p> <p>6</p> <p><input type="radio"/> stabilized</p> <p>when life becomes untenable:</p> <p><input type="radio"/> come back with -1hard</p> <p><input type="radio"/> come back with +1weird (max+3)</p> <p><input type="radio"/> change to a new playbook</p> <p><input type="radio"/> die</p>

HX

help or interfere; session end

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** them as though you'd rolled a 10+, even if you haven't chosen to get the move.

IMPROVEMENT

experience ○○○○○>>>improve

- get +1cool (max cool+2)
- get +1cool (max cool+2)
- get +1hard (max hard+2)
- get +1sharp (max sharp+2)
- get a new skinner move
- get a new skinner move
- get an establishment (you detail)
- get followers (you 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 playbook
- choose 3 basic moves and advance them
- advance the other 3 basic moves

THE SKINNER

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*?

SKINNER MOVES

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

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

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

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

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

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

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

- *Giving you something you want.*
- *Acting as your eyes and ears.*
- *Fighting to protect you.*
- *Doing something you tell them to.*

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

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

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

OTHER MOVES

SKINNER GEAR

Gracious weapons (choose 1):

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

Luxe gear (choose 2):

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

GEAR & BARTER

BARTER

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

If you need jingle during a session, tell the MC you'd like to work a gig. Your gigs:

- *Perform for a public audience.*
- *Perform for a private audience.*
- *Appear at the side of a wealthy NPC.*
- *Others, as you negotiate them.*

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

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

CREATING A 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, ambiguous, transgressing, or androgyne.

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

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

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

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

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

STATS

Choose one set:

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

MOVES

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

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

GEAR

You get:

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

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

IMPROVEMENT

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

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

Hx

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

List the other characters' names.

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

- *Which one of you is my friend?*
For that character, write Hx+2.
- *Which one of you is my lover?*
For that character, write Hx+1.
- *Which one of you is in love with me?*
For that character, write Hx-1.

For everyone else, write Hx+1 or Hx-1, as you choose.

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

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

APOCALYPSE WORLD 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. On a miss, be prepared for the worst.

GO AGGRO ON SOMEONE

When you **go aggro on someone**, make it clear what you want them to do and what you'll do to them. Roll+hard. On a 10+, they have to choose:

- *Force your hand and suck it up.*
- *Cave and do what you want.*

On a 7–9, they can choose 1 of the above, or 1 of the following:

- *Get the hell out of your way.*
- *Barricade themselves securely in.*
- *Give you something they think you want, or tell you what you want to hear.*
- *Back off calmly, hands where you can see.*

On a miss, be prepared for the worst.

SUCKER SOMEONE

When you **attack someone unsuspecting or helpless**, ask the MC if you could miss. If you could, treat it as going aggro, but your victim has no choice to cave and do what you want. If you couldn't, you simply inflict harm as established.

DO BATTLE

When you're **in battle**, you can bring the battle moves into play.

SEDUCE OR MANIPULATE SOMEONE

When you **try to seduce, manipulate, bluff, fast-talk, or lie to someone**, tell them what you want them to do, give them a reason, and roll+hot. **For NPCs:** on a 10+, they'll go along with you, unless or until some fact or action betrays the reason you gave them. On a 7–9, they'll go along with you, but they need some concrete assurance, corroboration, or evidence first. **For PCs:** on a 10+, both. On a 7–9, choose 1:

- *If they go along with you, they mark experience.*
- *If they refuse, erase one of their stat highlights for the remainder of the session.*

What they do then is up to them.

On a miss, for either NPCs or PCs, be prepared for the worst.

HELP OR INTERFERE WITH SOMEONE

When you **help or interfere with** someone who's making a roll, roll+Hx. On a 10+, they take +2 (help) or -2 (interfere) to their roll. On a 7–9, they take +1 (help) or -1 (interfere) to their roll. On a miss, be prepared for the worst.

READ A SITCH

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

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

On a miss, ask 1 anyway, but be prepared for the worst.

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 ___?*

On a miss, ask 1 anyway, but be prepared for the worst.

OPEN YOUR BRAIN TO THE WORLD'S PSYCHIC MAELSTROM

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

LIFESTYLE AND GIGS

At the beginning of the session, spend 1- or 2-barter for your lifestyle. If you can't or won't, tell the MC and answer her questions. If you **need jingle** during a session, tell the MC you'd like to work a gig.

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). If no one knows you better, choose a character who doesn't know you as well as they thought, or choose any character at your whim. Tell that player to take -1 to their Hx with you on their sheet. If this brings them to Hx -3, they reset to Hx=0 (and therefore mark experience).

APOCALYPSE WORLD PERIPHERAL MOVES

HARM AND HEALING MOVES

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

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

On a 7–9, the MC can choose 1:

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

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

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

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

BARTER MOVES

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

When you **go into a holding's bustling market, looking for some particular thing to buy**, and it's not obvious whether you should be able to just go buy one like that, roll+sharp. On a 10+, yes, you can just go buy it like that. On a 7–9, the MC chooses 1:

- *It costs 1-barter more than you'd expect*
- *It's not openly for sale, but you find someone who can lead you to someone selling it.*
- *It's not openly for sale, but you find someone who sold it recently, who may be willing to introduce you to their previous buyer.*
- *It's not available for sale, but you find something similar. Will it do?*

On a miss, the MC chooses 1, plus it costs 1-barter more.

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.

INSIGHT

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

AUGURY

When you are able to use something for **augury**, roll+weird. On a hit, you can choose 1:

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

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

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

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

CHANGING HIGHLIGHTED STATS

At the beginning of any session, or at the end if you forgot, anyone can say, "hey, let's change highlighted stats." When someone says it, do it. Go around the circle again, following the same procedure you used to highlight them in the first place: the high-Hx player highlights one stat, and the MC highlight another.

APOCALYPSE WORLD BATTLE MOVES

EXCHANGING HARM

When you **exchange harm**, both sides simultaneously inflict and suffer harm as established:

- You inflict harm equal to the harm rating of your weapon, minus the armor rating of your enemy's armor.
- You suffer harm equal to the harm rating of your enemy's weapon, minus the armor rating of your own armor.

SEIZE BY FORCE

To **seize something by force**, exchange harm, but first roll+hard. On a 10+, choose 3. On a 7–9, choose 2. On a miss, choose 1:

- You inflict terrible harm (+1harm).
- You suffer little harm (-1harm).
- You take definite and undeniable control of it.
- You impress, dismay, or frighten your enemy.

Variations

- To **assault a secure position**, roll to seize by force, but instead of choosing to take definite control of it, you can choose to force your way into your enemy's position.
- To **keep hold of something you have**, roll to seize by force, but instead of choosing to take definite control, you can choose to keep definite control of it.
- To **fight your way free**, roll to seize by force, but instead of choosing to take definite control, you can choose to win free and get away.
- To **defend someone else from attack**, roll to seize by force, but instead of choosing to take definite control, you can choose to protect them from harm.

SINGLE COMBAT

When you **do single combat with someone**, no quarters, exchange harm, but first roll+hard. On a 10+, both. On a 7–9, choose 1. On a miss, your opponent chooses 1 against you:

- You inflict terrible harm (+1harm).
- You suffer little harm (-1harm).

After you exchange harm, do you prefer to end the fight now, or fight on? If both of you prefer to end the fight now, it ends. If both of you prefer to fight on, it continues, and you must make the move again. If one of you prefers to end the fight, though, and the other prefers to fight on, then the former must choose: flee, submit to the latter's mercy, or fight on after all.

TACTICAL AND SUPPORT MOVES

When you **lay down fire**, roll+hard. On a 10+, choose 3. On a 7–9, choose 2. On a miss, choose 1:

- You provide covering fire, allowing another character to move or act freely.
- You provide supporting fire, giving another PC +1choice to their own battle move.
- You provide suppressing fire, denying another character to move or act freely. (If a PC, they may still act under fire.)
- You take an opportune shot, inflicting harm (but -1harm) on an enemy within your reach.

When you **stand overwatch** for an ally, roll+cool. On a hit, if anyone attacks or interferes with your ally, you attack them and inflict harm as established, as well as warning your ally. On a 10+, choose 1:

- ...And you inflict your harm before they can carry out their attack or interference.
- ...And you inflict terrible harm (+1harm).

On a miss, you are able to warn your ally but not attack your enemy.

When you **keep an eye out** for what's coming, roll+sharp. On a 10+, hold 3. On a 7–9, hold 2. On a miss, hold 1. During the battle, spend your hold, 1 for 1, to ask the MC what's coming and choose 1:

- Direct a PC ally's attention to an enemy. If they make a battle move against that enemy, they get +1choice to their move.
- Give a PC ally an order, instruction, or suggestion. If they do it, they get +1 to any rolls they make in the effort.
- Direct any ally's attention to an enemy. If they attack that enemy, they inflict +1harm.
- Direct any ally's attention to a danger. They take -1harm from that danger.

SUBTERFUGE MOVES

When **you're the bait**, roll+cool. On a 10+, choose 2. On a 7–9, choose 1:

- You draw your prey all the way into the trap. Otherwise, they only approach.
- Your prey doesn't suspect you. Otherwise, they're wary and alert.
- You don't expose yourself to extra risk. Otherwise, any harm your prey inflicts is +1.

On a miss, the MC chooses 1 for you.

When **you're the cat**, roll+cool. On a hit, you catch your prey out. On a 10+, you've driven them first to a place of your choosing; say where. On a 7–9, you've had to follow them where they wanted to go; they say where. On a miss, your prey escapes you.

When **you're the mouse**, roll+cool. On a 10+, you escape clean and leave your hunter hunting. On a 7–9, your hunter catches you out, but only after you've led them to a place of your choosing; say where. On a miss, your hunter catches you out and the MC says where.

When **it's not certain whether you're the cat or the mouse**, roll+sharp. On a hit, you decide which you are. On a 10+, you take +1forward as well. On a miss, you're the mouse.

APOCALYPSE WORLD ROAD WAR MOVES

BOARD A MOVING VEHICLE

To **board a moving vehicle**, roll+cool, minus its speed. To board one moving vehicle from another, roll+cool, minus the difference between their speeds. On a 10+, you're on and you made it look easy. Take +1forward. On a 7-9, you're on, but Jesus. On a miss, the MC chooses: you're hanging on for dear life, or you're down and good luck to you.

OUTDISTANCE ANOTHER VEHICLE

When you **try to outdistance another vehicle**, roll+cool, modified by the vehicles' relative speed. On a 10+, you outdistance them and break away. On a 7-9, choose 1:

- *You outdistance them and break away, but your vehicle suffers 1-harm ap from the strain.*
- *You don't escape them, but you can go to ground in a place you choose.*
- *They overtake you, but their vehicle suffers 1-harm ap from the strain.*

On a miss, your counterpart chooses 1 against you.

OVERTAKE ANOTHER VEHICLE

When you **try to overtake another vehicle**, roll+cool, modified by the vehicles' relative speed. On a 10+, you overtake them and draw alongside. On a 7-9, choose 1:

- *You overtake them, but your vehicle suffers 1-harm ap the same.*
- *You don't overtake them, but you can drive them into a place you choose.*
- *They outdistance you, but their vehicle suffers 1-harm ap the same.*

On a miss, your counterpart chooses 1 against you.

DEAL WITH BAD TERRAIN

When you have to **deal with bad terrain**, roll+cool, plus your vehicle's handling.

On a 10+, you fly through untouched. On a 7-9, choose 1:

- *You slow down and pick your way forward.*
- *You push too hard and your vehicle suffers harm as established.*
- *You ditch out and go back or try to find another way.*

On a miss, the MC chooses 1 for you; the others are impossible.

SHOULDER ANOTHER VEHICLE

To **shoulder another vehicle**, roll+cool. On a hit, you shoulder it aside, inflicting v-harm as established. On a 10+, you inflict v-harm+1. On a miss, it shoulders you instead, inflicting v-harm as established.

CREATING VEHICLES

CREATING A VEHICLE

By default, your vehicle has speed=0, handling=0, 0-armor, and the massive rating of its frame.

Choose its **frame**:

- *Bike (massive=0, 1 battle option)*
- *Compact, buggy (massive=1, 2 battle options)*
- *Coupe, sedan, jeep, pickup, van, limo, 4x4, farm tractor (massive=2, 2 battle options)*
- *Semi, bus, ambulance, construction/utility (massive=3, 2 battle options)*

Strengths (choose 1 or 2): Fast, rugged, aggressive, tight, huge, off-road, responsive, uncomplaining, capacious, workhorse, easily repaired.

Looks (choose 1 or 2): Sleek, vintage, pristine, powerful, luxe, flashy, muscular, quirky, pretty, handcrafted, spikes & plates, garish, cobbled-together, hardworked.

Weakness (choose 1 or 2): Slow, loud, lazy, sloppy, cramped, picky, guzzler, unreliable, rabbity, temperamental.

Battle options (choose according to frame): +1speed, +1handling, +1massive, +1armor. You can double up if you choose.

CREATING A SPECIALIZED BATTLE VEHICLE

Create the vehicle as normal, and then choose 2:

- *+1 battle option (+1speed, +1handling, +1massive, or +1armor)*
- *Mounted machine guns (3-harm close/far area messy)*
- *Mounted grenade launcher (4-harm close area messy)*
- *Ram or ramming spikes (as a weapon, vehicle inflicts +1harm)*
- *Mounted 50cal mg (5-harm far area messy)*
- *Mounted boarding platform or harness (+1 to attempts to board another vehicle from this one)*

HARM

Harm as established equals the inflicter's weapon's harm minus the sufferer's armor.

When you suffer harm, make the harm move.

EXCHANGING HARM

When you **exchange harm**, both sides simultaneously inflict and suffer harm as established:

- You inflict harm equal to the harm rating of your weapon, minus the armor rating of your enemy's armor.
- You suffer harm equal to the harm rating of your enemy's weapon, minus the armor rating of your own armor.

DEGREES OF HARM

For each 1-harm you suffer, mark a segment of her harm countdown clock. Start in the 12:00–3:00 segment and continue around clockwise.

The three segments before 9:00 are less serious, the three segments after 9:00 are more serious. Mark the 11:00–12:00 segment and your character's life has become untenable.

Before 6:00, harm will go away by itself with time. 6:00–9:00, the harm won't get worse or better by itself. After 9:00, unstabilized harm will get worse by itself, stabilized harm will not, and it'll get better only with medical treatment.

When life becomes untenable, choose 1:

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

WHEN AN NPC TAKES HARM

1-harm: cosmetic damage, pain, concussion, fear if the NPC's likely to be afraid of pain.

2-harm: wounds, unconsciousness, bad pain, broken bones, shock. Likely fatal, occasionally immediately fatal.

3-harm: give it 50-50 it's immediately fatal. Otherwise, terrible wounds, shock, death soon.

4-harm: usually immediately fatal, but sometimes the poor fuck has to wait to die, mangled and ruined.

5-harm and more: fatal and increasingly bodily destructive.

USING A GANG AS A WEAPON

When you have a gang, you can **sucker someone, go aggro** on them, or make a battle move, using your gang as a weapon. When you do, you roll the dice and make your choices, but it's your gang that inflicts and suffers harm, not you yourself.

Gangs **inflict and suffer harm as established**, as usual: they inflict harm equal to their own harm rating, minus their enemy's armor rating, and the suffer harm equal to their enemy's harm rating minus their own armor. Harm = weapon - armor.

However, if there's a **size mismatch**, the bigger gang inflicts +1harm and gets +1armor for each step of size difference:

- Against a single person, a small gang inflicts +1harm and gets +1armor. A medium gang inflicts +2harm and gets +2armor, and a large gang inflicts +3harm and gets +3armor.
- Against a small gang, a medium gang inflicts +1harm and gets +1armor, and a large gang inflicts +2harm and gets +2armor.
- Against a medium gang, a large gang inflicts +1harm and gets +1armor.

WHEN A GANG TAKES HARM

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.

Does the gang hold together?

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.

A PC gang leader can hold a gang together by imposing her will on it, if she has pack alpha, or by ordering it to hold discipline, if she has leadership, but otherwise it follows these rules, same as for NPCs.

What about PC gang members?

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

USING A VEHICLE AS A WEAPON

When you're behind the wheel, you can **sucker someone, go aggro** on them, or make a battle move, using your vehicle as a weapon. When you do, you roll the dice and make your choices, but it's your vehicle that inflicts and suffers harm, not you yourself.

Against a person:

- A glancing hit from a moving vehicle inflicts 2-harm (ap).
- A direct hit from a moving vehicle inflicts 3-harm (ap) plus its massive.

Against another vehicle:

- A glancing hit inflicts v-harm.
- A direct hit inflicts 3-harm plus its massive, minus the target vehicle's massive and armor. Treat 0-harm and less as v-harm.
- When you're able to ram or T-bone another vehicle, you inflict the harm of a direct hit (3-harm +massive, minus your target's armor +massive) and suffer the harm of a glancing hit (v-harm).

Against a building or structure:

- A glancing hit from a moving vehicle inflicts 2-harm.
- A direct hit from a moving vehicle inflicts 3-harm plus its massive, minus the structure's armor.

WHEN A VEHICLE SUFFERS HARM

Vehicles can suffer regular harm, from bullets, explosions, and direct hits from other vehicles, or v-harm, from glancing hits.

When a vehicle suffers regular harm, there are two considerations: how much damage the vehicle itself suffers, and how much harm blows through to the people inside.

- 1-harm:** cosmetic damage. Bullet holes, broken glass, smoke. **0-harm can blow through** to passengers.
- 2-harm:** functional damage. Fuel leak, shot-out tires, engine stall, problems with steering, braking or acceleration. Can be field-patched. **1-harm can blow through** to passengers.
- 3-harm:** serious damage. Functional damage affecting multiple functions, but can be field-patched. **2-harm can blow through** to passengers.
- 4-harm:** breakdown. Catastrophic functional damage, can be repaired in a garage but not in the field, or can be used for parts. **3-harm can blow through** to passengers.
- 5-harm and more:** total destruction. **Full harm can blow through** to passengers, plus they can suffer additional harm if the vehicle explodes or crashes.

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

V-HARM

V-harm as established is the attacking car's massive minus the defending car's massive or handling, defender's choice.

When you **suffer v-harm**, roll+v-harm suffered. On a 10+, you lose control, and your attacker chooses 1:

- You crash.
- You spin out.
- Choose 2 from the 7–9 list below.

On a 7–9, you're forced to swerve. Your attacker chooses 1:

- You give ground.
- You're driven off course, or forced onto a new course.
- Your car takes 1-harm ap, right in the transmission.

On a miss, you swerve but recover without disadvantage.

WHEN A BUILDING TAKES HARM

As with vehicles, when a building suffers harm, there are two considerations: structural damage to the building itself, and how much of the harm blows through to the people inside.

Harm to buildings and other structures is non-cumulative. Don't bother tracking a building's harm on a countdown. Shooting a building 3 times with your 3-harm shotgun doesn't add up to 9-harm and make the building collapse.

When a building or structure suffers...

- 1-harm – 3-harm:** cosmetic damage. Bullet holes, broken glass, scorch marks, chipped surfaces. **0-harm can blow through** to inhabitants.
- 4-harm – 6-harm:** severe cosmetic damage. Many holes or large holes, no intact glass, burning or smoldering. **2-harm can blow through** to inhabitants.
- 7-harm – 8-harm:** Structural damage. Strained load-bearing walls or pillars, partial collapse, raging fire. **4-harm can blow through** to inhabitants. Further structural damage can lead to full collapse.
- 9-harm and more:** destruction. **Full harm can blow through** to inhabitants, plus they can suffer additional harm as the building or structure collapses.

Whether harm actually does through to a building's inhabitants depends on the MC's judgment of the circumstances and the building. Don't stand near the windows!

CHARACTER MOVES

A devil with a blade [maestro d']
An arresting skinner [skinner]
Artful & gracious [skinner]
Battlefield grace [angel]
Battlefield instincts [gunlugger]
Battle-hardened [gunlugger]
Bloodcrazed [gunlugger]
Bonefeel [savvyhead]
Breathtaking [skinner]
Casual brain receptivity [brainer]
Charismatic [hocus]
Collector [driver]
Combat driver [driver]
Dangerous & sexy [battlebabe]
Daredevil [driver]
Deep brain scan [brainer]
Deep insights [savvyhead]
Direct brain-whisper projection [brainer]
Divine Protection [hocus]
Everybody eats, even that guy [maestro d']
Eye on the door [driver]
Fingers in every pie [maestro d']
Fortunes [hocus]
Frenzy [hocus]
Fuck this shit [gunlugger]
Fucking thieves [chopper]
Fucking wacknut [hocus]
Healing touch [angel]
Hypnotic [skinner]
Ice cold [battlebabe]
Impossible reflexes [battlebabe]
In-brain puppet strings [brainer]
Infirmery [angel]
Insano like Drano [gunlugger]
Just give me a motive [maestro d']
Leadership [hardholder]
Lost [skinner]
Merciless [battlebabe]
My other car is a tank [driver]
NOT TO BE FUCKED WITH [gunlugger]

Oftener right [savvyhead]
Pack alpha [chopper]
Perfect instincts [battlebabe]
Prepared for the inevitable [gunlugger]
Preternatural at-will brain attunement [brainer]
Professional compassion [angel]
Reality's fraying edge [savvyhead]
Reputation [driver]
Seeing souls [hocus]
Sixth sense [angel]
Spooky intense [savvyhead]
Things speak [savvyhead]
Touched by death [angel]
Unnatural lust transfixion [brainer]
Visions of death [battlebabe]
Wealth [hardholder]
Weather eye [driver]
You call this hot? [maestro d']

COOL

Eye on the door [driver]
Ice cold [battlebabe]
Reputation [driver]
Weather eye [driver]

HARD

Battlefield instincts [gunlugger]
Battle-hardened [gunlugger]
Fuck this shit [gunlugger]
Fucking thieves [chopper]
Insano like Drano [gunlugger]
Just give me a motive [maestro d']
Leadership [hardholder]
Pack alpha [chopper]
Wealth [hardholder]

HOT

A devil with a blade [maestro d']
Artful & gracious [skinner]
Breathtaking [skinner]
Dangerous & sexy [battlebabe]
Everybody eats, even that guy [maestro d']
Fingers in every pie [maestro d']
Hypnotic [skinner]
You call this hot? [maestro d']

SHARP

Perfect instincts [battlebabe]
Professional compassion [angel]
Sixth sense [angel]

BY STAT

WEIRD

Bonefeel [savvyhead]
Casual brain receptivity [brainer]
Charismatic [hocus]
Deep brain scan [brainer]
Deep insights [savvyhead]
Direct brain-whisper projection [brainer]
Frenzy [hocus]
Fucking wacknut [hocus]
Healing touch [angel]
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Things speak [savvyhead]
Touched by death [angel]
Unnatural lust transfixion [brainer]

NO STAT

An arresting skinner [skinner]
Battlefield grace [angel]
Bloodcrazed [gunlugger]
Collector [driver]
Combat driver [driver]
Daredevil [driver]
Divine Protection [hocus]
Fortunes [hocus]
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Merciless [battlebabe]
My other car is a tank [driver]
NOT TO BE FUCKED WITH [gunlugger]
Oftener right [savvyhead]
Prepared for the inevitable [gunlugger]
Reality's fraying edge [savvyhead]

A devil with a blade [maestro d']: when you use a blade to go aggro, roll+hot instead of roll+hard.

An arresting skinner [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.

Artful & gracious [skinner]: 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.

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

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

Battle-hardened [gunlugger]: when you act under fire, or when you stand overwatch, roll+hard instead of roll+cool.

Bloodcrazed [gunlugger]: whenever you inflict harm, inflict +1harm.

Bonefeel [savvyhead]: 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 be there already, but somehow pinned, caught or trapped.

Breathtaking [skinner]: you get +1hot (hot+3).

Casual brain receptivity [brainer]: 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.

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

Collector [driver]: you get 2 additional cars (you detail).

Combat driver [driver]: when you use your vehicle as a weapon, inflict +1harm. When you inflict v-harm, add +1 to your target's roll. When you suffer v-harm, take -1 to your roll.

Dangerous & sexy [battlebabe]: 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.

Daredevil [driver]: 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.

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

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

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

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

Direct-brain whisper projection [brainer]: 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).

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

Everybody eats, even that guy [maestro d']: 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?*

On a miss, ask 1 anyway, but they hear about your interest in them.

Eye on the door [driver]: 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.

Fingers in every pie [maestro d']: 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.

Fortunes [hocus]: 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, to spend for your lifestyle or for what you will.

Frenzy [hocus]: 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 (2harm 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.

Fuck this shit [gunlugger]: 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.

Fucking thieves [chopper]: 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 asswipe stole it from you.

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

Healing touch [angel]: 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 NPC patients, their experience and fate is up to the MC.

Hypnotic [skinner]: 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.

Ice cold [battlebabe]: 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.

Impossible reflexes [battlebabe]: 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.

In-brain puppet strings [brainer]: 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.

Infirmity [angel]: you get an infirmity, 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).

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

Just give me a motive [maestro d']: 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).

Leadership [hardholder]: when you have to order your gang to advance, regroup, hold position, hold discipline, or put their damn backs into it, roll+hard. On a hit, they do it. On a 10+, they snap to; take +1forward. On a miss, they do it, but you'll hear about it later.

APOCALYPSE WORLD CHARACTER MOVES

1

Lost [skinner]: 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.

Merciless [battlebabe]: when you inflict harm, inflict +1harm.

My other car is a tank [driver]: you get a specialized battle vehicle (detail with the MC).

NOT TO BE FUCKED WITH [gunlugger]: in battle, you count as a small gang with harm and armor according to your gear.

Oftener right [savvyhead]: 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 experience.

Pack alpha [chopper]: 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 (otherwise, they refuse)*
- *they don't fight back over it (otherwise, they do fight back)*
- *you don't have to make an example of one of them (otherwise, you must)*

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

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

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

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

Professional compassion [angel]: you can roll+sharp instead of roll+Hx when you help someone who's rolling.

Reality's fraying edge [savvyhead]: 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.

Reputation [driver]: 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 has 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 decides what they've heard.

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

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

Spooky intense [savvyhead]: when you do something under fire, stand overwatch, or bait a trap, roll+weird instead of roll+cool.

Things speak [savvyhead]: 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.

Touched by death [angel]: when someone is unconscious in your care, you can use them for augury. When someone has died in your care, you can use their body for augury.

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

Visions of death [battlebabe]: 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.

Wealth [hardholder]: 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.

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

You call this hot? [maestro d']: when you do something under fire, roll+hot instead of roll+cool.

THE MASTER OF CEREMONIES

AGENDA

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

ALWAYS SAY

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

THE PRINCIPLES

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

YOUR MOVES

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

ESSENTIAL THREATS

- Where the PCs are, create as a landscape.
- For any PC's gang, create as brutes.
- For any PC's other NPCs, create as brutes, plus a grotesque and/or a wannabe warlord.
- For any PCs' vehicles, create as vehicles.
- In any local populations, create an affliction.

A FEW MORE THINGS TO DO

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

DURING SESSION 1

- MC the game. Bring it.
- Describe. Barf forth apocalyptic.
- Springboard off character creation.
- Ask every question you think of.
- Leave yourself things to wonder about.
- Look for where they're not in control.
- Push there.
- Nudge the players to have their characters make moves.
- Give every character good screen time with other characters.
- Leap forward with named, human NPCs.
- Hell, have a fight.
- Start creating your threat map.

DECISION-MAKING

In order to play to find out what happens, you'll need to pass decision-making off sometimes. Whenever something comes up that you'd prefer not to decide by personal whim and will, *don't*. The game gives you four key tools you can use to disclaim responsibility. You can:

- Put it in your NPCs' hands.
- Put it in the players' hands.
- Create a countdown.
- Make it a stakes question.

THE FIRST SESSION

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

DURING CHARACTER CREATION

While the players are making their characters, here are some things to get out up-front:

- Your characters don't have to be friends, but they should definitely be allies.
- Your characters are unique in Apocalypse World.
- 1-armor can be armor or clothing. 2-armor is armor.
- Is *barter* a medium of exchange? What do you use?
- I'm not out to get you. I'm here to find out what's going to happen. Same as you!

DURING THE FIRST SESSION

- MC the game. Bring it.
- Describe. Barf forth apocalyptic.
- Springboard off character creation.
- Ask questions all the time.
- Leave yourself things to wonder about. Note them on the threat map.
- Look for where they're not in control.
- Push there.
- Nudge the players to have their characters make moves.
- Give every character good screen time with other characters.
- Leap forward with named, human NPCs.
- Hell, have a fight.
- Work on your threat map and essential threats.

THE THREAT MAP

During play, keep notes on the threats in the world by noting them on your threat map.

The innermost circle is for the PCs and their resources. There, list the PCs' gangs, followers, crews, vehicles, and everything else they own that you'll be responsible to play. Most of your essential threats go here.

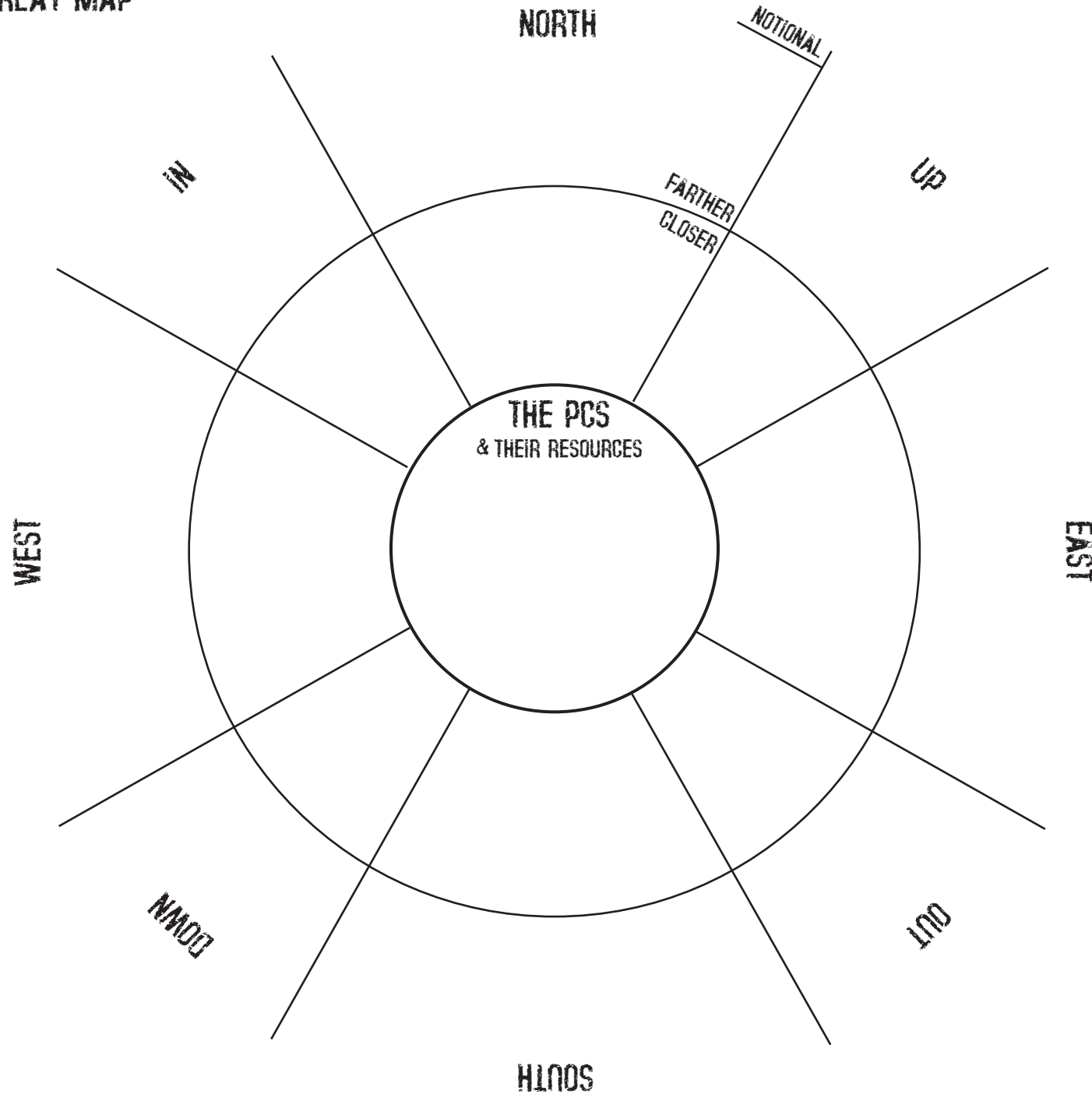
The next circle out, "closer," is for the NPCs that surround them and their immediate landscape. The third circle, "farther," is for things that they would have to travel in order to encounter. Things that they have only heard rumors of, or ideas you have that you have not yet introduced, you can write outside the circle, as "notional."

North, south, east and west are for geography. Up and down are for above and below. In is for threats within the local or surrounding landscape or population, out is for threats originating in the world's psychic maelstrom or even elsewhere.

AFTER THE FIRST SESSION

- Go back over the threat map. Pull it apart into individual threats.
- Consider the resources that are available to each of them, and the resources that aren't.
- Create them as threats, using the threat creation rules.
- Before the second session, be sure you've created your essential threats.

THREAT MAP



NAMES

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

RESOURCES

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

I WONDER...

KINDS OF THREATS

WARLORDS

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

Threat moves for warlords:

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

LANDSCAPES

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

Threat moves for landscapes:

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

GROTESQUES

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

Threat moves for grotesques:

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

TERRAIN

- A precipice (to send someone over)
- A wall (to bring someone up short)
- An overhang (to bring danger down upon someone)
- An exposed place (to expose someone to danger)
- Shifting ground (to cost someone their bearing)
- Broken ground (to break what crosses)

Threat moves for terrain:

- Push dealing with bad terrain.
- Inflict harm (1-harm or v-harm).
- Stall someone.
- Isolate someone.
- Bring someone somewhere.
- Hide evidence.
- Give someone a vantage point.
- Give someone a secure position.

BRUTES

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

Threat moves for brutes:

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

VEHICLES

- Relentless __ (to keep moving)
- Cagey __ (to protect what it carries)
- Wild __ (to defy danger)
- Ferocious __ (to outrun)
- Vicious __ (to kill and destroy)
- Bold __ (to dominate the road)

bastard, bitch, devil, fucker, beast

Threat moves for vehicles:

- Leap off the road.
- Swerve across the road.
- Smash into an obstacle.
- Smash through an obstacle.
- Veer stupidly into danger.
- Tear past.
- Turn too early or too late.
- Shoulder another vehicle aggressively.
- Ram another vehicle from behind.
- T-bone another vehicle.
- Brake abruptly.

AFFLICTIONS

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

Threat moves for afflictions:

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

CREATING A THREAT

To create a threat:

- Choose its kind, name it, and copy over its impulse. Describe it and list its cast.
- Place it on the threat map. If it's in motion, mark its direction with an arrow.
- List its stakes question(s).
- If it's connected to other threats, list them.
- If it calls for a custom move or a countdown, create it.

ESSENTIAL THREATS

- Where the PCs are, create as a landscape.
- For any PC's gang, create as brutes.
- For any PC's other NPCs, create as brutes, plus a grotesque and/or a wannabe warlord.
- For any PCs' vehicles, create as vehicles.
- In any local populations, create an affliction.

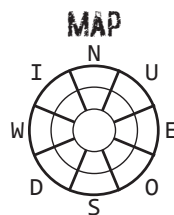
THREAT# _____

IS CALLED: _____

KIND: _____

IMPULSE: _____

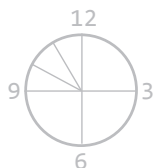
DESCRIPTION & CAST: _____



CONNECTED THREATS

STAKES: _____

CUSTOM MOVE / COUNTDOWN: _____



THREAT# _____

IS CALLED: _____

KIND: _____

IMPULSE: _____

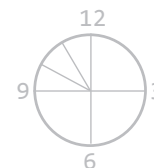
DESCRIPTION & CAST: _____



CONNECTED THREATS

STAKES: _____

CUSTOM MOVE / COUNTDOWN: _____



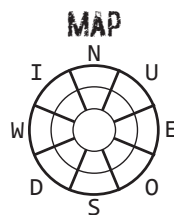
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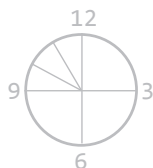
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CONNECTED THREATS

STAKES: _____

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THREAT# _____

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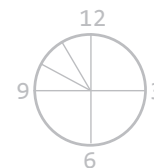
DESCRIPTION & CAST: _____



CONNECTED THREATS

STAKES: _____

CUSTOM MOVE / COUNTDOWN: _____



LIFESTYLE

If the player pays **1-barter** at the beginning of the session, the character has the same quality of life as most people around her.

If she pays **2-barter** at the beginning of the session, she has a quality of life that is substantially, notably better. Whatever other people eat, drink, and wear, she's eating, drinking, and wearing better. She sleeps more comfortably and safer, and has more control over her personal environment.

If she pays **0-barter**, it could mean that at the beginning of the session she's desperately hungry and dying of thirst, but first ask some questions.

First, to the other players: "okay, so who's going to pay 1-barter to keep her alive?"

If none of them can or will, choose:

- Go straight to, yes, she's desperately hungry and dying of thirst. Inflict harm as established. Take away her stuff.
- Choose a suitable NPC—Rolfball, for instance—and say, "oh, that's okay, Rolfball's got you covered. That's good with you, yeah?" Now there's a debt is between her and your NPC, and you can bring it into play however you like.
- Say, "well, okay, who do you think should pay to keep you alive? Rolfball? Fish? Who?" You can either negotiate an appropriate arrangement in summary, or else jump into play: have her read a person, seduce & manipulate, go aggro, or whatever she needs to do to get her way.

And remember that if she doesn't pay, and the other PCs don't pay, and no NPC pays, then tough luck. She's desperately hungry, dying of thirst, and you should inflict harm and take away her stuff.

GIGS

When a player tells you that her character would like to **work a gig**, ask her what she has in mind. She might pick one from her list, or she might suggest a new one. It's up to you to decide whether to say yes, no, or not yet, like "that's a good idea, but first you'll have to..."

Once you've settled that question and the character works the gig, you have to decide or find out how it goes. Successful? Unsuccessful? Dangerous? Easy?

- You can just decide.
- You can play it out in full.
- You can call for a move, or a quick snowball of moves, to summarize what happens.

No matter which way you do it, the baseline for pay is, when they work a gig, they get **3-barter**. You're allowed to pay 2- or 4-barter when you feel like you should, but save them for exceptional outcomes.

CREATING A VEHICLE

These are rules for a wider range of vehicles than is usually available to the PCs.

By default, any vehicle has speed=0, handling=0, 0-armor, and the massive rating of its frame.

Name its frame and assign it a massive from 0 up. Use these examples to guide you:

- Massive=0: bike, jetski, canoe, ultralight. 1 battle option.
- Massive=1: trike or big 4-wheeler, tiny car, rowboat. 2 battle options.
- Massive=2: car, small speedboat, autogyro. 2 battle options.
- Massive=3: huge road vehicle, speedboat, yacht, small helicopter, small prop plane. 2 battle options.
- Massive=4: huge construction vehicle, an actual tank, tour boat, helicopter, small jet, single train car. 3 battle options.
- Massive=5: large tour boat, large helicopter, small passenger plane or jet. 4 battle options.
- Massive over 5: for each 1massive over, add +1battle option.

Strengths (choose 1 or 2): Fast, rugged, aggressive, tight, huge, off-road, responsive, uncomplaining, capacious, workhorse, easily repaired, or make one up.

Looks (choose 1 or 2): Sleek, vintage, pristine, powerful, luxe, flashy, muscular, quirky, pretty, handcrafted, spikes & plates, garish, cobbled-together, hardworked, or make one up.

Weakness (choose 1 or 2): Slow, loud, lazy, sloppy, cramped, picky, guzzler, unreliable, rabbity, temperamental, or make one up.

Battle options (choose according to frame): +1speed, +1handling, +1massive, +1armor. You can double up if you choose.

CREATING A SPECIALIZED BATTLE VEHICLE

Create the vehicle as normal, and then choose 2:

- +1 battle option (+1speed, +1handling, +1massive, or +1armor)
- Mounted machine guns (3-harm close/far area messy)
- Mounted grenade launcher (4-harm close area messy)
- Ram or ramming spikes (as a weapon, vehicle inflicts +1harm)
- Mounted 50cal mg (5-harm far area messy)
- Mounted boarding platform or harness (+1 to attempts to board another vehicle from this one)

D-HARM

A person suffers d-harm from deprivation. d-harm is strictly for acute cases of deprivation. For scarcity and chronic deprivation, create affliction threats instead. Individual NPCs simply suffer the effects of d-harm as follows.

For PCs suffering d-harm, tell them the effects they're suffering, and if they can't or don't alleviate their deprivation, inflict regular harm alongside it, in increments of 1-harm ap.

For a population suffering d-harm, the two questions are how it behaves, and how long it can last before breaking up, tearing itself apart, or dying.

d-harm (air), asphyxiation: Difficulty breathing, panic, convulsions, paralysis, unconsciousness, brain damage, death within minutes.

Inflicted on a population: Immediate panic. Social cohesion breaks down basically at once into a survival-driven desperation to find air.

d-harm (warmth), hypothermia: shivering, hunger, dizziness, confusion, drowsiness, frostbite, delirium, unconsciousness, irregular heartbeat, death in an hour or more, depending on the cold.

Inflicted on a population: Huddling together, despair, lethargy, resignation. Isolated individuals suffer worsening individual symptoms, so social cohesion can last basically as long as the individuals can.

d-harm (cool), heat stroke: headache, dehydration, weakness or cramps, confusion, fever, vomiting, seizures, unconsciousness, death in an hour or more, depending on the heat.

Inflicted on a population: Desperation, panic, lethargy, resignation. Social cohesion can last as long as the individuals can, as the less vulnerable individuals try to help the more vulnerable.

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

Inflicted on a population: Rationing & hoarding, desperation, infighting. Social cohesion can last up to a week before breaking down into violence or dispersal.

d-harm (food), starvation: irritability, hunger, weakness, diarrhea, lethargy, dehydration, muscular atrophy, heart failure and death within 2–3 months.

Inflicted on a population: Rationing & hoarding, desperation, infighting. Social cohesion can last up to 2 weeks before breaking down into violence, cannibalism, or dispersal.

d-harm (sleep), sleep deprivation, irritability, disorientation, nodding off, depression, headache, hallucinations, mania, personality changes, bizarre behavior.

Inflicted on a population: Malaise, infighting, tantrums, desperation. For long-term acute sleep deprivation, create affliction threats instead.

Ψ-HARM

A person suffers Ψ-harm from exposure to the world's psychic maelstrom. When an NPC suffers Ψ-harm, create her as a threat if necessary, and then choose 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 -harm with no effect.

S-HARM

s-harm means stun. It disables its target without causing any regular harm. Use it on a PC, and doing anything at all means doing it under fire; the fire is "you're stunned."