



THE EXTENDED PLAYBOOKS

Print pages 3–14

These playbooks extend apocalypse world in various different ways. Some make assertions about the past or future of apocalypse world, some about the nature of its people or environment.

If they aren't in play, don't consider their ideas binding.

MC, before play begins, it's your job to decide which of these extended playbooks, if any, are on the table.

Once play's underway, it's your job to decide which, if any, are available for *get a move from another playbook* or *change your character to a new playbook*.

THE FACELESS

with Bret Gillan

Print pages 3–4

Is it true everywhere, always? Was it true in the golden age of legend, when life was kind? For certain it's true here in Apocalypse World: some of us are born and grow up and live without faces. We have things on the fronts of our heads, of course, but they're soft, malleable, expressive, revealing things, they aren't our faces. Our faces would be hard, unyielding, silent and stern, they would be what we are. They would never flinch.



QUARANTINE

Print pages 5–6

It's possible, when the Golden Age of Legend fell, that no one saw it coming. It's possible that it came upon them unprepared and unsuspecting. Maybe they, like we, were simply fucked.

It's also possible that they knew.

THE WATERBEARER

with Meguey Baker

Print pages 7–8

Every once in awhile there's a place worth being, even in Apocalypse World. And if you're in that place, sometimes you wind up becoming more than you were. You're not about the grasping, gasping thirsty mess of the world, you're not afraid of the howling wolves, and you could give a damn about what October wants or who T-Bone is fucking. You have the Source, and it can quench any thirst they have





THE CHILD-THING

Print pages 9–10

We are coming. We are the future. We are what you made.



THE SHOW

with Elliot Baker

Print pages 13–14

It's like the ancient prophet said. You are the show. If you don't make the gig, the gig is fucking nowhere.

THE NEWS

with Josh Savoie

Print pages 11–12

It's all bullshit. The lies Dremmer tells his people to keep them fighting, the hunger prophet and her salvation, the brainers and their brain-fuckery. But not you. You know what's what. When Krin starts a war with Wire, you know it. When some asshole shoots up that hold to the east, you know it. When some crazy-ass seer is gathering an army in the rag-wastes, you know it.

You know it, and you say it. Bring the truth, no matter whose lies it betrays and no matter how bad it hurts.



THE FACELESS

with Bret Gillan

Is it true everywhere, always? Was it true in the golden age of legend, when life was kind? For certain it's true here in Apocalypse World: some of us are born and grow up and live without faces. We have *things* on the fronts of our heads, of course, but they're soft, malleable, expressive, revealing things, they aren't our *faces*. Our faces would be hard, ungingiv, silent and stern, they would be what we are. They would never flinch.

FACELESS MOVES

Pit bull: whenever your life becomes untenable, name the person you hold most responsible. Take +1 ongoing to all rolls versus them, forever. (All rolls with them directly as a target count, of course. Rolls against their family and friends, minions, or property may count, in the MC's judgment. MCs, remember your job is to make Apocalypse World seem real and keep the characters' lives interesting, not deny the PCs bonuses.)

Rasputin: shot, stabbed, and poisoned, you just keep coming. When you are being scary as fuck and coming at someone, you get +1armor. You still get shot and stabbed, bleeding just doesn't bother you that much anymore.

Juggernaut: take -2 on all "when you suffer harm" rolls.

Oh yeah! roll+hard to smash your way through scenery to get to or away from something. On a 10+, the scenery is moved or smashed and you get what you want. On a 7-9 you get what you want and smash or move the scenery, but you take 1-harm (ap), and are disoriented and under fire in follow-up actions, leave something behind, or take something with you. Think smashing through walls or pushing through burned out husks of cars. On a miss, your foot gets pinned under something mid-smash.

Scent of blood: at the beginning of the session, roll+weird. On a 10+ hold 1+1. On a 7-9 hold 1. At any time, you or the MC can spend your hold to have you at the scene of a battle (a real battle, not intimate violence between a couple people). If your hold was 1+1, take +1forward now. On a miss, the MC holds 1, and can spend it to have you there and pinned down.

Norman: you seek the advice of your mask. Roll+weird to see what it directs you to do. On a 10+ mark experience and take +1forward if you do as your mask wishes. On a 7-9, take a +1 if you do what it wants and act under fire if you don't. On a miss, it has its own agenda. Act under fire if you don't follow it.

As one: attempts by other PCs to seize your mask by force, or to get you to remove or give away your mask by going aggro or seduction/manipulation, are at -2. NPCs will never succeed at unmasking you against your will, even if you are completely at their mercy.

Beastly: you get +1hard (hard+3).

OTHER MOVES

NAME -

LOOK

STATS MOVES

COOL highlight
do something under fire

HARD highlight
go aggro; sucker someone; do battle

HOT highlight
seduce or manipulate

SHARP highlight
read a sitch; read a person

WEIRD highlight
open your brain

HARM highlight

countdown
12
9 3
6
 stabilized

when life becomes untenable:
 come back with -1hard
 come back with +1weird (max+3)
 change to a new playbook
 die

HX

help or interfere; session end

FACELESS SPECIAL

If you and another character have sex, hold 1. If they get into shit, either you or they can spend your hold and you are there.

IMPROVEMENT

experience ○○○○>>>improve

- ___ get +1hot (max +2)
- ___ get +1sharp (max +2)
- ___ get +1weird (max +2)
- ___ get a new faceless move
- ___ get a new faceless move
- ___ get a vehicle (you detail) and **combat driver**
- ___ get a gang (you detail) and **pack alpha**
- ___ 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 FACELESS

YOUR MASK

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

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

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

Unmasked, you are (choose 2):

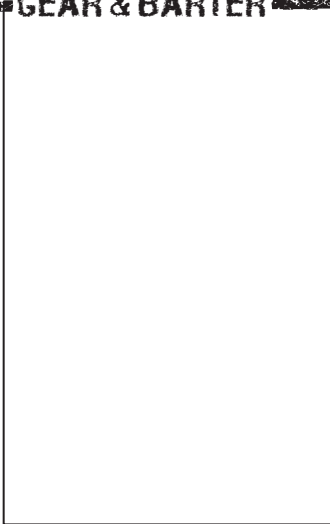
- Vulnerable. Whenever you suffer harm, you suffer +1harm.
- Grotesque. Every PC who sees you goes immediately to Hx+3 with you.
- Afraid. You take -1 ongoing until you cover your face again.
- Irresolute. When you inflict harm, inflict -1harm.
- Ashamed. You have hard=0 until you cover your face again.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

DRAW YOUR MASK



This is not optional.

GEAR & BARTER



BARTER

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; 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 FACELESS

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

NAME

Hunk, Tor, Ork, Doule, Big Fuckler, Olga, Blag, Mega, Dent, Marge, Crudhammer, Deg, Frog, Summint, Trench, Zuto, Kray, Momo, Gigg, Meat, Stomp, Playboy.

STATS

Choose one set:

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

MOVES

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

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 **single combat**.

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 helped me do something terrible?
For that character, write Hx+3.
- Which one of you was once kind and unafraid toward me?
For that character, write Hx+2.
- Which one of you do I think is pretty?
For that character, write Hx+1.

For everyone else, write Hx=0.

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, concealed, or transgressing.
Casual wear, fetish-bondage wear, showy armor, scrounged armor.
Hard eyes, blank eyes, merciless eyes, dead eyes, or calculating eyes.
Huge body, muscular body, tall gangly body, wiry body, or obese body.

GEAR

In addition to your mask, you get:
• 1 brutal weapon
• fashion suitable to your look, including at your option a piece worth 1- or 2-armor (you detail)
• oddments worth 2-barter

Brutal weapons (choose 1):

- magnum (3-harm close reload loud)
- sawed off (3-harm close reload messy)
- crowbar or club or bat (2-harm hand messy)
- machete or axe (3-harm hand messy)
- chainsaw (3-harm hand autofire messy)

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 highlight
do something under fire

HARD highlight
go aggro; sucker someone; do battle

HOT highlight
seduce or manipulate

SHARP highlight
read a sitch; read a person

WEIRD highlight
open your brain

HARM highlight

countdown
12
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 stabilized

when life becomes untenable:
 come back with -1hard
 come back with +1weird (max+3)
 change to a new playbook
 die

HX
help or interfere; session end

QUARANTINE SPECIAL

If you and another character have sex, roll+sharp. On a hit, ask their player questions. On a 10+, ask 2. On a 7-9, ask 1:
 • *Whom do you most miss?*
 • *What do you hope for the future?*
 • *What makes you feel beautiful? Loved?*
 • *Who was your first kiss? Did you like it?*
 • *If I asked, would you stay with me?*
 • *In what ways are your mind and soul pure?*
 They may ask you one in return.
 On a miss, you each get -1Hx with the other.

IMPROVEMENT

- experience ○○○○>>>improve
- __ get +1hard (max hard+2)
 - __ get +1sharp (max sharp+2)
 - __ get +1weird (max weird+2)
 - __ unlock a stasis facility
 - __ unlock a stasis facility
 - __ unlock a stasis facility
 - __ get followers (you detail) and **fortunes**
 - __ get a move from another playbook
 - __ get a move from another playbook
 - __ get a move from another playbook
 - __ get +1 to any stat (max stat+3)
 - __ retire your character (to safety)
 - __ create a second character to play
 - __ change your character to a new playbook
 - __ choose 3 basic moves and advance them.
 - __ advance the other 3 basic moves.

QUARANTINE

QUARANTINE

It's possible, when the Golden Age of Legend fell, that no one saw it coming. It's possible that it came upon them unprepared and unsuspecting. Maybe they, like we, were simply fucked.

It's also possible that they knew.

QUARANTINE MOVES

- Combat veteran:** you get +1cool (cool+3).
- Disciplined engagement:** when you inflict harm, you can choose to inflict any amount of harm you like, less than or up to your harm as established, including s-harm. Decide at the moment you inflict the harm; you need not tell anyone in advance how much harm you intend to inflict.
- Leave no one behind:** in battle, when you help someone who's rolling, don't roll+Hx. You help them as though you'd hit the roll with a 10+.
- Eager to know:** when you go to someone for advice, they must tell you honestly what they think the best course is. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue that course but don't accomplish your ends, you mark experience.
- Inspiring:** when another player's character rolls+Hx to help you, they mark experience.

OTHER MOVES

PAST

You were there when the world ended, but you've been in stasis for 50 years and your memory is only slowly returning. At the beginning of each session, roll+sharp. On a hit, ask the MC one of the following questions and she'll answer it. On a 10+, you can ask a followup question, which can be from the list but needn't. On a miss, the MC will choose a question and you will answer it.

- __ Where was I when the world ended?
- __ Did we know whose fault it was?
- __ Who did it hit worst?
- __ Was it sudden or gradual?
- __ Could we have stopped it?
- __ Who were the first people to know?
- __ What was the first year like?
- __ How long did we hold out hope?
- __ What did we try that failed?
- __ What were the first signs that the world was ending?
- __ Who did I lose?
- __ Who seemed safe, but wasn't?
- __ What's the worst thing I saw?
- __ When it reached us, what did we already know?
- __ What let some people survive, when others couldn't?

STASIS

As things stand at the beginning of play, anyone released from stasis suffers both 2-harm area ap and Ψ-harm.

You emerged from stasis (choose 1):

a few days ago, a few weeks ago, a few months ago.

Remaining in stasis are the rest of your unit, plus (choose 1 or more):

your friends, your colleagues, your family, your superiors.

Stasis has remained untouched by outsiders. Why? Choose 1 or more:

It's securely hidden. It has deadly defenses.
 They're in awe or terror of the undying people within.

When you emerged from stasis, Specialist JACKSON, TAMMY M. emerged with you. What happened to her? Choose 1:

The world's psychic maelstrom inflicted 2-harm, killing her.
 The world's psychic maelstrom inflicted Ψ-harm, shattering her sanity.
 The world's psychic maelstrom inflicted Ψ-harm, and you were forced to kill her in self-defense.
 You don't know. You haven't seen or heard from her.

STASIS FACILITIES

Unlocked stasis facilities (choose 1):

- Release:** you can release everyone from stasis, all at once or one by one.
- Ψ-isolation rig:** bring someone into stasis and you can isolate them from the world's psychic maelstrom. With a little reconfiguration, you can use the rig to further manipulate the world's psychic maelstrom: treat this as **augury**, but roll+sharp instead of rolling+weird.
- Medlab:** stasis includes a workspace with life support and medical technology. Bring someone injured into it and you can work on them like a savvyhead on tech (cf).
- Archives:** stasis includes an investigative workspace in the form of its records and historical archives. Access them and you can get to the bottom of the past like a savvyhead getting to the bottom of some tech shit (cf).
- Hi-tech scrounge:** you can scavenge stasis for its spare parts. Each time you do, you get 5-barter worth of hi-tech crap, to detail or use as barter, but permanently scratch out one stasis facility. (Yes, you can choose to scratch out this one.)
- Armory:** stasis includes 6 assault rifles (3-harm close/far loud autofire) and 6 suits of military body armor (2-armor valuable hi-tech), intended to arm the rest of your unit. Unlock its armory and they're yours.

BARTER

At the beginning of the session, spend 1- or 2-barter for your lifestyle.

You haven't managed yet to fit yourself into any local barter economy. If you need some jingle, you're going to have to figure that shit out.

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 QUARANTINE

To create your quarantine, choose name, look, stats, moves, gear, past, stasis, and Hx.

NAME

Specialist [LAST NAME], [FIRST NAME] [MI].
Maybe everyone calls you Quarantine, though.

STATS

Choose one set:

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

When you emerged from stasis, the world's psychic maelstrom rushed in on you. Roll+hard. On a 10+, you were able to receive it without succumbing to it; you have weird-1. On a 7-9, you were able to hold it off; you have weird-nil. You are unable to open your brain to the world's psychic maelstrom; getting +1weird will give you weird=0. On a miss, it overcame you; you have weird+1, and in addition the MC must always highlight your weird.

HX

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

List the other characters' names.

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

- *Which of you did I meet first when I emerged from stasis?*

For those characters, write Hx+1.

For everyone else, write Hx-2. You are not from here and you do not understand.

On the others' turns, answer their questions as you like. Likely you'll answer none of them.

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 or woman.

Ancient fatigues, scrounge wear.

Young face.

Scared eyes, shadowed eyes, lively eyes, clear eyes, steady eyes, lost eyes, eager eyes.

Athletic body, stocky body, thin body, compact body, rangy body.

MOVES

You get all the basic moves. You get 3 quarantine moves.

You can use all the battle moves, but when you get the chance, look up **seize by force** and the **tactical and support** moves.

GEAR

In addition to your stasis, you get:

- an assault rifle (3-harm close/far loud autofire)
- a 9mm sidearm (2-harm close loud)
- military body armor (2-armor valuable hi-tech)
- your fatigues and scrounge, but no jingle

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.

IMPORTANT NOTE

This playbook makes some assumptions about the apocalypse and the history of Apocalypse World that may not otherwise hold.

If this playbook is not in play, do not consider any of its ideas binding.

THE WATERBEARER

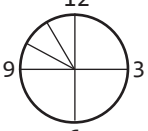
with Meguey Baker

Every once in awhile there's a place worth being, even in Apocalypse World. And if you're in that place, sometimes you wind up becoming more than you were. You're not about the grasping, gasping thirsty mess of the world, you're not afraid of the howling wolves, and you could give a damn about what October wants or who T-Bone is fucking. You have the Source, and it can quench any thirst they have.

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

WATERBEARER SPECIAL

When you and another character have sex, ask them to do something for you. Whether they agree or refuse in the moment, if they go on to do it, you mark experience.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1hot (max +2)
- __ get +1sharp (max +2)
- __ get a new waterbearer move
- __ get a new waterbearer move
- __ add 2 features to the source
- __ change the laws and penalties of the source
- __ get followers (you detail) and **fortunes**
- __ 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 WATERBEARER

WATERBEARER MOVES

- **Lawbringer:** when someone breaks your law, roll+cool. On a 10+, choose:
 - You let them off with a warning, reduced penalty, or reprieve.
 - You make an exception for them and they have no blame.
 - They must face the full penalty.
 On a 7-9, they must face the full penalty. On a miss, or if you are unable to enact judgment for any reason, responsibility falls to you, and you must face the penalty yourself.
- **Peacemaker:** when you call for two rivals or enemies to come to you and meet, to settle things between them, roll+cool. On a hit, they must both come, at the time you specify. On a 10+, choose 2. On a 7-9, choose 1:
 - They must come alone.
 - They must come unarmed.
 - They must bring gifts, peace offerings, prisoners to exchange, or tokens of good will.
 On a miss, they can make demands of you, and come only if you accede.
- **Embargo:** you can go aggro with deprivation as your weapon, inflicting *d-harm (water)*.
- **All are welcome:** when you personally welcome newcomers in, roll+sharp. On a 10+, ask 3. On a 7-9, ask 2. On a miss, ask 1 anyway:
 - Are they hiding any weapons?
 - Are they hiding any valuables?
 - Are they hiding a disease?
 - Are they hiding my enemies among them?
 - Are they keeping any malicious secrets?
- **Step into the flow:** when you lead a group in true ceremony, roll+cool. On a 10+, choose 2. On a 7-9, choose 1:
 - Anyone sick is healed.
 - Anyone distraught is calmed.
 - Anyone lost is reassured.
 - Anyone injured is healed.
 - Anyone bereft is comforted.
 - The source speaks to you.
 On a miss, the world's psychic maelstrom interferes. Open your brain instead.

OTHER MOVES

SOURCE

You have a source of abundant pure water. Choose the water's special quality:

- It is the only reliable source of clean drinking water around.
- It has healing properties, and can count as an angel's **supplier**.
- A prosperous marketplace, largely self-governing, has grown up around it.
- It is sacred to a god / the gods / the ghosts of the dead / life itself (circle 1).

Choose 3-5 features of the source's atmosphere, surroundings, and culture:

- | | | | |
|---|---|--|--|
| <input type="radio"/> hot springs | <input type="radio"/> lush vegetation | <input type="radio"/> faith & ritual | <input type="radio"/> birds & birdsong |
| <input type="radio"/> art | <input type="radio"/> fragrant water | <input type="radio"/> a grotto or cave | <input type="radio"/> music |
| <input type="radio"/> wide flat rocks | <input type="radio"/> a deep well | <input type="radio"/> sex | <input type="radio"/> strong currents |
| <input type="radio"/> fish | <input type="radio"/> a reflective pool | <input type="radio"/> fountains | <input type="radio"/> bioluminescent algae |
| <input type="radio"/> icy cold water | <input type="radio"/> refuge & security | <input type="radio"/> pipes & plumbing | <input type="radio"/> leisure |
| <input type="radio"/> a grove of trees | <input type="radio"/> personal liberty | <input type="radio"/> tended gardens | <input type="radio"/> calm & quiet |
| <input type="radio"/> a basin of a unique material | | <input type="radio"/> bright stainless steel & glass | |
| <input type="radio"/> giant & invulnerable storage tanks | | <input type="radio"/> catch-tarps & plastic jugs | |
| <input type="radio"/> a complex & hi-tech filtration system | | | |

Many people have come to the source over time, and some of them have become your chosen friends. Detail 3 of them with a name (*Gage, Babylon, Lissa, Porter, Nipperkin, Splendor, ___*) and a role (*guardian, foundling, lover, exile, potter, brewer, self-appointed guide, healer, dyer, weird one, librarian, ___*). They give you **insight**.

_____, my _____

_____, my _____

_____, my _____

The source has laws that all must obey. You didn't create these laws, but it's your responsibility to enforce them. Choose 3-5 laws and the penalties for breaking them.

Laws

- Offer sacrifices of blood / labor / precious things.
- Surrender your firearms.
- A slave who crosses the threshold is free.
- Leave your grudges outside.
- Everyone drinks. Everyone eats. No one goes without.
- Do no violence and no intentional harm.
- Honor the god / the gods / the ghosts of the dead / all living things.
- Everything belongs to everyone. Give freely.
- Don't touch what isn't yours.
- Keep your agreements.
- Settle your grievances privately by trial and ordeal.
- Speak the truth.
- _____

Penalties

- Exile
- Execution
- Forced labor
- Restitution
- Imprisonment
- Public humiliation
- Disfigurement
- Punitive violence
- 2 enter, 1 leaves
- _____

BARTER

The source provides for your day-to-day living, so while you're there, 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.

CREATING A WATERBEARER

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

NAME

Rebia, Pete, Quahanna, Millers, Latha, Chalice, Green, Nasus, Spicket, Swift, Abay, Myint, or Deerfield.

Sista, Hoover, Nest, Kariba, Ayazma, Quabbin, Tynant, Poland, Cumbees, Andes, or Calistoga.

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get **lawbringer**, and choose 2 more waterbearer moves.

You can use all the battle moves, but when you get the chance, definitely look up **seize by force**, especially the variant to **keep hold of something you have**.

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 once gave me water in the wilderness, real or metaphoric?
For that character, write Hx+3.
- Which of you, like me, serve the source?
For those characters, write Hx+2.

For everyone else, write Hx+1. You saw them coming.

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, or concealed.

Camouflage wear, ornate wear, casual wear, scrounge wear, or half-dressed.

Open face, scarred face, weathered face, placid face, strong face or beautiful face.

Soft eyes, calm eyes, distant eyes, liquid eyes, deep-set eyes, or watchful eyes.

Huge body, mended body, wiry body, tiny body, graceful body, or angular body.

GEAR

In addition to your source, you get:

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

Simple weapons (choose 1):

- 9mm (2-harm close loud)
- big knife (2-harm hand)
- hunting rifle (2-harm far loud)
- crossbow (2-harm close slow)

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.

D-HARM

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

To a population: rationing & hoarding, desperation, individual symptoms, infighting, dissolution or dispersal in 1 week. Individuals unable to find water elsewhere suffer advancing individual symptoms.

THE CHILD-THING

We are coming. We are the future. We are what you made.

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

CHILD-THING SPECIAL
In addition to food, you eat bizarre things: metal, people, plastic, minds, electricity, art. At the end of the session, if you've eaten something from this list that belongs or belonged to another player's character, you know them better, and get +1Hx with them. If this brings you to Hx+4, reset to Hx+1 and mark experience as always.

IMPROVEMENT
experience ○○○○>>>improve

- __ get +1weird (max +3)
- __ get +1cool (max +2)
- __ get +1hard (max +2)
- __ get a new child-thing move
- __ get a new child-thing move
- __ get a gang (you detail) and **pack alpha**
- __ get a move from another playbook
- __ get a move from another playbook
- __ get a move from another playbook
- __ get a move from another playbook

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

CHILD-THING MOVES

Mercurial: whenever you want, change any or all of your looks. Those who know you can still recognize you, but only if they look closely.

Sniffing the air: when you read a situation, ask 1 of these questions, in addition to the other questions you ask:

- *Who here is most afraid?*
- *Who here is keeping secrets from the rest?*
- *How close are the wolves?*
- *What or who is the source of the most pain or fear here?*
- *Who here would do what I ask?*

The mother's heartbeat: when you withdraw into the world's psychic maelstrom, roll+weird. On a 10+, choose 2. On a 7-9, choose 1. You emerge again, about an hour later, and...

- *...Meanwhile, you can still watch and hear what's happening where you were.*
- *...You can re-emerge in a different place altogether.*
- *...You are healed of all harm.*
- *...You can bring someone in and out with you.*

On a miss, you are in the dark and warm, listening to the mother's heartbeat, and many hours pass.

Feral: at the beginning of the session, you can choose to spend 0-barter for the equivalent of a 1-barter lifestyle. You can survive happily on whatever you can find.

Ferocious, snarling, shrieking, biting, and quite possibly rabid: when you go aggro on someone, roll+weird instead of roll+hard.

OTHER MOVES

THE CHILD-THING

YOUR DEN

You have a den, a secret(ish), secure(ish) place you can live and hide in. In it, you have (choose 3):

- The gutted shell of a Cessna, Piper, Cirrus, or some other single-engine plane.*
- Hundreds of dead smart phones, cemented as tiling into the walls.*
- Crooked, labyrinthine, interconnected tunnels and boltways.*
- A calendar, perfectly preserved, showing beautiful people in beautiful places.*
- An unexploded artillery shell. It is (circle 1): live, not live, who knows.*
- A carefully-kept stockpile of canned and shelf-stable food, worth 5-barter in sum: ○○○○○*
- A radio that still works, hand-cranked, if anyone's broadcasting.*
- A radio that speaks only to you.*
- A pipe that drips clean water into a polished basin.*
- Some uncertain number of your siblings and kind, no two alike.*
- A way into ancient underground vaults, cavernous, echoing, and endless.*
- A way into a terrifying place of death, where countless skeletons lie.*
- A way into an alien place of unscratched glass, shifting luminosity, and symbols of unguessed meaning.*
- Ways into basically everyone's spaces, even if they've taken pains to close them off.*

THE WOLVES OF THE MAELSTROM

The maelstrom's wolves are hunting you.

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

- people* *birds* *beasts* *insects*
- angels* *shadows* *machines*

But (choose 2):

- they have no faces* *they don't stand on the ground*
- they have human faces* *they make terrible grinding noises*
- they have wolves' faces* *they are made of metal and plastic*
- they have empty holes for eyes* *they have awful voices*
- they have no expression* *they come and go impossibly*
- they're dripping gore* *they're invisible*
- they only howl*

Tell the MC the above, and that they're perversions of birth. She'll know what you mean.

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:

- *Scavenge and sneak-rob from a wealthy population.*
- *Serve a wealthy NPC as a messenger.*
- *Serve a wealthy NPC as a lookout, spy, and peeper.*
- *Others, as you negotiate them.*

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; 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 CHILD-THING

To create your child-thing, choose name, look, stats, moves, gear, den, wolves, and Hx.

NAME

Nif, Scab, Spot, Poka, Hey, Jarb, Oler, Koo, Bist, Eefa, Tat.

LOOK

Boy, girl, ambiguous, or concealed.

Scrounge wear.

Pretty face, misshapen face, eerie face, innocent face, inhuman face, or funny face.

Pale eyes, black eyes, wrong eyes, clear eyes, wise eyes, cruel eyes, or bright eyes.

Child's body.

STATS

Choose one set:

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

MOVES

You get all the basic moves. Choose 2 child-thing moves.

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

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 each other character in turn:

- *Are you a wolf of the maelstrom?*

If they say yes, tell them what they look like under their disguise, and write Hx-2.

If they say no, write Hx-1.

If they say anything else—that they don't know, that they'd rather not say, anything—write Hx+1 and keep your eye on them.

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.

GEAR

In addition to your den, detail your personal belongings. You get:

- 2 low tech weapons
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)
- crap you've picked up worth 1-barter

Low tech weapons (choose 2):

- cutting edge (2-harm hand)
- cudgel (2-harm hand messy)
- thrown stone (2-harm hand)
- chopper (2-harm hand messy)
- boomerang (2-harm hand slow)
- spear (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 choose it again.

NAME -

LOOK

STATS MOVES

COOL highlight
do something under fire

HARD highlight
go aggro; sucker someone; do battle

HOT highlight
seduce or manipulate

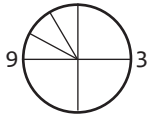
SHARP highlight
read a sitch; read a person

WEIRD highlight
open your brain

HARM

countdown

12



6

stabilized

when life becomes untenable:

- come back with -1hard
- come back with +1weird (max+3)
- change to a new playbook
- die

HX highlight
help or interfere; session end

NEWS SPECIAL

If you and another character have sex, you see through each others' personas and get a glimpse of the person underneath. They can choose to ask you 1, 2 or 3 questions, and you can ask them the same number:

- What are you most afraid of?
- What are you most proud of?
- What do you do that's just an act?
- Who do you secretly love?
- Who do you secretly hate?

IMPROVEMENT

experience ○○○○>>>improve

- ___ get +1hot (max hot+3)
- ___ get +1cool (max cool+2)
- ___ get +1sharp (max sharp+2)
- ___ get +1weird (max weird+2)
- ___ get a new news move
- ___ get a new news move
- ___ get followers (you detail) and **fortunes**
- ___ get a workspace (you detail), or add 2 options to your workspace
- ___ 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 NEWS

Introducing

THE NEWS

with Josh Savoie

It's all bullshit. The lies Dremmer tells his people to keep them fighting, the hunger prophet and her salvation, the brainers and their brain-fuckery. But not you. You know what's what. When Krin starts a war with Wire, you know it. When some asshole shoots up that hold to the east, you know it. When some crazy-ass seer is gathering an army in the rag-wastes, you know it.

You know it, and you say it. Bring the truth, no matter whose lies it betrays and no matter how bad it hurts.

NEWS MOVES

Breaking now: at the beginning of the session, roll+sharp and ask the MC questions. On a 10+, ask 3 times. On a 7-9, ask twice. On a miss, ask once:

- Where is ___ and what are they up to?

Whatever the answer, that's what you put out over the air. Now everybody knows.

Unflappable persona: when you act under fire, you can roll+hot instead of roll+cool.

No bullshit: when you read a person, you can always ask "is your character telling the truth?" for free.

Rally to the cause: when you speak out in favor of a cause or a person, roll+hot. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold 1-for-1 to have your audience:

- Send in supplies worth 1- or 2-barter.
- Attack somebody you name.
- Defend someone or something you name.
- Go together to a place you name.

On a miss, hold 1 anyway, but to spend it you have to personally lead them into action.

Consummate performer: when you're in front of an audience (MC's call), you get +1 to any rolls you make.

The good fight: when you talk passionately with another player's character about your plans, the future, or how fucked up things are, roll+hot. On a 10+, hold 3. On a 7-9, hold 2. You can spend your hold 1-for-1 to ask that character to do something, and if they do it, they mark experience. On a miss, they hold 1 over you, on exactly the same terms.

OTHER MOVES

GEAR & BARTER

Empty box for gear and barter details.

STUDIO

By default, your radio studio is a makeshift building which can comfortably house 2-4 people, with broadcast equipment and a single NPC guard (2-harm 1-armor, you detail).

Choose 2 amenities:

- Hidden weapons (you detail).
- A savvyhead's **workshop** with 1 option (you detail).
- An NPC assistant (you detail).
- Spare rooms to comfortably house up to 10 people.
- A dedicated security force (small gang 2-harm 1-armor).
- Strong walls (1-armor).

Choose your station's attractions (as many as apply):

- Music salvaged from the golden age.
- Live performers.
- Radiodramas.
- Guests.
- Expert advice.

Choose 1 complication:

- A delicate broadcast system, prone to failure.
- It's cold, damp and uncomfortable.
- It's in a well-known location.
- You've got no security at all.
- It attracts an endless stream of desperate people and you have an obligation to help.

Choose some people with connections to the station:

Name 3 informants:

_____, _____, & _____

Name your biggest fan: _____

Name 2 people you've pissed the fuck off:

_____ & _____

BARTER

At the beginning of the session, spend 1- or 2-barter for your lifestyle, plus 1 for your studio. 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:

- *Make announcements on-air on behalf of a wealthy NPC or population.*
- *Broker trade deals between NPCs and NPC populations, cutting a percentage for yourself.*
- *Conduct a drive for support from your loyal audience.*
- *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 THE NEWS

To create the news, choose name, look, stats, moves, studio, gear, and Hx.

NAME

Noah, Armstrong, Tomash, Auster, Tany, Grigspy, Beaubien, Benincasa, or Utah.

Chang, delBarco, Navarro, Mito, Innkeeper, Danyell, Kamenetz, or Liasson.

STATS

Choose one set:

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

GEAR

In addition to your studio, detail your personal belongings. You get:

- 1 weapon of last resort
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)
- oddments worth 1-barter

Weapons of last resort (choose 1):

- silenced 9mm (2-harm close hi-tech)
- stun gun (s-harm hand reload)
- survival knife (2-harm hand)
- hunting rifle (2-harm far loud)

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.

Casual wear, display wear, vintage wear, lux wear, utility wear, comfort wear.

Angry face, boyish face, pretty face, expressive face, open face, or scarred face.

Intense eyes, bright eyes, inquisitive eyes, frank eyes, mischievous eyes, or haunted eyes.

Broken body, restless body, spare body, slim body, still body, or solid body.

LOUD VOICE, stern voice, soothing voice, deep voice, rich voice, passionate voice, lilting voice, or calm voice.

MOVES

You get all the basic moves. Choose 2 news 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 each other character in turn:

- *Can I count on you to tell me the truth?*

If they say yes, cool, write Hx+1.

If they say no, write Hx+2. You scrutinize what you don't trust.

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 highlight *do something under fire*

HARD highlight *go aggro; sucker someone; do battle*

HOT highlight *seduce or manipulate*

SHARP highlight *read a sitch; read a person*

WEIRD highlight *open your brain*

HARM highlight

countdown
12
9 3
6
 stabilized

when life becomes untenable:
 come back with -1hard
 come back with +1weird (max+3)
 change to a new playbook
 die

HX highlight *help or interfere; session end*

SHOW SPECIAL highlight
If you and another character have sex, sweet.

IMPROVEMENT highlight

experience ○○○○○>>>improve

- get +1hot (max hot+3)
- get +1weird (max weird+3)
- get +1cool (max cool+2)
- get +1hard (max hard+2)
- get +1sharp (max sharp+2)
- the person holding your leash gets a gang (you detail) and **leadership** or **pack alpha** (you choose)
- the person holding your leash gets 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.



Introducing

THE SHOW

with Elliot Baker

It's like the ancient prophet said. You are the show. If you don't make the gig, the gig is fucking nowhere.

SHOW MOVE

● **Off the leash:** whenever you're about to do something you don't always do, turn to the person who holds your leash. Ask them:

- *Do I think you'd be cool with this?*

If you do think they'd be cool with it, then no problems. If you don't think they would, you can do it anyway if you want, but first roll+hot. On a 10+, cool, carry on. On a 7-9, they can choose to erase one of your stat highlights, as though they'd hit you with **seduce or manipulate** and given you the stick. On a miss, they don't hold your leash anymore. Choose someone else to hold it (whether they want to or not).

OTHER MOVES

YOUR RIG

For your rig, choose 3.

- You have a vehicle (you detail).
- You have a gigantic armored war-vehicle (you detail).
- You can strip your rig down to a version that you can carry as a backpack (valuable hitech).
- When you play, your instrument shoots fire (2-harm messy loud).
- When you play, your instrument drips blood.
- When you play, water freezes, and your skin and instrument frost over.
- When you play, you fill the air from horizon to horizon, and people miles away feel the earth rumble.
- When you play, the ancient death satellites that still orbit the earth stir in their sleep.
- When you play, it gives people sensitive to the world's psychic maelstrom nosebleeds.
- You have a small but well-rewarded security force: Ba, Rothschild, Jeanette, and a couple others (small gang 3-harm 1-armor).
- You have musicians who play with you. Circle some or all of: Dustwich, Harridan, Jesus Christ, Lits, Rolfball, Ambeke, Si, x-many faceless backups.
- When you play, fucking dead souls stop their groaning to listen.
- You have a wide assortment of instruments and can play them all.
- There's basically always some number of people around who want eagerly to have sex with you. Whenever you feel like it, ask the MC who they are this time.

YOUR MUSIC

When you perform, you can, if you try, **crack open the world**. Roll+weird. On a 10+, choose 1. On a 7–9, choose 1, but you suffer 1-harm ap loud. On a miss, choose 1, but you and everyone within reach of you suffers 1-harm ap loud.

- *You make the noise that the ancient bronze armies made, beating their spears on their shields.* In battle, you can give someone **seizing by force** (or a variant) +1choice.
- *You make the noise that reverberates inside a vulture's skull when it scrapes its beak on carrion bone.* Tell the MC that all the NPCs who hear it now form a **hunting pack**, and ask what they do.
- *You make the noise in the heart of doomed soldiers when they realize that they have lost everything they loved.* In battle, tell the MC that your enemies panic, and ask what happens.
- *You make the noise that the alien brains made when they pushed the button that ended humanity.* You can use your audience for **augury**.
- *You make the noise that your lover's breath and blood makes when they're turned on.* Tell the MC that this place becomes **shifting ground**. Ask what happens.
- *You make the noise that the last whale heard when it sang and no one answered.* Tell the MC that this place becomes a **prison** (impulse: to contain, to deny egress), a **furnace** (impulse: to consume things), or a **mirage** (impulse: to entice and betray people), your choice. Ask what happens.
- *You make the noise that the dinosaurs heard when they looked up and saw the fireball.* Tell the MC that all the NPCs who hear it now form a **cult**, and ask what they do.
- *You make the noise that your soul made when the worst happened, and you learned that you were still alive, and were not alone.* Tell the MC that all the NPCs who hear it now form a **family**, and ask what they do.
- *You make the noise that the citizens of Rome heard when Spartacus' army smashed open their gates.* Tell the MC that any NPCs who hear it who've been enslaved rise up, throw off their chains, take up arms, and attack their slavers, and ask what happens.

You can instead, if you choose, **pander to your audience**. Roll+hot. On a 10+, choose 1. On a 7–9, choose 1, and take -1weird to the next time you try to crack open the world. On a miss, choose 1, and the next time you try to crack open the world, don't roll, treat it as a miss.

- *They cough up.* The person who holds your leash gets 10-barter.
- *They cough up.* The person who holds your leash gets 6-barter.
- *They cough up.* The person who holds your leash gets 1-barter.

BARTER

At the beginning of the session, tell the person who holds your leash whether to spend 1-barter, 2-barter, or an absurd 3-barter for your lifestyle. They have to. If they can't, it's not your problem, they have to work it out with the MC.

If you need jingle during the session, you have to get it from 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. I mean, you can *expect* to, but like, shit.

CREATING THE SHOW

To create the show, choose name, look, stats, moves, rig, leash, and Hx.

NAME

Noah, Adam, Jimi, Janus, Nina, Kayd, Steevee, Bilireta, Cook, Miles, Lola, Conred, Saint, Que, Florence.

Rhythm, Platinum, MSG, Queen, Sticks, Arceay, Vic, Ring, Waxtrax, ToyB, Coda, Scratch, Thumper, Wartooth.

STATS

Choose one set:

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

GEAR

In addition to your rig, detail your fashion according to your look, including at your option clothing worth 1-armor.

If nobody's playing a battlebabe, you can grab that playbook and make a custom weapon for yourself. Otherwise, choose a normal weapon or two from some other playbook.

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.

IMPORTANT NOTE

This playbook makes some assumptions about the apocalypse and the history of Apocalypse World that may not otherwise hold.

If this playbook is not in play, do not consider any of its ideas binding.

LOOK

Man, woman, androgynous, transgressing, concealed.

Flashy costume, ritual costume, branded costume, casual costume, scrounge wear costume.

Enchanting face, inviting face, chiseled face, open face, covered face or busted face.

Warm eyes, intense eyes, darting eyes, liquid eyes, heavy-set eyes, vacant eyes.

Muscled body, lush body, compact body, road-wear body, graceful body, angular body.

MOVES

You get all the basic moves. You get **off the leash**.

You can use all the battle moves, but when you get the chance, look up **seize by force**.

LEASH & HX

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

List the other characters' names.

Before anybody assigns Hx, choose which of the other characters holds your leash. Tell them. If they don't like it, shrug.

Go around again for Hx. On your turn, whoever holds your leash, write Hx+2. Leave everyone else blank for now.

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

At the end, copy Hx straight over from the person who holds your leash. Who they know, you know. Who they don't, you don't.

Finally, 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.