

## Authority

As the commander's right hand you have management control over a great many of the ships functions.

Choose 1:

- **Dedicated Senior NCOs** – You have hand picked all of your senior enlisted (+Loyal)
- **Highly trained crew** – Your training requirements have formed your crew into a well oiled machine (+Efficient)
- **Oohra-** You have twice the number of Marines on board and can recruit more (+Recruiter)
- **Delta Foxtrot** – You have a covert operations squad to supplement Marine security or operations. (+Hidden Forces)
- **Elite Engineering teams** – You have a crack team of engineers that keep the ship running well (+ Repair)

## XO – Executive Officer

If you walk through that air lock and step on this ship you are my Godsdamned business. If the Commander is God on this ship than I am her right fist of retribution. I will train you, break you and put your once sissy ass back together. I will turn you from a Godsdamned oxygen thief into part of this crew or I will put you out the air lock my damn self. You are a cog in a machine. My machine. I am at the controls and I make sure every Frackin' order is followed, every mission objective completed. I will test you and make you rue the day I was born, and if you follow my orders that will be for a long gods damned time.

a character playbook for  
**APOCALYPSE WORLD**  
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### USING A MILITARY UNIT AS A WEAPON

When a character makes an aggressive move using his military unit (MU) as a weapon, his MU inflicts and suffers harm, he doesn't. An MU inflicts and suffers harm according to its own and its enemy's sizes, weapons, and armor.

### MILITARY UNIT & HARM

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

When an MU 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, an MU 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 AN XO

To Create your XO. Choose a name, rank, look, gear, HX, Stats and Moves. Choose in any order you like.

Name:

Richard, Rick, Dirk,  
Herb, Marrne, Terry,  
Jane, Troy, Tony,  
David, Sarah.

Rank:

Lieutenant Colonel,  
Colonel, Lieutenant  
Commander.

Look:

Man or Woman  
Officer Duty Uniform,  
Officer Dress Uniform,  
Battle Dress Uniform,  
Maintnece Overalls.

Weather beaten face,  
Grim face, sober face,  
craggy face, mournful  
face, compelling face.

Blank eyes, 1000 yard  
stare, merciless eyes,  
warm eyes, heavy eyes,  
cold eyes, friendly  
eyes.

Huge body, wiry body,  
healthy body, portly  
body, ripped body.

Gear:

Colonial Navy standard issue firearm (Any other personal weapon) oddiments worth 2 supply.

### HX

Everyone introduces their characters by name and playbook.

List the other characters' names:

- Commander +2 \_\_\_\_\_
- CAG -1 \_\_\_\_\_
- Pilot +0 \_\_\_\_\_
- Engineer +2 \_\_\_\_\_
- Marine +1 \_\_\_\_\_
- President +1 \_\_\_\_\_
- Opportunist +1 \_\_\_\_\_
- Visionary +0 \_\_\_\_\_
- Businessman +1 \_\_\_\_\_
- Partisan -1 \_\_\_\_\_
- Activist +2 \_\_\_\_\_
- Doctor +0 \_\_\_\_\_
- +3 \_\_\_\_\_

For one person, instead write their name by the +3 and explain why you care about them [I don't want on my ship, I worked with, I can rely on, I need support from, I don't trust, I am in love with, etc].

### STATS

Choose one set:

- Cool+2 Hard-0 Hot-1 Sharp+2 Faith-1
- Cool+2 Hard+1 Hot+1 Sharp-0 Faith-1
- Cool+2 Hard-1 Hot+1 Sharp+1 Faith-0
- Cool+2 Hard+1 Hot-0 Sharp-1 Faith+1

### MOVES

You get all the basic moves.

NAME -

LOOK \_\_\_\_\_

### STATS MOVES

<b>COOL</b>	do something under fire <input type="checkbox"/> highlight	<b>XO SPECIAL</b> When you and another PC share a dangerous situation. Hold 1. You can then spend that hold to be there next time they are in danger. when you spend the hold get +1 HX.
<b>HARD</b>	go aggro; seize by force; leadership <input type="checkbox"/> highlight	
<b>HOT</b>	seduce or manipulate <input type="checkbox"/> highlight	
<b>SHARP</b>	read a ditch; read a person <input type="checkbox"/> highlight	
<b>FAITH</b>	leap of faith <input type="checkbox"/> highlight	
<b>HX</b>	help or interfere; session end <input type="checkbox"/> highlight	

**HARM**

<input type="checkbox"/> sheered (-1 cool)
<input type="checkbox"/> crippled (-1 hard)
<input type="checkbox"/> disfigured (-1 hot)
<input type="checkbox"/> broken (-1 sharp)
<input type="checkbox"/> lost (-1 faith)

**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.  
experience ○○○○○>>>improve

- ... get +1 cool (max cool+2)
- ... get +1 hard (max hard+2)
- ... get +1 sharp (max sharp+2)
- ... get +1 hot (max hot+2)
- ... get +1 faith (max faith+2)
- ... choose a new role for your ship
- ... choose a new XO move
- ... get a move from another playbook
- ... get a move from another playbook
- ... travel yourself as a Dylon. (aka. Reassignment and one other move from Dylon playbook. (Remove this option if two Dylons are needed.)
- ... get +1 to any stat (max stat+2)
- ... retire your character (to safety)
- ... create a second character to play
- ... change your character to a new type
- ... choose 2 basic moves and enhance them.
- ... enhance the other 4 basic moves.

## XO MOVES

Logistics – Between sessions when there is down time roll + cool. On a 10+ you have a supply surplus. On a 7-9, you have a surplus and one trouble. On a miss it's all trouble.

Harsh Lessons – When one or more of the crew are killed or go critical because of a decision you made gain an XP.

Choose 2 more.

0 Fire Support – you can direct fire from the battlestar with great accuracy. Roll + Cool. On a 10+ give a +2 to aid accuracy. On a 7-9 give a +1. On a miss you give bad instructions give a -1.

0 Tactical Support – Roll + Cool instead of HX to help or hinder anyone in the fleet.

0 I'm the Frackin' XO! – Take a +1 to impose your will on anyone you out rank or a civilian.

0 Planning is everything – During a critical moment you can implement a plan giving a +1 forward to any other character or yourself.

0 Master Tactician - +1 Cool (Max +3)