



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)

Options (choose 2):

- ornate (+valuable)
- antique (+valuable)
- revolver (-reload)
- buckshot (+area, shotgun only)
- silenced (-loud)
- hi-powered (+1harm)
- ap ammo (+ap)
- scoped (+far, or +1harm at far)
- big (+1harm)

CUSTOM HAND WEAPONS

Base (choose 1):

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

Options (choose 2):

- ornate (+valuable)
- antique (+valuable)
- whip (+close, half or handle only)
- spikes (+1harm)
- blade (+1harm)
- long blade* (+2harm)
- heavy blade* (+2harm)
- blades* (+2harm)
- hidden (+infinite)
- * counts as two options

YOUR CUSTOM WEAPONS

BARTER

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

As a one-time expenditure, and very subject to availability, 1-barter might count for: a night in high luxury and company; any weapon, gear or fashion not valuable or hi-tech; the material costs of emergency care from a doc; whatever services a gentleman offers at his establishment; repair of a piece of hitech gear by an inventor; a year's tribute to a government man; a month's feed and care for a well-used horse; 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 camp with oddments ajangle and expect to find horses, medicine or luxury eternal.



THE CALAMITY

When trouble comes knocking, it is usually at your door. You may be out of practice but you bet you can still take on any son of a bitch who stands in your way.

Any tenderness you once had was lost on the open road, and god damned if anyone receives your help who doesn't deserve it because you've got no compassion for those cocksuckers.

You've lost more than most people have ever had. Now your most frequent companion is swirling at the bottom of a dirty bottle.

a character playbook for

APOCALYPSE WORLD

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



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.

PERIPHERAL 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 hurt someone, they see you more clearly.



CREATING A CALAMITY

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

NAME

Jane, Ellen, Margaret, Rose, Sue, Jill, Elsie

Roy, Bill, Gene, Sam, Ross, Doug, Don

STATS

Choose one set:

- Cool+3 Grit-1 Hot+1 Sharp+1 Will=0
- Cool+3 Grit-1 Hot+2 Sharp=0 Will-1
- Cool+3 Grit-2 Hot+1 Sharp+1 Will+1
- Cool+3 Grit=0 Hot+1 Sharp+1 Will-1

MOVES

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

Hx

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

List the other characters' names.

Go around again for Hx. On your turn:

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

On the others' turns:

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

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

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

LOOK

Man, woman, woman in man's clothes.

Formal wear, display wear, fancy 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.

GEAR

You get:

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

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

do something under fire

COOL

highlight

go aggro; seize by force

GRIT

highlight

seduce or manipulate

HOT

highlight

read a sitch; read a person

SHARP

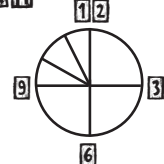
highlight

indlude your vices

WILL

highlight

HARM



stabilized

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

Hx

help or interfere; session end

CALAMITY SPECIAL

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

IMPROVEMENT

experiece >>> improve

- get +1grit (max grit+3)
- get +1hot (max hot+2)
- get +1sharp (max sharp+2)
- get +will (max will+2)
- get a new calamity move
- get a new calamity move
- get 2 gigs (detail) and *moonlighting*
- get a gang (detail) and *leadership*
- get a move from another playbook
- get a move from another playbook

- get +1 to any stat (max stat+3)
- retire your character (to safety)
- create a second character to play
- change your character to a new type
- choose 3 basic moves and advance them.
- advance the other 4 basic moves.

CALAMITY MOVES

Deadly Serious: 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+grit. When you go aggro on another player's character, roll+Hx instead of roll+grit.

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

Visions of death: when you go into battle, roll+will. 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.

In your cups: the way you shrug off pain counts as armor. If you're fucked up drunk, 2-armor; otherwise, 1-armor. If you're wearing armor, use it instead.

GEAR & BARTER

OTHER MOVES

HOLD



DOC KIT

Your black bag has all kinds of supplies in it: calomel, leeches, whisky, laudanum, cod liver oil, unguent, lano-lin, bandages, tourniquets, knives and scalpels, capital saws, amputation saws, tenacula, artery forceps, surgical needles and sinew, trephining tools, tonics, bromide salts, and herbal tinctures. It's big enough to take two hands to carry. 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 will stabilize and heal to 6:00, but the MC will choose 1 (on a 10+) or 2 (on a 7-9):

- they need to be physically stabilized before you can move them.
- even sedated, they fight you; you're acting under fire.
- they'll be in and out of consciousness for 24 hours.
- stabilizing them eats up your stock; spend 1-stock more.
- they'll be bedridden, out of action, for at least a week.
- they'll need constant monitoring and care for 36 hours.

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: spend 4 days (3:00) or 1 week (6:00) blissed out on laudanum, immobile but happy, or do their time like everyone else.

To use it to revive someone who's died (at 12:00, not beyond): roll+stock spent. On a 10+, they recover to 10:00. On a 7-9, they recover to 11:00. On a miss, you've done everything you can for them, and they're still dead.

BARTER

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

As a one-time expenditure, and very subject to availability, 1-barter might count for: a night in high luxury and company; any weapon, gear or fashion not valuable or hitech; whatever services a gentleman offers at his establishment; a week's hire of the protective companionship of a calamity or muscle; repair of a piece of hitech gear by an inventor; a year's tribute to a government man; a month's feed and care for a well-used horse; 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 camp with oddments a-jangle and expect to find horses, medicine or luxury eternal.



THE DOC

When you're lying in the dust with your guts spilling out of your belly, who do you pray for? God? He's long gone. Your comrades? Cocksuckers all, or you wouldn't be here to begin with. Do you cry for your mama? She ain't here to hold your sissy hand as your life slips away. No, you pray for someone who can dull the pain enough to stitch you back together, the only one in town with who can hold their hand steady when there's that much blood. That someone is the doc. And if you're lucky, they'll get there in time



HARM & HEALING

Harm before 6:00 heals automatically with time. Harm after 9:00 gets worse with time, unless stabilized. If the player marks the segment 11:00 to 12:00, it means that the character's dead but can still be revived. Any harm past that and the character's dead for reals.

PERIPHERAL MOVE

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.

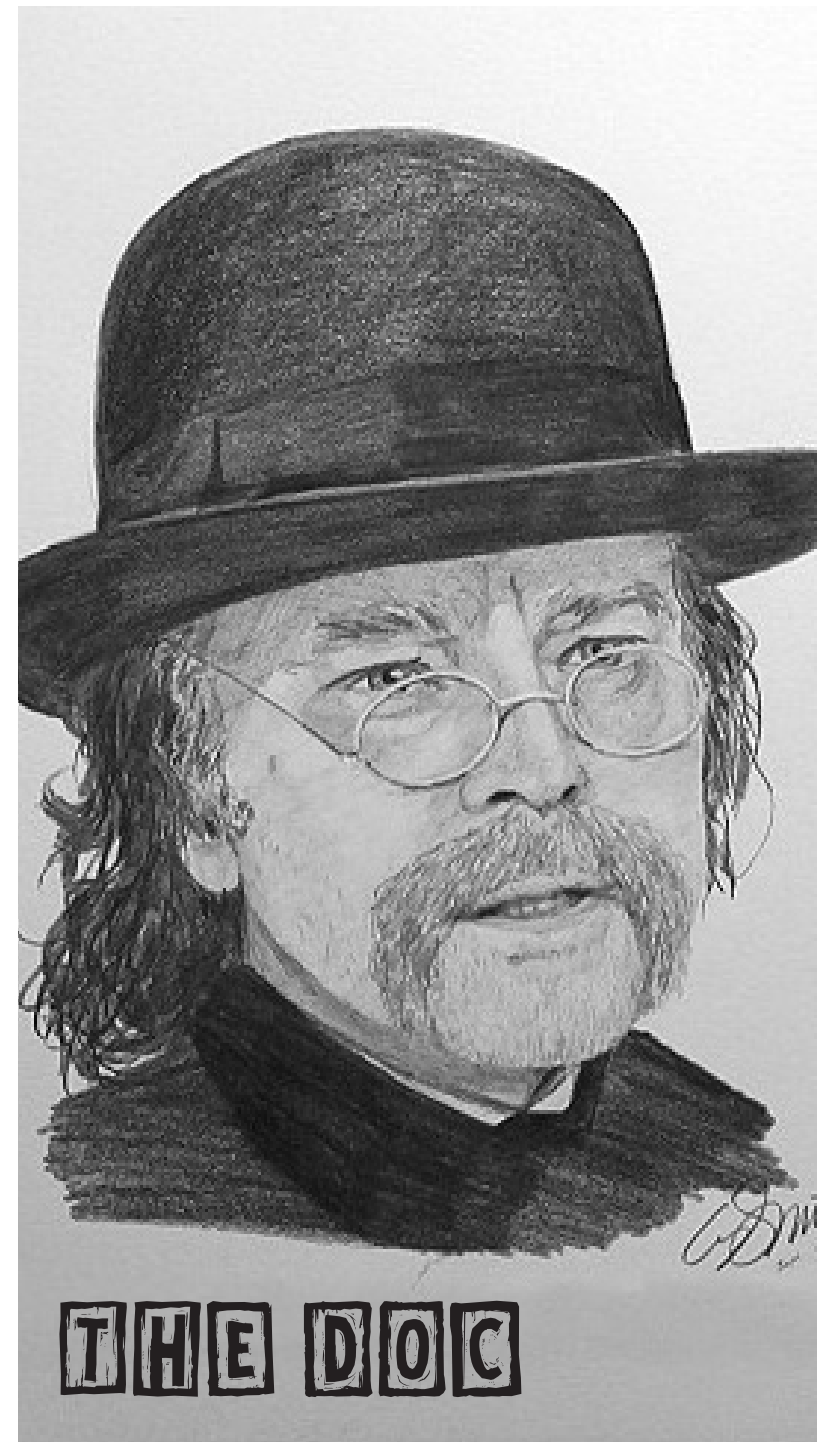
When you heal someone, you see them more clearly.

INFIRMARY

When you go into your infirmary and dedicate yourself to working on a person, decide what you're trying for 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 giant nugget;
- the best you'll be able to do is a crap version, weak and unreliable;
- it's going to mean exposing yourself (plus colleagues & patient) to serious danger;
- you're going to have to add ____ to your infirmary 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."



CREATING A DOC

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

NAME

Abram, Amos, Balthazar, Caleb, Elijah, Ezra, Joshua, Samuel, Silas

Clementine, Constance, Hanna, Hester, Sarah.

STATS

Choose one set:

- Cool+1 Grit=0 Hot+1 Sharp+2 Will-1
- Cool+1 Grit+1 Hot=0 Sharp+2 Will-1
- Cool-1 Grit+1 Hot=0 Sharp+2 Will+1
- Cool+2 Grit=0 Hot-1 Sharp+2 Will-1

MOVES

You get all the basic moves. Choose 2 doc 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, choose 1, 2, or all 3:

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

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

On the others' turns:

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

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

LOOK

Man, woman, ambiguous
Well kept, surly, disheveled, old, tired, fierce, kind.

common attire, surgeon's apron, dress clothes, bundled up.

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.

GEAR

You get:

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

Small practical weapons(choose 1):

- Springfield revolver (2-harm close loud)
- Derringer (2-harm reload close)
- Nelson & Co. Mississippi Rifle (2-harm far reload loud)
- Wicked knife (2-harm hand)

IMPROVEMENT

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

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

NAME -

LOOK

STATS MOVES

COOL do something under fire
 highlight

GRIT go aggro; seize by force
 highlight

HOT seduce or manipulate
 highlight

SHARP read a sitch; read a person
 highlight

WILL indlude your vices
 highlight

HARM

stabilized

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

HX help or interfere; session end

DOC 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

experiece >>> improve

- get +isharp (max sharp+3)
- get +1cool (max cool+2)
- get +1grit (max grit+2)
- get +1grit (max grit+2)
- get +will (max will+2)
- get a new doc move
- get a new doc move
- get 2 gigs (detail) and **moonlighting**
- get a move from another playbook
- get a move from another playbook

- get +1 to any stat (max stat+3)
- retire your character (to safety)
- create a second character to play
- change your character to a new type
- choose 3 basic moves and advance them.
- advance the other 4 basic moves.

DOC MOVES

Dram of laudanum: when you indulge your vices roll+sharp instead of roll+will.

Infirmary: you get an infirmary, a workspace with drugs, a surgeons table and two assistants (Desra and Zachary, maybe). Get patients into it and you can work on them with all the proper tools at your disposal. See Infirmary (reverse)

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

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

Breathe, Damnit!: when you put your hands skin-to-skin on a wounded person, roll+will. On a 10+, heal 1 segment. On a 7-9, heal 1 segment, but you're acting under fire from your patient's reaction. On a miss: your patient has gone into shock and you are helpless beside them. You are both acting under fire. For you, and for your patient if your patient's a fellow PC, treat it as though you've made an earnest plea and missed the roll. For patients belonging to the MC, their experience and fate are up to the MC.

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

GEAR & BARTER

OTHER MOVES

HOLD



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 support:

- luxury food music fashion sex
- spectacle easy food games art
- drinks coffee drugs scene

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, canned fruit, a cage.

Your regulars include these 5 NPCs (at least): Lemer, Carlton, Ned, Twist, and Veronica.

Who is your best regular? _____

Who's your worst regular? _____

These 3 NPCs (at least) have an interest in your establishment:
Wells, Clyde, Nicole

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 all three of these:

- a convenient shotgun (3-harm close reload messy)
- plywood & chickenwire (1-armor)
- everybody's packing: your cast & crew are a gang (2-harm gang small 0-armor)



THE GENTLEMAN

Call him a pimp, call him an entertainment entrepreneur, just be careful what you call him to his face or otherwise, as word ALWAYS gets back to him. The gentlemen combines a reputation for brutality with an uncanny instinct for forging political alliances. Ruthless and with fickle mercy, the gentlemen has his fingers in every pie and is influential in guiding the town towards where he feels is most profitable for his own interests.

a character playbook for



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



USING A GANG AS A WEAPON

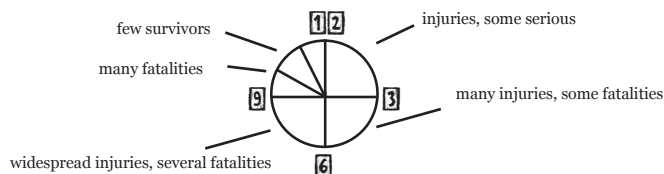
When a character makes an aggressive move using her gang as a weapon, her gang inflicts and suffers harm, she doesn't. A gang inflicts and suffers harm according to its own and its enemy's sizes, weapons, and armor.

GANGS & HARM

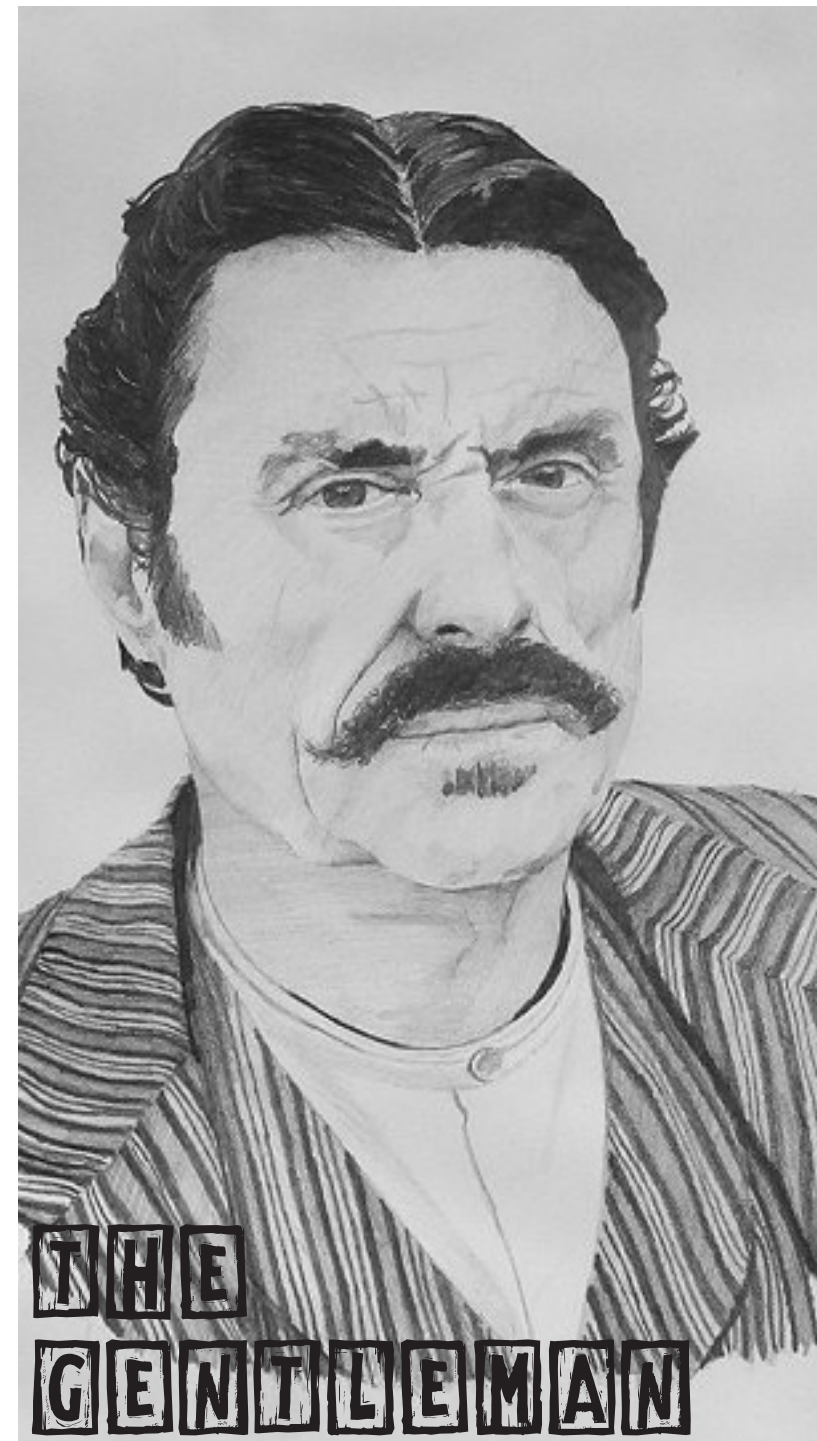
If there's a size mismatch between gangs, each step the attacker is bigger adds +1harm, and each step the attacker is smaller knocks off -1harm.

When a gang suffers...

- 1-harm: a few injuries, one or two serious, no fatalities.
- 2-harm: many injuries, several serious, a couple of fatalities.
- 3-harm: widespread injuries, many serious, several fatalities.
- 4-harm: widespread serious injuries, many fatalities.
- 5-harm and more: widespread fatalities, few survivors.



With a strong, present leader, a gang will hold together if it suffers up to 4-harm. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak and absent, it'll hold together if it suffers 1- or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.



CREATING A GENTLEMAN

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

NAME

Jones, Tex, Wallace, Cassidy, Levi, Cole, Maxwell, Isaac

Abigale, Ella, Flora, Hattie, Rosie, Stella

STATS

Choose one set:

- Cool+1 Grit-1 Hot+2 Sharp=0 Will+1
- Cool=0 Grit+1 Hot+2 Sharp+1 Will-1
- Cool-1 Grit+2 Hot+2 Sharp=0 Will-1
- Cool=0 Grit=0 Hot+2 Sharp+1 Will=0

MOVES

You get all the basic moves. Choose 2 gentleman 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:

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

On the others' turns:

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

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

LOOK

Man, woman

Casual wear, dirty wear, work wear, display wear, dress wear, immaculate whites.

Pinched face, boyish face, pretty face, expressive face, full 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

You get:

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

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
 highlight

GRIT — go aggro; seize by force
 highlight

HOT — seduce or manipulate
 highlight

SHARP — read a sitch; read a person
 highlight

WILL — indulge your vices
 highlight

HARM

stabilized

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

HX

help or interfere; session end

GENTLEMAN SPECIAL

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

IMPROVEMENT

experience >>> improve

- get +1hot (max hot+3)
- get +1cool (max cool+2)
- get +1grit (max grit+2)
- get +will (max will+2)
- get a new gentleman move
- get a new gentleman move
- add a security to your establishment
- resolve somebody's interest in your establishment
- get a move from another playbook
- get a move from another playbook

- get +1 to any stat (max stat+3)
- retire your character (to safety)
- create a second character to play
- change your character to a new type
- choose 3 basic moves and advance them.
- advance the other 4 basic moves.

GENTLEMAN MOVES

- Cool head:** when you do something under fire, roll+hot instead of roll+cool.
- A devil with a blade:** when you use a blade to go aggro or seize something by force, roll+hot instead of roll+grit.
- Fingers in every pie:** put out the word that you want a thing — could be a person, could be something to ease the pain, 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 god damned strings attached.
- Everybody eats, even that guy:** when you want to know something about someone important (your call), roll+hot. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 1:
 - how are they doing? what's up with them?
 - what or who do they love best?
 - who do they know, like and/or trust?
 - when next should I expect to see them?
 - how could I get to them, physically or emotionally?
- Just give me a motive:** name somebody who might conceivably eat, drink, or otherwise ingest something you've touched. If it's an NPC, roll+grit; a PC, roll+Hx. On a 10+, they do, and suffer 4-harm (ap) sometime during the next 24 hours. On a 7-9, it's 2-harm (ap). On a miss, some several people of the MC's choice, maybe including your guy maybe not, get it, and all suffer 3-harm (ap).

OTHER MOVES

BARTER

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

As a one-time expenditure, and very subject to availability, 1-barter might count for: a night in high luxury and company; any weapon, gear or fashion not valuable or hi-tech; the material costs of emergency care from a doc; a week's hire of the protective companionship of a calamity or muscle; repair of a piece of hitech gear by an inventor; a year's tribute to a government man; a month's feed and care for a well-used horse; 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 camp with oddments ajangle and expect to find horses, medicine or luxury eternal.



WEAPONS

Fuck-off big guns (choose 1):

- bolt action sniper rifle (3-harm far hi-tech)
- puckle gun (3-harm close loud autofire messy)
- black powder grenades (4-harm close area messy reload loud)

Serious guns (choose 2):

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

Hand weapons (choose 1):

- big-ass knife (2-harm hand)
- machete (3-harm hand messy)
- many knives (2-harm hand infinite)

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

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

When you hurt someone, they see you more clearly.



BARTER

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

As a one-time expenditure, and very subject to availability, 1-barter might count for: a night in high luxury and company; any weapon, gear or fashion not valuable or hi-tech; the material costs of emergency care from a doc; whatever services a gentleman offers at his establishment; repair of a piece of hitech gear by an inventor; a year's tribute to a government man; a month's feed and care for a well-used horse; bribes, fees and gifts sufficient to get you into almost anyone's presence.

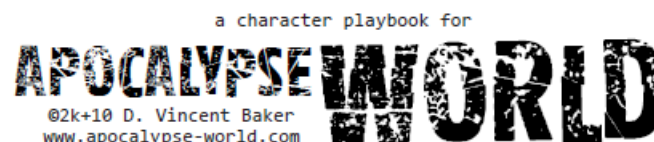
For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some camp with oddments ajangle and expect to find horses, medicine or luxury eternal.



THE MUSCLE

If anyone in camp has a lick of sense, they'll steer clear when they see the muscle storming through. He doesn't take shit from any cocksucker.

He's even more dangerous when he works for someone who can do the thinking for him. He can be fiercely loyal, enough that he might do a little creative interpretation of his orders if the situation calls for a heavier hand or a sharper blade.



USING A GANG AS A WEAPON

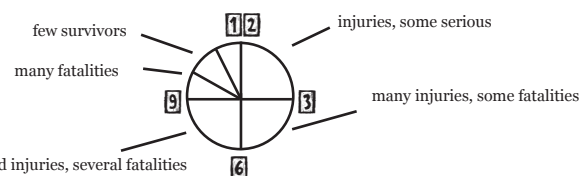
When a character makes an aggressive move using his gang as a weapon, his gang inflicts and suffers harm, he doesn't. A gang inflicts and suffers harm according to its own and its enemy's sizes, weapons, and armor.

GANGS & HARM

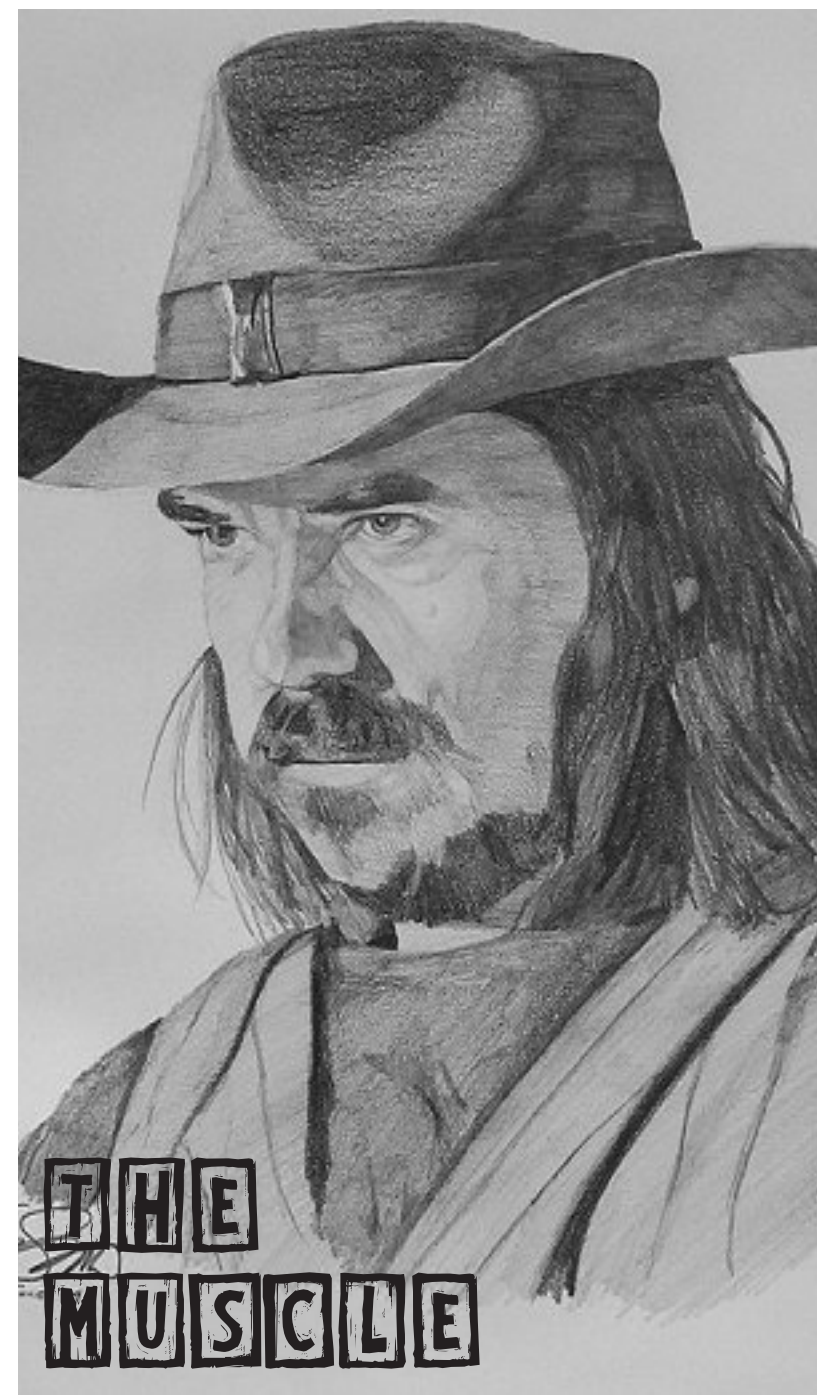
If there's a size mismatch between gangs, each step the attacker is bigger adds +1harm, and each step the attacker is smaller knocks off -1harm.

When a gang suffers...

- 1-harm: a few injuries, one or two serious, no fatalities.
- 2-harm: many injuries, several serious, a couple of fatalities.
- 3-harm: widespread injuries, many serious, several fatalities.
- 4-harm: widespread serious injuries, many fatalities.
- 5-harm and more: widespread fatalities, few survivors.



With a strong, present leader, a gang will hold together if it suffers up to 4-harm. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak and absent, it'll hold together if it suffers 1- or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.



CREATING A MUSCLE

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

NAME

Dan, Earl, Shawn, Russel, Buck, Loyd, Leon, Hoss.

Wes, Gina, Jenny, Kay, Ema, Violet, Maud

STATS

Choose one set:

- Cool+1 Grit+2 Hot-1 Sharp+1 Will=0
- Cool-1 Grit+2 Hot-2 Sharp+1 Will+2
- Cool+1 Grit+2 Hot-2 Sharp+2 Will-1
- Cool+2 Grit+2 Hot-2 Sharp=0 Will=0

MOVES

You get all the basic moves. You get 3 muscle 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, choose 1, 2 or all 3:

- One of them has fought shoulder to shoulder with you. Tell that player Hx+2.

- One of them once left you bleeding and did nothing for you. Tell that player Hx-2.

- Choose which one of them you think is prettiest. Tell that player Hx+2.

Tell everyone else Hx=0.

On the others' turns:

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

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

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

LOOK

Man, woman.

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.

GEAR

You get:

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

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

highlight

GRIT

go aggro; seize by force

highlight

HOT

seduce or manipulate

highlight

SHARP

read a sitch; read a person

highlight

WILL

indlude your vices

highlight

HARM



stabilized

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

HX

help or interfere; session end

MUSCLE SPECIAL

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

IMPROVEMENT

experiece >>> improve

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

- get +1 to any stat (max stat+3)
- retire your character (to safety)
- create a second character to play
- change your character to a new type
- choose 3 basic moves and advance them.
- advance the other 4 basic moves.

MUSCLE MOVES

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

Fuck these cocksuckers: name your escape route and roll+grit. 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 indulge your vices, roll+grit instead of roll+will, but only in battle.

True Grit: you get +1grit (grit+3).

Prepared for the inevitable: you have a well-stocked and high-quality first aid kit. It counts as an doc 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 gang (3-harm gang small), with armor according to the circumstances.

GEAR & BARTER

OTHER MOVES

HOLD

WEAPONS & ARMOR



FAITH & DEMONS

Choose a way your faith presents itself: Fire & Brimstone, Caring, Scientific, Calming

Choose the demons it hides: murder, rape, abuse, addiction, loss, torture, seizures, psychopathic disorders.

Your horrors were (choose 1 or 2):

- Inflicted by you
- Inflicted on you.

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

Unmasked, you are (choose 2):

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



BARTER

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

As a one-time expenditure, and very subject to availability, 1-barter might count for: a night in high luxury and company; any weapon, gear or fashion not valuable or hitech; the material costs of emergency care from a doc; whatever services a gentleman offers at his establishment; repair of a piece of hitech gear by an inventor; a year's tribute to a government man; a month's feed and care for a well-used horse; 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 camp with oddments ajangle and expect to find horses, medicine or luxury eternal.



THE PREACHER

Every camp needs someone who can speak to god on their behalf. But for this camp, you're all they've got. You came to faith as many do: lost, broken, and filled with demons. You went to god for your salvation and others followed whether you wished it or not.

You've preached to the masses and prayed for salvation, but your demons ain't gone yet. Maybe they'll leave some day, if you're can find the true path to redemption.



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.

PERIPHERAL 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 hurt someone, they see you more clearly.



CREATING A PREACHER

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

NAME

Aaron, Abraham, David, Isaac, Jonah, Noah, Samuel, Zachary.

LOOK

Man, woman.

Anne, Dee, Hester, Patience, Sarah, Sybrina, Temperance

Tattered vestments, formal vestments, scrounge vestments, clean vestments.

Abernathy, Bailey, Brownfield, Colby, McPherson, Reynolds, Tucker, Young

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

STATS

Choose one set:

- Cool=0 Grit+1 Hot-1 Sharp+1 Will+2
- Cool+1 Grit-1 Hot+1 Sharp=0 Will+2
- Cool-1 Grit+1 Hot=0 Sharp+1 Will+2
- Cool+1 Grit=0 Hot+1 Sharp-1 Will+2

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 a **Congregation** and then choose 2 preacher 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:

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

On the others' turns:

- Choose the character whose soul you've seen. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.

- Everyone else, whatever number they tell you, give it +1 and write it next to their character's name. You're a good and quick judge of others.

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

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

GEAR

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

Hx

help or interfere;
session end

COOL

do something under fire
 highlight

GRIT

go aggro; seize by force
 highlight

HOT

seduce or manipulate
 highlight

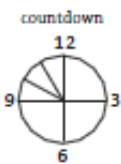
SHARP

read a sitch; read a person
 highlight

WILL

indlude your vices
 highlight

HARM



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

PREACHER 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

experiece >>> improve

- get +1cool (max cool+2)
- get +1sharp (max sharp+2)
- get +1grit (max grit+2)
- get a new preacher move
- get a new preacher move
- get a holding (detail) and **wealth**
- get a move from another playbook
- get a move from another playbook

- get +1 to any stat (max stat+3)
- retire your character (to safety)
- create a second character to play
- change your character to a new type
- choose 3 basic moves and advance them.
- advance the other 4 basic moves.

PREACHER MOVES

■ **Congregation:** you have 20 souls that come to you for spiritual guidance and relief. When you ask your congregation what they think your best course is, 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.

Frenzy: W hen you speak the truth to a mob, roll+will. 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+will instead of roll+hot.

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

Seeing souls: 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+will. 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.

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

GEAR & BARTER

OTHER MOVES

HOLD

DEPUTIES

By default, your deputies consists of about 5 deputized townsfolk with their personal weapons of choice (most likely a firearm) and horses. They're disciplined under your command but can be brutal or heavy-handed if unsupervised (2-harm gang small savage 1-armor).

Choose 2:

- you have a mess of deputies (15). size medium
- your deputies are well-armed. +1harm.
- your deputies are fortified. +1armor.
- your deputies well-disciplined. Drop savage.
- your deputies are comfortable on the open road, and able to stable and feed its own horses without a home base. It gets +mobile.

- your deputies have jobs in the community or are gold miners themselves, the posse gets +rich.

And choose 1:

- your deputies' horses are in sickly and need constant attention. Vulnerable: lame.
- your deputies' horses are stubborn and high-maintenance. Vulnerable: grounded.
- your deputies are unreliable, mutinous or entangled in other affairs. Vulnerable: desertion.
- your deputies are in significant debt to someone powerful. Vulnerable: obligation.
- your deputies are filthy and unwell. Vulnerable: disease.

SIZE

HARM

ARMOR

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

TAGS

BARTER

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

As a one-time expenditure, and very subject to availability, 1-barter might count for: a night in high luxury and company; any weapon, gear or fashion not valuable or hi-tech; whatever services a gentleman offers at his establishment; a week's hire of the protective companionship of a calamity or muscle; material costs of emergency care from a doc; repair of a piece of hitech gear by an inventor; a year's tribute to a government man; a month's feed and care for a well-used horse; 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 camp with oddments ajangle and expect to find horses, medicine or luxury eternal.

THE SHERIFF

In a camp that lives by the law of "everyone for themselves," your life is a trying one at best. The distinction between justice and the law is something only you care to consider, and your choices generally put your own head on the block. Welcome to the camp, sheriff, and have an extra bullet for your efforts



USING A GANG AS A WEAPON

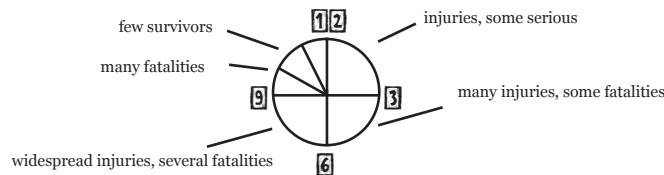
When a character makes an aggressive move using his gang as a weapon, his gang inflicts and suffers harm, he doesn't. A gang inflicts and suffers harm according to its own and its enemy's sizes, weapons, and armor.

GANGS & HARM

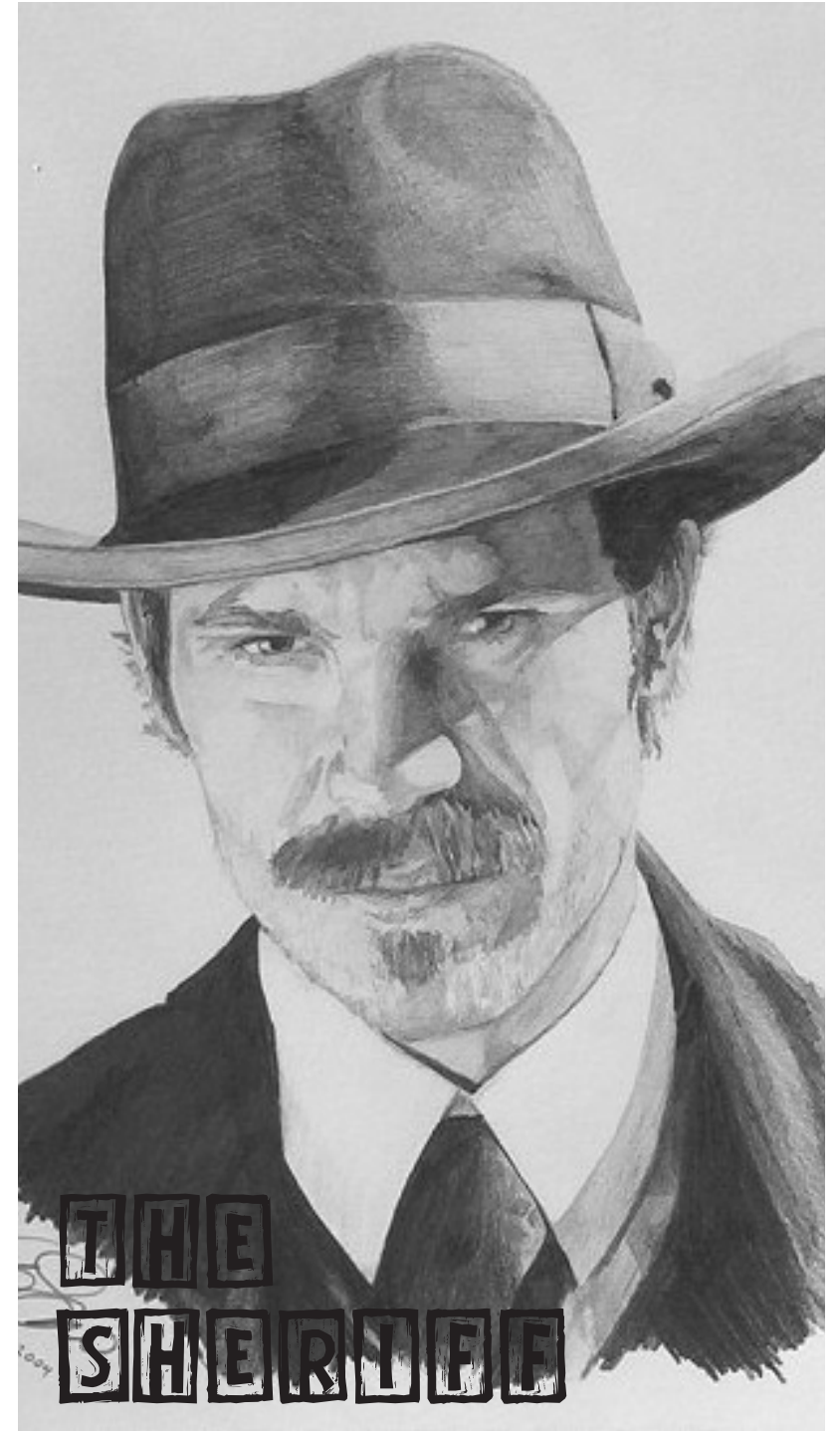
If there's a size mismatch between gangs, each step the attacker is bigger adds +1harm, and each step the attacker is smaller knocks off -1harm.

When a gang suffers...

- 1-harm: a few injuries, one or two serious, no fatalities.
- 2-harm: many injuries, several serious, a couple of fatalities.
- 3-harm: widespread injuries, many serious, several fatalities.
- 4-harm: widespread serious injuries, many fatalities.
- 5-harm and more: widespread fatalities, few survivors.



With a strong, present leader, a gang will hold together if it suffers up to 4-harm. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak and absent, it'll hold together if it suffers 1- or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.



CREATING A SHERIFF

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

NAME

Al, Abe, Gene, Roy, Zeke, Jed, Joe Kid, Wyatt

Constance, Laura, Lulu, Allison, Maureen, Mary, Becca

STATS

Choose one set:

- Cool+1 Grit+2 Hot-1 Sharp+1 Will=0
- Cool+1 Grit+2 Hot-1 Sharp=0 Will+1
- Cool+1 Grit+2 Hot=0 Sharp+1 Will-1
- Cool+2 Grit+2 Hot-1 Sharp=0 Will-1

MOVES

You get all the basic moves. You get the sheriff move.

HX

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

List the other characters' names.

Go around again for Hx. On your turn:

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

On the others' turns:

- One of them has stood up to you, deputies and all. Whatever number that player tells you, give it +1 and write it next to the character's name.

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

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

LOOK

Man, woman

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.

GEAR

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

- colt peacemaker (2-harm close loud)
- Winchester rifle (2-harm far reload loud)
- break action double barrel (3-harm close reload messy)
- club (2-harm hand)
- knife (2-harm hand)
- cavalry sabre (3-harm hand messy)

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
 highlight

GRIT go aggro; seize by force
 highlight

HOT seduce or manipulate
 highlight

SHARP read a sitch; read a person
 highlight

WILL include your vices
 highlight

HARM

stabilized

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

HX help or interfere; session end

SHERIFF 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 +1grit (max grit+3)
- get +1cool (max cool+2)
- get +1sharp (max sharp+2)
- get +1will (max will+2)
- get +will (max will+2)
- choose a new option for your gang
- get 2 gigs (detail) and *moonlighting*
- get a holding (detail) and *wealth*
- get a move from another playbook
- get a move from another playbook

- get +1 to any stat (max stat+3)
- retire your character (to safety)
- create a second character to play
- change your character to a new type
- choose 3 basic moves and advance them.
- advance the other 4 basic moves.

SHERIFF MOVES

■ **I am the law:** when you try to impose your will on an individual or small gang in the camp, roll+grit. On a 10+, all 3. On a 7-9, choose 1:

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

On a miss, someone decides the camp would be better off with a different sheriff, or perhaps none at all.

GEAR & BARTER

OTHER MOVES

HOLD

YOUR HORSE

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

Breed(choose 1): appaloosa, mustang, pinto, arabian, palamino

Weakness (choose 1): slow, clumsy, stubborn, easily startled, lazy, unreliable.

Name: Apache, Buttermilk, Feather, Lucky, Patch, Raider, Sibbee, Lotty

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



WHORE GEAR

You get:

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

Graceful weapons (choose 1):

- sleeve pistol (2-harm close reload loud)
- ornate dagger (2-harm hand valuable)
- hidden knives (2-harm hand infinite)
- derringer pistol (2-harm reload close)

Fancy 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.

BARTER

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

As a one-time expenditure, and very subject to availability, 1-barter might count for: a night in high luxury and company; any weapon, gear or fashion not valuable or hi-tech; whatever services a gentleman offers at his establishment; a week's hire of the protective companionship of a calamity or muscle; material costs of emergency care from a doc; repair of a piece of hitech gear by an inventor; a year's tribute to a government man; a month's feed and care for a well-used horse; 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 camp with oddments ajangle and expect to find horses, medicine or luxury eternal.

GEAR & BARTER



THE WHORE

Even in the filth of camp, 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 isn't tawdry. There are moments that are more than stench, smoke, rage and blood.

If there's anything beautiful left in this ugly ass world, the whore can provide if for you. Will they share it? Will they give you a glimpse of compassion and happiness? Or will they just give these low-brow cocksuckers what they want?

a character playbook for



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



EXAMPLE ARTS

For *Artful & gracious*:

Singing or performing music, dancing, making jewelry, creating functional and beautiful tools, working fur or leather, training dogs or birds — any craft or art that suits the environment and the character.

BARTER PERIPHERAL 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 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 one of the following:

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

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



CREATING A WHORE

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

NAME

Shelley, Alice, Belle, Sonya, Molly, Vivian, Eleanore, Pearl, Trixie.

STATS

Choose one set:

- Cool+1 Grit-1 Hot+2 Sharp+1 Will=0
- Cool=0 Grit=0 Hot+2 Sharp=0 Will+1
- Cool-1 Grit=0 Hot+2 Sharp+2 Will-1
- Cool+1 Grit+1 Hot+2 Sharp+1 Will-2

MOVES

You get all the basic moves. Choose 2 whore 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, choose 1, 2 or all 3:

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

On the others' turns:

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

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

LOOK

Woman

Saloon girl, painted lady, bawdy dancer, courtesan

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.

GEAR

You get:

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

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

highlight

GRIT

go aggro; seize by force

highlight

HOT

seduce or manipulate

highlight

SHARP

read a sitch; read a person

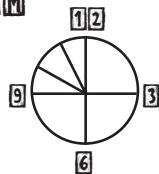
highlight

WILL

indulge your vices

highlight

HARM



stabilized

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

Hx

help or interfere; session end

WHORE 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 +1grit (max grit+2)
- get +1sharp (max sharp+2)
- get a new whore move
- get a new whore move
- get 2 gigs (detail) and *moonlighting*
- get followers (detail) and *fortunes*
- get a move from another playbook
- get a move from another playbook

- get +1 to any stat (max stat+3)
- retire your character (to safety)
- create a second character to play
- change your character to a new type
- choose 3 basic moves and advance them.
- advance the other 4 basic moves.

WHORE MOVES

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

Connected: when you ask around for someone by name roll+will. On a hit, they come to you, with or without knowing 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.

Arresting visage: 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. ey 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.

HOLD

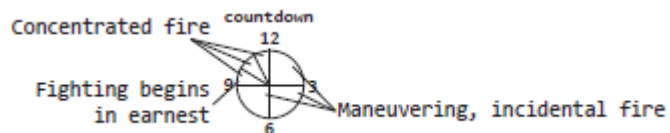
OTHER MOVES



OPTIONAL BATTLE MOVES

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

Battle countdown:



Incidental fire means 0-harm or 1-harm (ricochets connecting, bullets spun by cover, bullets fired from far-off on dim chance). Concentrated fire means the enemy's full harm, as established by their weapons and their numbers, as normal.

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

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

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

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

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

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



THE MOVES

In Dead World, friend, you *are* what you do.

a character playbook for

APOCALYPSE WORLD
©2k+10 D. Vincent Baker
www.apocalypse-world.com



BARTER MOVES

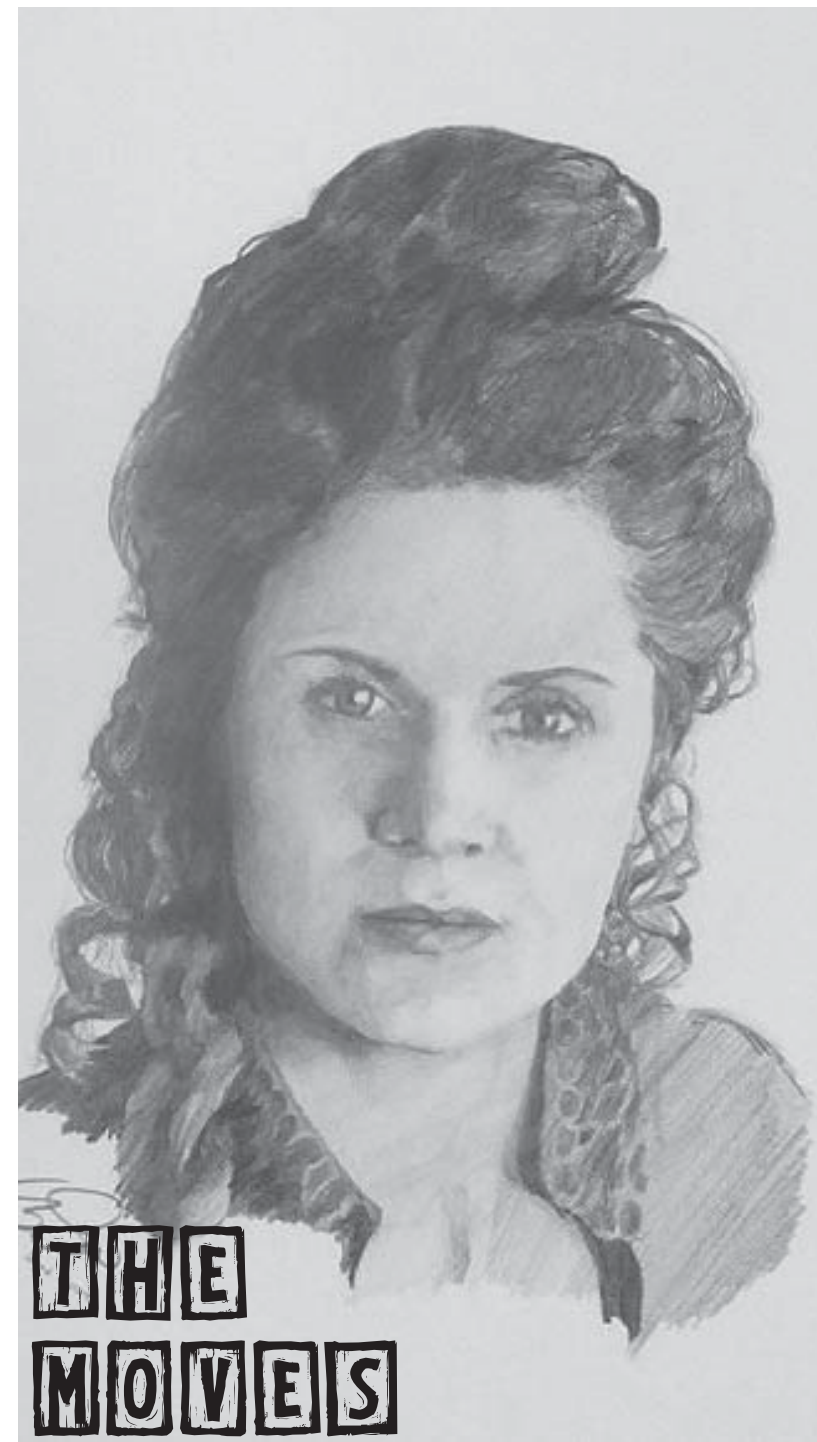
By default, characters have access to the barter moves, but the MC might decide to limit them.

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

When you **go into a camp'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 one of the following:

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

When you **make known that you want a thing and drop cash money 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.



BASIC MOVES



DO SOMETHING UNDER FIRE

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

GO AGGRO

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

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

SEIZE BY FORCE

When you try to **seize something by force**, or to secure your hold on something, roll+grit. On a hit, choose options. On a 10+, choose 3. On a 7–9, choose 2:

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

SEDUCE OR MANIPULATE

When you try to **seduce or manipulate someone**, tell them what you want and roll+hot. For NPCs: on a hit, they ask you to promise something first, and do it if you promise. On a 10+, whether you keep your promise is up to you, later. On a 7–9, they need some concrete assurance right now. For PCs: on a 10+, both. On a 7–9, choose 1:

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

What they do then is up to them.

BASIC MOVES



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?*

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 ___?*

INDULGE YOUR VICES

When you **indulge your vices** and your mind is besotted with your particular pleasures (booze, opiates, whores, gambling, violence, righteous anger), you gain revelatory insights amidst all this squallor. Roll+will and pontificate, in brief or in full, about the nature and truth of things. On a hit, the MC will seize on something you've said and elaborate on your insight. On a 10+, they'll straight-up tell you something you hadn't realized before. On a 7-9, they'll hint at the answer to something that's been vexing you. On a miss, some truth will set you free, but not this truth. No, this truth is gonna shove you right back into the mud.

HELP OR INTERFERE

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



HARM & HEALING MOVES

By default, the harm & healing moves are in play. The MC might decide to forego them, case by case.

This move is unusual in that a hit is bad for the player and a miss is good:

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.

When you hurt someone, they see you more clearly. When you heal someone, you see them more clearly.

SESSION END

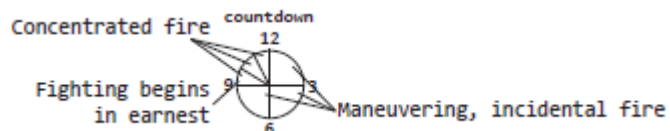
At the end of every session, choose a character who knows you better than they used to. If there's more than one, choose one at your whim. Tell that player to add +1 to their Hx with you on their sheet. If this brings them to Hx+4, they reset to Hx+1 (and therefore mark experience).



OPTIONAL BATTLE MOVES

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

Battle countdown:



Incidental fire means 0-harm or 1-harm (ricochets connecting, bullets spun by cover, bullets fired from far-off on dim chance). Concentrated fire means the enemy's full harm, as established by their weapons and their numbers, as normal.

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

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

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

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

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

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



THE MOVES

In Dead World, friend, you *are* what you do.

a character playbook for

APOCALYPSE WORLD

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



BARTER MOVES

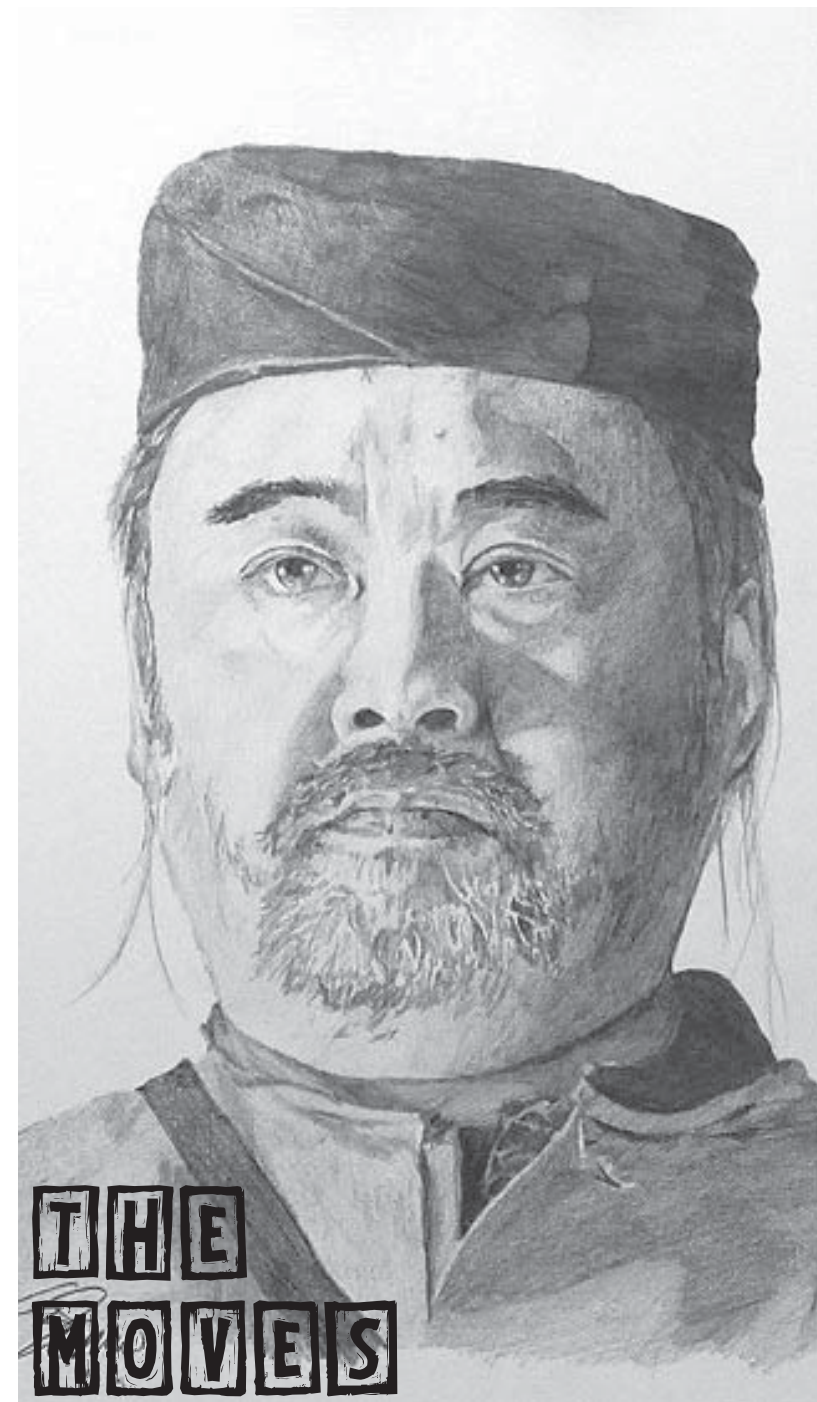
By default, characters have access to the barter moves, but the MC might decide to limit them.

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

When you **go into a camp'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 one of the following:

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

When you **make known that you want a thing and drop cash money 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.



BASIC MOVES



DO SOMETHING UNDER FIRE

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

GO AGGRO

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

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

SEIZE BY FORCE

When you try to **seize something by force**, or to secure your hold on something, roll+grit. On a hit, choose options. On a 10+, choose 3. On a 7–9, choose 2:

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

SEDUCE OR MANIPULATE

When you try to **seduce or manipulate someone**, tell them what you want and roll+hot. For NPCs: on a hit, they ask you to promise something first, and do it if you promise. On a 10+, whether you keep your promise is up to you, later. On a 7–9, they need some concrete assurance right now. For PCs: on a 10+, both. On a 7–9, choose 1:

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

What they do then is up to them.

BASIC MOVES



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?*

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 ___?*

INDULGE YOUR VICES

When you **indulge your vices** and your mind is besotted with your particular pleasures (booze, opiates, whores, gambling, violence, righteous anger), you gain revelatory insights amidst all this squallor. Roll+will and pontificate, in brief or in full, about the nature and truth of things. On a hit, the MC will seize on something you've said and elaborate on your insight. On a 10+, they'll straight-up tell you something you hadn't realized before. On a 7-9, they'll hint at the answer to something that's been vexing you. On a miss, some truth will set you free, but not this truth. No, this truth is gonna shove you right back into the mud.

HELP OR INTERFERE

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



HARM & HEALING MOVES

By default, the harm & healing moves are in play. The MC might decide to forego them, case by case.

This move is unusual in that a hit is bad for the player and a miss is good:

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.

When you hurt someone, they see you more clearly. When you heal someone, you see them more clearly.

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).