



D. VINCENT BAKER    MEGUEY BAKER  
THE APOCALYPSE WORLD  
EXTENDED REFRBOOK

# CONTENTS



## THE CHILD-THING

p6-9

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

*The child-thing is a creation of the world's psychic maelstrom. It represents a new kind of life in Apocalypse World, humanity adapted to the apocalypse, for good and bad. Warning: as the child-thing, you're already a little alienated from the other characters, and it's easy to isolate or marginalize yourself out of play. You might need to take care to step into play, assert yourself, when you need to.*

## THE CONTAMINATED

p10-13

There is something in this Apocalypse World that was not here before. A substance of the world's psychic maelstrom, extruded into the living world, it could be. An alien soul; or a parasite of earth's infancy, reawakened. A mood, somehow, terrible and unrelenting, that comes among us and chooses one of us to consume.

It's touched all of us in one way or another, but it's contaminated you.

*The contaminated represents the zombie apocalypse, the vampire apocalypse, the apocalypse where contact is contamination. Playing the contaminated makes you a vector for inhumanity, but warning: it's important to remember that you're still a person. Unlike in the movies, these are things that you are experiencing, they aren't your nature. You keep your own conscience.*



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a **lumpley game**



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## THE LANDFALL MARINE

p14-25

50 years ago, the enemies of humanity unleashed a psychic weapon that destroyed all hope for the future. Anticipating the attack and its outcome, and leaving billions to suffer and die, a clandestine military project rushed to evacuate Earth. They built secret orbital stations and expanded the hidden Mars base into a functional colony. Their grandchildren—you—grew up dreaming of blue skies and blue seas that no longer exist.

Today, the mission to reclaim Earth begins.

*The landfall marine comes from outside Apocalypse World, with an agenda and with obligations to an outside system. Warning: if you play the landfall marine, everyone should understand that your reclamation mission will dominate the game. Be sure to get them on board!*

### SUPPLEMENTAL: WALKINGSUIT

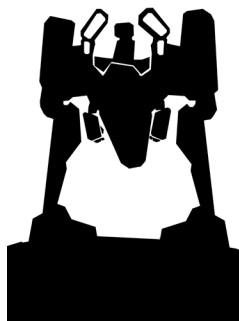
Walkingsuits are the landfall marines' mobile weapon platforms.

*Playing the landfall marine means that you start play with a walkingsuit. The supplement includes a reference to the large-scale harm that a walkingsuit is capable of taking and dishing out.*

### SUPPLEMENTAL: RECLAMATION

50 years ago, the enemies of humanity unleashed a psychic weapon that destroyed all hope for the future. Anticipating the attack and its outcome, and leaving literal billions to suffer and die, a clandestine military project rushed to evacuate Earth. They built secret orbital stations and expanded the hidden Mars base into a functional colony. Their grandchildren—including the PC landfall marine—grew up dreaming of blue skies and blue seas that no longer exist.

*This supplement is for the MC to use. It lays out the reclamation mission that the PC landfall marine is part of, in the form of threats, MC moves, and recommendations for pacing and stakes.*



## THE NO ONE

p26-29



In this Apocalypse World, the sun is the killing eye, and the wind is the grindstone. There is no enduring them. In the lee of things, in the shade, creatures fetch up, scorched and scoured. They are no one anymore, they are from the worst of nowheres. Where are you going? Away from the sun, out of the wind. Am I here?

*Playing the no one means starting play without knowing who you really are, and discovering yourself — in collaboration with the MC — in play. Warning: if you need to plan or strongly steer your own character's development, choose a different playbook.*



## QUARANTINE

p30-33

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 is a soldier from the past who's been in stasis since the apocalypse. If you want to bring a modern-day sensibility and point of view to Apocalypse World, play a quarantine. Warning: a modern-day sensibility and point of view makes you spectacularly unsuited to life in Apocalypse World.*

## THE SHOW

p34-37

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

*As the show you have the power to summon an army of fans, transform populations' threat types, and crack open the foundation of the world, and you have no real reason to use it responsibly. Warning: somebody else is holding your leash.*



## THE SKILLER

p38-41

The skiller isn't a playbook, it's a selection of skills: moves that you can choose as "take a move from another playbook."

The skills it offers are:

- Cartography
- Demolitions
- Dowsing
- Flamethrowering
- Game design
- Hitchhiking
- Interrogation
- Proofreading
- Taxidermy
- Zoology

## THE SYMBIOTE

p42-49

When the apocalypse came, it did not come as they expected it. Oh, they expected their world to break down — feared it would, denied it would, planned for it, planned against it, whatever. But they looked at their future and they could only see their own monsters. They couldn't see, couldn't even guess, the creatures that would come that were not them.

*The symbiote is a multibodied psychic entity, a single person with several human bodies. If you want to play the weirdest character in the game, play the symbiote. Warning: don't play the symbiote your first time out with Apocalypse World. Learn the game First.*

*The Symbiote was originally created as "The Macaluso," to celebrate Lucca Comics and Games.*

## SUPPLEMENTAL: THE COLONY

Your "colony" is the group of apparently individual human beings who embody you.



## THE WATERBEARER

p50-53

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 waterbearer owns the Source, a place of healing, peace, and clean water. Warning: to hold onto the Source, you might have to employ some of the worst violence that Apocalypse World allows.*

## MC REFERENCE

p54-65

## FUNDAMENTAL SCARCITIES & FRONTS

p66-76



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

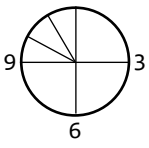
*read a sitch; read a person*

**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**

*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.

THE CHILD-THING

# THE CHILD-THING

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

## 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

## ■ 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.

## 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.

## 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.

## 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 5<sup>th</sup>, 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

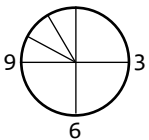
*read a sitch; read a person*

**WEIRD**  highlight

*open your brain*

**HARM**

countdown  
12



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*

**CONTAMINATED SPECIAL**

If you and another character have sex, but only the first time you have sex with them, give them a move from your playbook.

You're allowed to ask the other player their preference, but ultimately you choose the move, and the substance if required.

**IMPROVEMENT**

**experience** ○○○○ >>> **improve**

- \_\_\_ get +1cool (max +3)
- \_\_\_ get +1hard (max +3)
- \_\_\_ get +1sharp (max +3)
- \_\_\_ get +1weird (max +3)
- \_\_\_ exchange one of your contaminated moves for another
- \_\_\_ exchange one of your contaminated moves for another
- \_\_\_ exchange one of your contaminated moves for another
- \_\_\_ get followers (you detail) and **fortunes**
- \_\_\_ get a move from another playbook
- \_\_\_ get a move from another playbook

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- \_\_\_ 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 CONTAMINATED

# THE CONTAMINATED

There is something in this Apocalypse World that was not here before. A substance of the world's psychic maelstrom, extruded into the living world, it could be. An alien soul; or a parasite of earth's infancy, reawakened. A *mood*, somehow, terrible and unrelenting, that comes among us and chooses one of us to consume.

It's touched all of us in one way or another, but it's contaminated you.

## CONTAMINATED MOVES

- **Ravenous:** in the presence of [*circle 1: human blood, any blood, raw flesh, electricity, terror, poison, the moment of death*], any action you undertake, other than to seek it directly and urgently and consume it in rapture, is under fire from the intensity of your contamination's craving.
- **Fury:** when you go aggro on someone, there's no appeasing you. If they cave, mollify, or submit to you in any way, it provokes you; count it as forcing your hand. If they get away from you instead, you must pursue them and press the attack. Furthermore, whenever you have the opportunity to spend 1 to inflict terrible harm, you must do so.
- **Addicted:** when someone asks you to do something, if they promise [*circle 1: human blood, any blood, raw flesh, electricity, terror, poison, the moment of death*] to you, even without offering evidence that they can or will make good, it counts as seducing or manipulating you and hitting with a 10+. This is true even if they're an NPC.
- **The other one:** tell the MC to create the other one as a perversion of birth who comes to you in your brain and acts for you with your body. Once per session, and more often if you choose, tell the MC that now you're the other one. Ask the MC what you do.
- **Hive mind:** you share thoughts and senses with others who share your contamination. At any time, you can ask the MC what they're seeing, hearing, feeling, and thinking about, and you can read them if you choose, even from afar. At any time, you can also ask the MC if there are others who share your contamination, and who, or who's new.
- **Degeneration:** at the beginning of the session, roll+hot. On a 10+, rewrite your looks slightly for the better. On a 7-9, rewrite your looks slightly for the worse. On a miss, rewrite your looks significantly for the worse. Rewrite freely, not limited to choosing new looks options from your list.
- **The lily of the pits:** if you have [*circle 1: human blood, any blood, raw flesh, electricity, terror, poison, the moment of death*], you don't need or desire anything else. At the beginning of the session, spend 0-barter on lifestyle, and tell the MC that you toil not, and yet are arrayed in charnal splendor.

## OTHER MOVES

## CONTAMINATION

**Inhuman strength and reflexes:** you are many times stronger and quicker than the uncontaminated. Any time you think that your inhuman strength or reflexes might help you, ask the MC to choose 1:

- You get +1 or +2 to your roll, or you get +1choice or +1hold after your roll.
- You can act under fire to do it, when a normal person would be simply incapable.
- You inflict +1harm, +2harm, or add ap to your attack.

**Inhuman flexibility:** you can contort your body into bizarre, appalling, and unnatural configurations. You can fit through or into spaces that no one could possibly fit into, in order to hide, escape, or gain entry. You can also impress, dismay, or frighten someone without using seize by force to do it. The MC can have you act under fire to hold a position for a long time, to take the most extreme positions, or to move while contorted.

**Inhuman resilience:** no amount of harm can make your life untenable. Treat harm past 11:00 as painful and temporarily debilitating, but not lasting. At the beginning of the next session, reduce your harm to 6:00.

The MC might decide that certain kinds of extreme harm—immolation or beheading, for instance—count as a decontamination attempt, as follows.

**Decontamination:** you might be able to be decontaminated. Maybe a savvyhead or an angel with an infirmary can help, or a brainer or a hocus with augury, or a quarantine with a medlab or a Ψ-isolation rig. Maybe you have another plan of your own. In any case, seeing a decontamination attempt through to its conclusion immediately makes your life untenable.

The only way to be sure of decontamination is to change to another playbook, and to agree with the MC that your contamination belongs to your old life that you're leaving behind. Seeing a decontamination attempt through gives you an opportunity for this, but doesn't require it or guarantee it.

## 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:

- Brute labor for a wealthy NPC or population.
- Others, as you negotiate them.

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

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

# CREATING A CONTAMINATED

To create your contaminated, choose name, look, stats, moves, contamination, and Hx.

## NAME

Nightingale, Messenger, Reine, Severed, Celebrant, Phantasm, or Breaklock.

Allegrar, Dega, Orizon, Abbott, Filth, Lazarus, Children, or Cutchapel.

## STATS

Choose one set:

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

## MOVES

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

*Note that the contaminated moves aren't good for you, but that playing to them anyway is the fun of the playbook.*

## Hx

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

List the other characters' names.

Go around again for Hx. On your turn, consider these: *human blood, any blood, raw flesh, electricity, terror, poison, the moment of death.*

Ask one or both:

- *Which one of you has provided me with [choose one of the above]?*  
For that characters, write Hx+1.
- *Which one of you has blocked me from [choose one of the above]?*  
For that character, write Hx+2.

For everyone else, write Hx-1. They have been shadows to you before now.

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.

Rags, vestments, formal wear, utility wear, scrounge wear, a shroud.

Luminous beauty, thin-drawn beauty, ripe beauty, scorching beauty, grotesque beauty, ravaged beauty, hidden beauty, pallid beauty, lost beauty, luscious beauty.

## CONTAMINATION

Your contamination gives you inhuman strength, reflexes, flexibility, and resilience.

Tell the MC that if she wants to, she can create your contamination as an affliction of some kind. If she does, other people likely share it with you, but if she doesn't, for now at least, it's yours alone.

## GEAR

You get:

- 1 intimate weapon, if you want one
- oddments worth 2-barter, if you need it
- oddments worth 6-barter, if you prefer
- fashion suitable to your look (you detail)

Intimate weapons:

- scalpel (3-harm intimate hi-tech)
- narcostabs (s-harm intimate)
- chipped glass blade (3-harm intimate)
- misericorde (3-harm intimate)
- wire garrotte (d-harm:air intimate)

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 5<sup>th</sup>, 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

**HARD**

*go aggro; sucker someone; do battle*

highlight

**HOT**

*seduce or manipulate*

highlight

**SHARP**

*read a sitch; read a person*

highlight

**WEIRD**

*open your brain*

highlight

**HARM**

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*

**LANDFALL MARINE SPECIAL**

If you and another character have sex, you both mark experience.

**IMPROVEMENT**

experience ○○○○>>>improve

- get +1cool (max cool+3)
- get +1hard (max hard+3)
- get +1sharp (max sharp+3)
- get +1hot (max hot+2)
- you develop tolerance to surface food and are no longer vulnerable to hunger
- you're no longer vulnerable to Ψ-harm
- you're no longer vulnerable to reflexive isolation.
- 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.

THE LANDFALL MARINE

# THE LANDFALL MARINE

50 years ago, the enemies of humanity unleashed a psychic weapon that destroyed all hope for the future. Anticipating the attack and its outcome, and leaving billions to suffer and die, a clandestine military project rushed to evacuate Earth. They built secret orbital stations and expanded the hidden Mars base into a functional colony. Their grandchildren—you—grew up dreaming of blue skies and blue seas that no longer exist.

Today, the mission to reclaim Earth begins.

## LANDFALL MARINE MOVES

● **Agent/combatant:** you get all of the landfall marine missions. You have contact with an orbital drop/echo platform. Each time you complete a mission, you can call for resupply. During play, the MC may have your superiors contact you with orders or with information relevant to your missions.

● **Walkingsuit calibration:** when you charge up a walkingsuit, roll+its power instead of roll+weird.

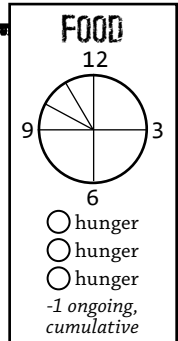
## OTHER MOVES

## YOUR VULNERABILITIES

• **You're vulnerable to hunger:** you're unable to eat the contaminated food of the Earth's surface, and survive strictly on reclamation-provided rations.

At the beginning of each session, mark one food countdown segment. If your food countdown is at 12:00, mark hunger instead, until you've marked all 3 hunger. Hunger is -1ongoing, cumulative.

- **You're vulnerable to  $\Psi$ -harm:** each time you exit your walkingsuit on the Earth's surface, you suffer  $\Psi$ -harm.
- **You're vulnerable to reflexive isolation:** you're unable to voluntarily open your brain to the world's psychic maelstrom.



## LANDFALL MARINE MISSIONS

- **Infiltration:** when you destabilize and disarm an armed population, without direct combat, seizing its position and resources, receive resupply.
- **Information & control:** when you parlay with the leader of an armed population, representing reclamation interests, and win material concessions or collaboration, receive resupply.
- **Reclamation:** when you identify and accurately report an area of the landscape suitable for excavatory bombardment and reclamation, receive resupply.
- **Reconnaissance:** when you identify and accurately report an armed population's position, strength, numbers, and resources, receive resupply.
- **Relief & recovery:** when you come to the aid of a fellow landfall marine or other reclamation personnel in duress, or recover reclamation matériel, receive resupply.
- **Scout / survey:** when you identify and accurately report an area of the landscape with strategic value, receive resupply.
- **Spearhead:** when you defeat an armed population in direct combat, seizing its position and resources, receive resupply.

## RESUPPLY

When you receive resupply, choose 1 of the following:

- **Ammo:** erase all of your walkingsuit's ammo countdown segments.
- **Bombardment:** for the rest of the session, you can use bombardment as a weapon. 8-harm far area messy.
- **Medical:** erase all of your harm countdown segments.
- **Rations:** erase all your marked hunger and food countdown segments.
- **Reinforcement:** the MC brings an NPC landfall marine into play as your reinforcement. Tell her to create them as a threat and to give them a walkingsuit.
- **Repair:** erase all of your walkingsuit's damage countdown segments.
- **Retrofiture:** exchange one of your walkingsuit's systems for another of your choice.

## BARTER

While you're vulnerable to hunger, you depend on your supply and resupply of rations to survive, not on barter. If or when you've removed your vulnerability to hunger, from then on, 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, rob, or raid a wealthy NPC or population.*
- *Hire to a wealthy NPC as a mercenary.*
- *Serve a wealthy NPC as a bodyguard or enforcer.*
- *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 LANDFALL MARINE

To create your landfall marine, choose name, look, stats, moves, vulnerabilities, walkingsuit, gear, missions, and Hx.

## NAME

LT [LAST NAME], [FIRST NAME] [MI] or  
LCDR [LAST NAME], [FIRST NAME] [MI].

## STATS

Choose one set:

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

## MOVES

You get all the basic moves. You get **agent/combatant** and **walkingsuit calibration**. In your walkingsuit, you get all the walkingsuit moves.

## VULNERABILITIES

You are vulnerable to hunger, Ψ-harm, and reflexive isolation.

## WALKINGSUIT

See **supplemental:walkingsuit**.

Make sure that the MC has a printout of **supplemental:reclamation**.

## GEAR

In addition to your walkingsuit, your fatigues, and your flight suit, you get a 9mm sidearm (2-harm close loud).

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

## IMPROVEMENT

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

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

## IMPORTANT NOTE

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

## LOOK

Man, woman, ambiguous, or concealed.  
Fatigues, flight suit.

Disciplined face, expressive face, kind face, open face, resigned face, weird unlined face.

Guarded eyes, inquisitive eyes, lively eyes, piercing eyes, sharp eyes, wary eyes.

Compact body, muscular body, shrunken body, spare body, wiry body.

## MISSIONS

Because you're an **agent/combatant**, you get all of the landfall marine missions.

During play, you can voluntarily **abandon your missions**, one by one. When you choose to abandon a mission:

- Cross the mission out. You no longer have it.
- Your superiors know, whether you tell them or not, that you have abandoned it. Disciplinary action is up to them.
- You no longer receive resupply for completing it, even if you go on to do so.
- Mark experience.

*Note: these rules for abandoning missions apply only to the landfall marine. They are not part of the **agent/combatant** move and do not apply to other characters who take **agent/combatant** as a move from this playbook.*

## HX

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

List the other characters' names.

Go around again for Hx. On your turn, write Hx-2 for everyone. You have only limited intelligence about any of them.

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

At the end, choose one of the other characters by whim (since they all have the same 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.

# SUPPLEMENTAL: WALKINGSUIT

A walkingsuit has two operational modes: **baseline** and **charged up**. In baseline, it can walk at moderate speeds, lift and carry moderate loads, manipulate things with its hands, and use its basic comms and sensor systems. In order to sprint, leap, fly, exert powerful physical force, or use most of its systems, including its targeting and weapon systems, it must charge up. The charge countdown on your walkingsuit sheet represents the reactor energy that these actions consume. When the charge countdown reaches 12:00, the walkingsuit has reached the operational limits of its reactor and needs to be cooled back down to baseline to recharge. The process of charging a walkingsuit up from baseline, or cooling it back down to baseline, takes only a second or two.

**Hard shutdown** is a failure mode that walkingsuits are designed to avoid, but which may be inflicted on a walkingsuit under some circumstances.

## WALKINGSUIT MOVES

**When your walkingsuit is in baseline**, erase 1 charge segment for each hour that passes.

**When you charge up a walkingsuit**, roll+weird. On a 10+, mark no charge countdown segments. On a 7–9, mark 1 charge countdown segment. On a miss, mark 2 charge countdown segments.

**Once your walkingsuit's charge countdown has reached 12:00**, it cools automatically down to baseline. Before you charge it up again, let it recover some charge segments.

**When your walkingsuit goes into hard shutdown**, roll+agility. On a 10+, all 3. On a 7–9, choose 2. On a miss, choose 1:

- *Your walkingsuit slows to a stop. Otherwise, it freezes immobile at this precise moment.*
- *Your walkingsuit lands in a stable, balanced position. Otherwise, it falls awkwardly.*
- *Your walkingsuit maintains its baseline comms and sensor activity. Otherwise, it leaves you deaf and dumb.*

**When you use your walkingsuit to cover ground**, name your route and roll+agility. On a 10+, choose 3. On a 7–9, choose 2. On a miss, choose 1:

- *Do not mark a charge countdown segment. Otherwise, you must mark 1.*
- *You cover the ground very quickly: as a vehicle with speed equal to its agility. Otherwise, you cover it only at human running speed.*
- *You avoid impact with the ground or obstacles. Otherwise, your passage is noisy and you leave an unmistakable trail of battered scenery.*
- *You keep to the available cover. Otherwise you expose yourself to enemy attention and fire.*

**When you use your walkingsuit to force an entrance or exit**, name your route and roll+power. On a hit, sweet, you're there, and anything that stood in your way has suffered whatever harm or impact necessary (MC's call). On a 7–9, mark 1 charge countdown segment. On a miss, mark 1 charge countdown segment, and you're hung up somewhere midroute or on some difficult threshold.

**When your walkingsuit's ammo countdown reaches 12:00**, you're out of ammo. Do not use any of your weapon systems until you use resupply (or some other means, such as a savvyhead's workspace) to erase ammo countdown segments.

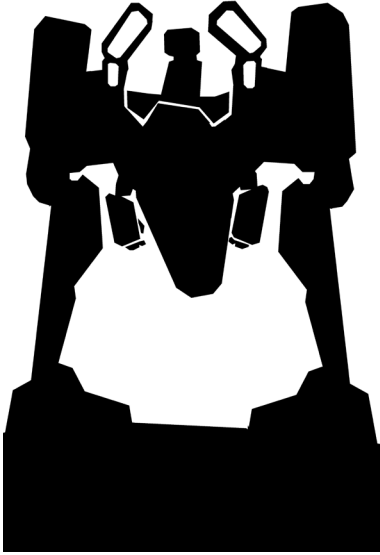
**When you ram a person, a vehicle, or a structure intentionally**, add your walkingsuit's power to its massive to determine the harm you inflict.

**When you use your walkingsuit as a vehicle otherwise**, use its agility for both its speed and its handling.

# WALKINGSUIT

By default, your walkingsuit has power+2 agility+1 2-armor, massive=2, and a Ψ isolation rig. To create your walkingsuit, choose a configuration and then systems.

- **Assault configuration systems:** 1 armor, 1 targeting, 1 weapon, 1 of your choice.
- **IncurSION configuration systems:** 1 flight, 1 stealth, 1 weapon, 1 of your choice.



## Armor systems

- Heavy armor (+1armor)
- Point-hardened laminate armor  
*Counters ap ammo.*
- Ultra-light armor (+1agility)

## Communication systems

- Surveillance array (close/far)  
*Allows surveillance through walls & darkness, eavesdrops on electronic comms.*

## Flight systems

- Jumpjets (loud)  
*Add +2 to any movement move (after the roll, if you like), but mark a charge countdown segment.*
- Glidewings  
*Allows high, quiet, slow-speed flight.*

## Life support system

- Integrated Ψ buffer rig  
*Protects you from Ψ-harm while inside the walkingsuit.*

## Reactor system

- Improved reactor (+1power)

## Stealth systems

*Add +1 to all rolls to avoid notice.*

- Adaptive camo surfacing  
*When an enemy reads a situation by looking or asking other people, remove "what is my enemy's true position?"*
- Contact-deflective surfacing  
*When an enemy reads a situation by listening or using electronics, remove "what is my enemy's true position?"*

## Targeting systems

- Target acquisition & lock system  
*Add +1 to all attack and combat moves.*
- Pinpoint targeting system  
*Add +1harm to all weapon systems.*

## Weapon systems

- Handheld weapon adapter  
*Allows you to aim and fire handheld weapons.*

Mounted weapons:

- 50cal mg (5-harm far area messy)
- 50cal sniper (5-harm far loud)
- EMP pulsor (s-harm close loud)  
*Disables electronic systems. Puts target walkingsuit into hard shutdown.*

- Heavy antipersonnel weapon (3-harm close/far area loud ap)
- RPG (6-harm far area messy)

*For all mounted weapons, mark 1 ammo countdown segment for each firing.*

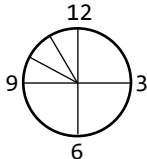
All walkingsuit systems are hi-tech.



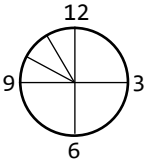
## MOVES

- In baseline*
- Charge up*
- At charge 12:00*
- Hard shutdown*
- Cover ground*
- Force an entrance*
- At ammo 12:00*
- Ram something*
- Use as a vehicle*

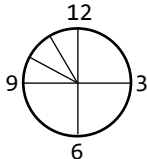
## CHARGE



## DAMAGE



## AMMO



# SELECTED HARM RULES

## Ψ-HARM

A person suffers Ψ-harm from exposure to the world's psychic maelstrom. When you suffer Ψ-harm, roll+Ψ-harm suffered (typically, roll+1). On a 10+, the MC can choose 1:

- *You're out of action: unconscious, trapped, incoherent or panicked.*
- *You're out of your own control. You come to yourself again a few seconds later, having done I-don't-know-what.*
- *Choose 2 from the 7–9 list below.*

On a 7–9, the MC can choose 1:

- *You lose your footing.*
- *You lose your grip on whatever you're holding.*
- *You lose track of someone or something you're attending to.*
- *You miss noticing something important.*
- *You take a single concrete action of the MC's choosing.*

On a miss, you keep it together and overcome the Ψ-harm with no effect.

## USING A WALKINGSUIT AS A WEAPON

### **Against a person:**

- A glancing hit inflicts 2-harm ap.
- A direct hit inflicts 3-harm ap + massive.
- Ramming inflicts 3-harm ap + massive + power.

### **Against another vehicle:**

- A glancing hit inflicts v-harm.
- A direct hit inflicts 3-harm + massive, minus your target's massive + armor. Treat 0-harm and less as v-harm.
- Ramming lets you inflict 3-harm + massive + power, minus your target's massive + armor, but suffer only the harm of a glancing hit (v-harm).

### **Against a building or structure:**

- A glancing hit inflicts 2-harm.
- A direct hit inflicts 3-harm + massive, minus the structure's armor. You suffer the same harm, 3-harm + massive - your own armor.
- Ramming inflicts 3-harm + massive + power, minus the structure's armor. You suffer the same as for a direct hit, 3-harm + massive - your own armor.

## V-HARM

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

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

- *You crash and tumble.*
- *You fall and slide.*
- *Choose 2 from the 7–9 list below.*

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

- *You give ground.*
- *You're driven off course, or forced onto a new course.*
- *Your walksuit takes 1-harm ap for mechanical stress.*

On a miss, you swerve but recover without disadvantage.

## WHEN A WALKINGSUIT SUFFERS HARM

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

**v-harm** (for NPC walkingsuits): *stumble, skid, swerve out of the way. No harm to pilot.*

**1-harm**: *cosmetic damage. Bullet holes, broken glass, smoke. 0-harm can blow through to pilot.*

**2-harm**: *functional damage. Fuel leak, disabled system, reactor stall, problems with guidance, stability, movement. Can be field-patched. 1-harm can blow through to pilot.*

**3-harm**: *serious damage. Functional damage affecting multiple systems, but can be field-patched. 2-harm can blow through to pilot.*

**4-harm**: *breakdown. Catastrophic functional damage, can be repaired in a garage but not in the field, or can be used for parts. 3-harm can blow through to pilot.*

**5-harm and more**: *total destruction. Full harm can blow through to pilot, plus they can suffer additional harm if the vehicle explodes or crashes.*

Whether harm blows through to the pilot, doesn't blow through, or just hits them too without having to blow through, depends on the MC's judgment of the circumstances, the walkingsuit, and the source of the damage.

## WHEN A BUILDING SUFFERS HARM

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

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

### **When a building or structure suffers...**

**1-harm - 3-harm**: *cosmetic damage. Bullet holes, broken glass, scorch marks, chipped surfaces. 0-harm can blow through to inhabitants.*

**4-harm - 6-harm**: *severe cosmetic damage. Many holes or large holes, no intact glass, burning or smoldering. 2-harm can blow through to inhabitants.*

**7-harm - 8-harm**: *Structural damage. Strained load-bearing walls or pillars, partial collapse, raging fire. 4-harm can blow through to inhabitants. Further structural damage can lead to full collapse.*

**9-harm and more**: *destruction. Full harm can blow through to inhabitants, plus they can suffer additional harm as the building or structure collapses.*

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

# SUPPLEMENTAL: RECLAMATION

50 years ago, the enemies of humanity unleashed a psychic weapon that destroyed all hope for the future. Anticipating the attack and its outcome, and leaving literal billions to suffer and die, a clandestine military project rushed to evacuate Earth. They built secret orbital stations and expanded the hidden Mars base into a functional colony. Their grandchildren—including the PC landfall marine—grew up dreaming of blue skies and blue seas that no longer exist.

The PC landfall marine is a military officer (LT or LCDR), a walkingsuit pilot, and an agent/combatant in the mission to reclaim Earth.

## ESSENTIAL THREATS

### **The echo/drop platform:**

The landfall marine has contact through their walkingsuit with an orbital echo/drop platform. Whenever they complete one of their missions, they can contact the orbital platform and call for their choice of resupply.

Create the orbital echo/drop platform as a **landscape: breeding pit** (*impulse: to generate badness*). Put it on your threat map in the **up** octant, on the **farther** side of the line.

### **The landfall marine's immediate superiors:**

During play, you can have the landfall marine's superiors contact them with orders or with information relevant to their missions.

The landfall marine's immediate superiors don't have the ability to withhold resupply when the landfall marine completes a mission and calls for it. However, if it serves their agenda, they might threaten to do so. They're bluffing.

Create the landfall marine's immediate superiors as *your choice of brutes*, as a connected threat to the echo/drop platform.

When they provide orders or intelligence, use their threat impulse to guide you.

### **The landfall marine's task group commander:**

As play begins, every landfall marine, including the PC landfall marine, represents their own independent mission task group. However, as a resupply option, they can call for reinforcements. If and when they do so, those additional NPC landfall marines are attached to their mission group.

The PC landfall marine and their immediate superiors, therefore, fall under the command of a mission task group commander.

Create the landfall marine's task group commander as *your choice of warlord*, as a connected threat to the echo/drop platform and the landfall marine's superiors.

When the landfall marine's superiors provide orders or intelligence, they may be acting under the task group commander's instructions, on their threat impulse instead.

### **Task group policy:**

Create task group policy as *your choice of affliction*, as a connected threat to the rest. The entire task group suffers from it.

### **NPC landfall marines:**

NPC landfall marines can come into play as reinforcements for the PC landfall marine or as the marines of other task groups. Either way, create them as *your choice of warlords, grotesques, or brutes*, as connected threats. Create their walkingsuits as well, as follows.

## PACING RECLAMATION

The pace designed into the landfall marine playbook is slow, playing out over many sessions. You can step it up with aggressive orders and intelligence, and with meddlesome other task groups, or else allow it to develop in its own time.

## EXCAVATORY BOMBARDMENT

One of the landfall marine's missions is **reclamation**: *when you identify and accurately report an area of the landscape suitable for excavatory bombardment and reclamation, receive resupply.*

Excavatory bombardment isn't supposed only to blast gigantic holes in the landscape, destroying everything. Reclamation theory is that the resultant shockwaves will disrupt the world's psychic maelstrom there. It's your choice as MC whether this theory is correct.

In any case, excavatory bombardment DOES blast gigantic holes in the landscape and destroy everything that used to be there. In threat terms, it creates a powerful *landscape:furnace*, lasting days, to be replaced by *your choice of landscape and terrains*.

## AS RECLAMATION PROCEEDS

Several of the landfall marine's missions involve defeating or subverting local populations and seizing or winning their positions and resources as concessions. As this happens, reclamation personnel and matériel are attached to the landfall marine's task group and dropped from orbit to proceed with the process of reclamation.

### **Reclamation personnel:**

Create reclamation personnel as *your choice of warlords, grotesques, or brutes*, as connected threats. They bring with them their package of mission policy and ideology, as *your choice of affliction*.

There's a further danger that some or all of them may suffer  $\Psi$ -harm. For those who do, the  $\Psi$ -harm rules say to choose any or all:

- *They aggressively pursue their threat impulse. Make moves on their behalf as hard and as direct as you can.*
- *Their sanity shatters. They're incoherent, raving, raging or unresponsive, alive but gone.*
- *They abruptly change threat type.*

### **Reclamation matériel:**

Some reclamation matériel will be simple rations or supplies worth jingle, but much of it should be exotic, useful, and/or technically sophisticated. Scour the playbooks for possibilities, such as:

- *Medical supplies that count as stock for an angel kit.*
- *An exotic weapon you create using the battlebabe's custom weapon rules.*
- *A helmet or mask that works as a brainer's deep ear plugs.*
- *An advanced vehicle, capable of flight or other technical feats.*
- *An artificially intelligent expert system that gives access to **insight**.*
- *A device designed to probe the world's psychic maelstrom that gives access to **augury**.*

You'll find more.

One of the landfall marine's missions is to recover reclamation matériel. This means recovering it for the mission, of course, not for personal use.

### **What's at stake, and how might it go:**

Once you've figured out for yourself what the reclamation mission's policy is, what challenges it faces, and how well-equipped the mission is to succeed, write stakes questions and create countdown clocks and custom moves as appropriate.

Good luck, and enjoy.

# NPC WALKINGSUITS

You can create an NPC landfall marine's walkingsuit by following the full rules in **supplemental: walkingsuit** or else by choosing one of these shortcut configurations. For NPC walkingsuits, don't track their ammo or charge. Instead, make MC moves with them as you would with other threats.

## WHEN A WALKINGSUIT SUFFERS HARM

**Hard shutdown:** slows to a stop or freezes immediately, lands in a stable position or falls awkwardly, remains comms-live or shuts sensors and comms down completely.

**v-harm** (for npc walkingsuits): stumble, skid, swerve out of the way. No harm to pilot.

**1-harm:** cosmetic damage. Bullet holes, broken glass, smoke. *0-harm can blow through to pilot.*

**2-harm:** functional damage. Fuel leak, disabled system, reactor stall, problems with guidance, stability, movement. Can be field-patched. *1-harm can blow through to pilot.*

**3-harm:** serious damage. Functional damage affecting multiple functions, but can be field-patched. *2-harm can blow through to pilot.*

**4-harm:** breakdown. Catastrophic functional damage, can be repaired in a garage but not in the field, or can be used for parts. *3-harm can blow through to pilot.*

**5-harm and more:** total destruction. *Full harm can blow through to pilot*, plus they can suffer additional harm if the walkingsuit explodes or crashes.

## WHEN A WALKINGSUIT INFLECTS HARM

### Against a person:

- A glancing hit inflicts *2-harm ap*.
- A direct hit inflicts *3-harm ap + massive*.
- Ramming inflicts *3-harm ap + massive + power*.

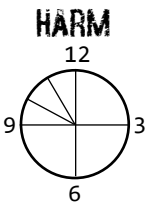
### Against another vehicle:

- A glancing hit inflicts *v-harm*.
- A direct hit inflicts *3-harm + massive*, minus your target's *massive + armor*. Treat *0-harm* and less as *v-harm*.
- Ramming lets you inflict *3-harm + massive + power*, minus your target's *massive + armor*, but suffer only the harm of a glancing hit (*v-harm*).

### Against a building or structure:

- A glancing hit inflicts *2-harm*.
- A direct hit inflicts *3-harm + massive*, minus the structure's *armor*. You suffer the same harm, *3-harm + massive - your own armor*.
- Ramming inflicts *3-harm + massive + power*, minus the structure's *armor*. You suffer the same as for a direct hit, *3-harm + massive - your own armor*.

## ENFORCER / MP

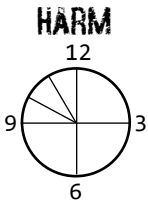


- Heavy armor (+1armor)
- Jumpjets (loud)
- Adaptive camo surfacing (remove *what is my enemy's true position?*)
- EMP pulsor (s-harm close loud; puts target walkingsuit into hard shutdown)

Threat type: alpha wolf (*impulse: to hunt & dominate*) / relentless fucker (*impulse: to keep coming*)



## DIRECT ASSAULT

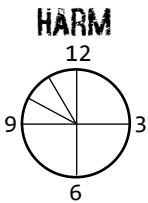


+2	+1	3	2
POWER	AGILITY	ARMOR	MASSIVE
	SPEED, HANDLING		

- Heavy armor (+1armor)
- Pinpoint targeting system (+1harm to weapons)
- 50cal mg (6-harm far area messy)
- RPG (7-harm far area messy)

Threat type: dictator (*impulse: to control*) / vicious beast (*impulse: to kill and destroy*)

## TACTICAL SUPPORT

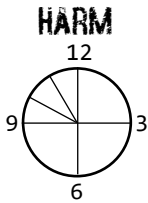


+2	+2	3	2
POWER	AGILITY	ARMOR	MASSIVE
	SPEED, HANDLING		

- Ultralight armor (+1agility)
- Surveillance array (close/far)
- Jumpjets (loud)
- 50cal mg (5-harm far area messy)

Threat type: prophet (*impulse: to denounce & overthrow*) / bold fucker (*impulse: to dominate*)

## OCCUPATION AND SECURITY

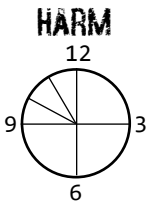


+2	+1	3	2
POWER	AGILITY	ARMOR	MASSIVE
	SPEED, HANDLING		

- Heavy armor (+1armor)
- Point-hardened laminate armor (counters ap ammo)
- Surveillance array (close/far)
- Heavy antipersonnel weapon (3-harm close/far area loud ap)

Threat type: slaver (*impulse: to own people*) / bold bastard (*impulse: to dominate*)

## RECON AND TACTICAL ENGAGEMENT



+2	+1	2	2
POWER	AGILITY	ARMOR	MASSIVE
	SPEED, HANDLING		

- Surveillance array (close/far)
- Glidewings (high, quiet, slow-speed flight)
- Adaptive camo surfacing (remove *what is my enemy's true position?*)
- 50cal sniper (5-harm far loud)

Threat type: hunting pack (*impulse: to victimize the vulnerable*) / cagey devil (*impulse: to protect what it carries*)

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*

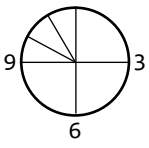
**WEIRD**  highlight

*open your brain*

**HARM**

countdown

12



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*

**NO ONE SPECIAL**

If you and another character have sex, change immediately to a new playbook.

**IMPROVEMENT**

experience ○○○○ >>>improve

- \_\_\_ get +1cool (max +3)
- \_\_\_ get +1hard (max +3)
- \_\_\_ get +1sharp (max +3)
- \_\_\_ you rediscover your cache of weaponry
- \_\_\_ you rediscover your cache of supplies
- \_\_\_ you rediscover your locked potential
- \_\_\_ you rediscover your hidden beauty
- \_\_\_ 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.

THE NO ONE

# THE NO ONE

In this Apocalypse World, the sun is the killing eye, and the wind is the grindstone. There is no enduring them. In the lee of things, in the shade, creatures fetch up, scorched and scoured. They are no one anymore, they are from the worst of nowheres. Where are you going? Away from the sun, out of the wind. Am I here?

## NO ONE MOVES

● **Visions:** at the beginning of the session, roll+cool. On a 10+, the MC holds 1. On a 7-9, the MC holds 2. On a miss, the MC holds 3. If the MC now has 3 hold or more, she must begin the session by spending 1.

- The MC can spend 1 hold at a moment of transition to tell you that a vision comes on you, and ask where you are and who you're with.
- The MC can spend 2 hold at any moment to interrupt you and tell you that a vision comes on you right now.

The MC doesn't lose unspent hold at the end of the session, but carries it over.

○ **Road refugee:** you get a car. You detail it, but give it 2 weaknesses, 1 strength, and poor looks.

○ **Scavenger:** at the end of the session, name 1 or 2 things that you've scavenged, incidentally, while everything else has been going on. Roll+sharp. On a 10+, you get 1-barter. On a 7-9, you get 1-barter, but you can only use it for your lifestyle at the beginning of the next session. On a miss, you've stolen something from someone.

○ **Dirty fighter:** whenever you inflict harm, inflict +1harm.

○ **Onrushing revelation:** each time you have a vision, mark experience.

## OTHER MOVES

## 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:

- *Brute labor for a wealthy NPC or population.*
- *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.

## VISIONS

You've hidden your past from yourself. It was unspeakable, inhuman. It comes to you in visions, maybe literal, maybe symbolic. You can't remember where you came from, you don't know how you made your escape, and you don't know what your visions mean.

When a vision comes on you, pass this list to the MC. The MC chooses one of your marked visions, chooses an unmarked one and marks it now, or even adds a new one and marks it, and tells you what you experience. You can ask questions or offer prompts if you want, but you don't choose your visions, the MC does.

### Places:

- An unfathomable labyrinth of underground chambers, ancient and arched.
- A place where the stars are visible in black sky with impossible clarity.
- The interior of a machine bigger than human making, roaring.
- A place amid filthy water, close, stinking, whose touch is corruption.
- A green and beautiful garden, tantalizing, somehow denied to you or out of your reach.
- An unsettled place of constant motion, shuddering and pitching.
- The skeletal ruins of an ancient city, its metal bones thrust skyward.
- A place of human compassion, where people serve and care for one another.
- A place of corpses.
- A fantasy world, portentous, romantic, resonant.
- 
- 

### People:

- Forced laborers or prisoners in number, beaten, brutalized, afraid.
- A person of impeccable cruelty, with a calm and private smile.
- Someone indolent.
- A person you loved, in the moment of their death.
- A person you loved, whom you long to see again.
- A person you loved, in whom your faith was misplaced.
- Someone impersonally violent, bearing the tools of their violence.
- Someone caring for you, for the sole purpose of returning you alive to torment.
- People chained.
- Inhuman beings, moving and acting with manifest intelligence.
- A small group of people laughing together at a remove.
- A child, face half-covered.
- People overcome by starvation, by poison, by contamination, or by a terrible disease.
- 
- 

## REDISCOVERIES

As improvements, you can rediscover things you've hidden from yourself.

- Cache of weapons:** have the MC detail the weapons you hid away for yourself, and ask them what memory or vision leads you to them now. MC, choose a selection from weapons to give you pause, custom weapons, a dedicated combat vehicle, large-scale weapons, or even a walkingsuit (found in the landfall marine supplemental).
- Cache of supplies:** you get 6-barter. Ask the MC what memory or vision leads you to them now.
- Locked potential:** have the MC choose 2 of the following moves for you, and ask them what memory or vision unlocks them in you: **healing touch, deep brain scan, direct-brain whisper projection, in-brain puppet strings, frenzy, lost.**
- Hidden beauty:** tell the MC what you do to finally reveal the beauty you've been hiding, and rewrite your looks to reflect it. Have the MC choose 2 of the following moves for you: **dangerous & sexy, reputation, frenzy, oftener right, breathtaking, artful & gracious, hypnotic.**

# CREATING THE NO ONE

To create your no one, choose name, look, stats, moves, visions, gear, and Hx.

## NAME

Macks, Prout, Sludge, Kime, Mourning, Back, Raiver, Skale, Days.

Earrings, 155, Adage, Shuts, Ocean, Ape, Donuts, Rockwell.

## STATS

Choose one set:

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

## GEAR

You get:

- 1 scrounged weapon
- oddments worth 1-barter
- wear suitable to your look (you detail)

Scrounged weapons:

- bent, shitty knife (2-harm hand)
- brick (1-harm hand)
- broken rake or shovel (2-harm hand)
- face breaker (2-harm hand)  
*a glove with washers or nails wired across the knuckles*

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 5<sup>th</sup>, improve and erase.

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

## LOOK

Man, woman, ambiguous, transgressing, or concealed.

Layers of rags, scroungewear, plainwear.

Ruined face, drawn face, ashen face, scarred face, hidden face, grimy face, crooked face.

Soft eyes, wounded eyes, clear eyes, distant eyes, alert eyes, weary eyes, determined eyes.

Slight body, hunched body, angular body, solid body, fat body, scrawny body, wiry body, towering body, sunken body.

## MOVES

You get all the basic moves. You get **visions**, and then choose 2 more no one moves.

You can use all the battle moves, but when you get the chance, look up **keeping an eye out**.

## VISIONS

Choose 2 places and 2 people. These are visions that you've been having already, so are familiar to you.

## 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 have shared your own food with me?*

- For those who have, write Hx+1.
- For those who haven't, write Hx-1.

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

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

NAME -

LOOK

STATS MOVES

COOL do something under fire

HARD go aggro; sucker someone; do battle

HOT seduce or manipulate

SHARP read a sitch; read a person

WEIRD open your brain

HARM 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

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

## ■ STASIS

As things stand at the beginning of play, anyone released from stasis suffers both 2-harm area ap and  $\Psi$ -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  $\Psi$ -harm, shattering her sanity.
- The world's psychic maelstrom inflicted  $\Psi$ -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.
- $\Psi$ -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, woman, or ambiguous.

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 5<sup>th</sup>, 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.*

NAME -

LOOK

STATS MOVES

**COOL**

*do something under fire*

highlight

**HARD**

*go aggro; sucker someone; do battle*

highlight

**HOT**

*seduce or manipulate*

highlight

**SHARP**

*read a sitch; read a person*

highlight

**WEIRD**

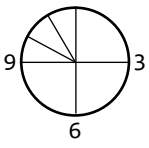
*open your brain*

highlight

**HARM**

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*

**SHOW SPECIAL**

If you and another character have sex, sweet.

**IMPROVEMENT**

*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 5<sup>th</sup>, 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-weary 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.

# THE SKILLER

## USE IN PLAY

Print this supplement out and bring it to the table.

As a player, you can get these skills by taking them as moves from another playbook. If you'd like to start play with one, get with the MC.

## DOWSING

For gear, you get:

- a pendulum, a stud finder, or bent coat hangers.

**Dowsing:** when you spend a day dowsing the wastes, roll+sharp. On a hit, you find water, oddments worth 1-barter, or some specific thing you were looking for, your choice. On a 10+, you've returned with it at the end of the day. On a 7-9, the MC chooses 1:

- *You found something else instead, something as interesting or something that more urgently demands your attention.*
- *You found it, but you weren't able to bring it back with you. Have the MC explain to you where it is.*
- *You found it, but something kept you from coming back. You're still in the wastes as night's falling.*
- *You brought someone back with you, or someone followed you back.*
- *You've disturbed something: an old truce, a sleeping danger, an inhuman thing.*

On a miss, the MC chooses 2. If the specific thing you're looking for is hi-tech, valuable, huge, or unlikely, the MC chooses an additional 1, so on a 10+, the MC chooses 1; on a 7-9, 2; on a miss, 3.

## GAME DESIGN

For gear, you get:

- dice, cards, scraps of paper, a splitting headache.

**Game design:** when you design a game and release it into the wild, tell the MC to create it as an **affliction: disease**, and to give it a special threat move. Choose 1:

- *It's a gambling game. **Threat move:** enrich someone at their friends' expense.*
- *It's a solitary game. **Threat move:** occupy someone who should be paying attention to something else.*
- *It's a sport. **Threat move:** divide a population against itself along fan lines.*
- *It's a strategy game. **Threat move:** create skepticism and paranoia in someone.*
- *It's a fantasy game. **Threat move:** create false and unreliable relationships between people.*
- *It's a bluffing game. **Threat move:** sow mistrust between friends.*

...And roll+weird. On a 10+, tell the MC that it takes off and will spread fast, far and wide. On a 7-9, tell the MC that it hooks only a few fans, but goddamn, they're serious about it. On a miss, tell the MC that it's horribly broken, and that it has a second threat impulse: *to expose you, personally, its creator, to the fury of anyone who tries to play it.*

# INTERROGATION

For gear, you get:

- restraints, pliers, jumper cables, a hand drill, a bucket, a canvas sack.

**Interrogation:** to interrogate someone, you need some time with them under your power and at your mercy. Tell their player the answers you want to hear and roll+hard. On a 10+, those are exactly the answers they give you, and they'll repeat them to anyone you want them to. On a 7–9, they give you the answers you want, but they aren't quite convincing. On a miss, no matter what you do, they just will not give you the answers you want to hear. Decide whether you kill them over it.

# CARTOGRAPHY

For gear, you get:

- paper, pencils, drafting tools, compass, signal and sighting mirrors.

**Cartography:** to create an accurate map, you'll need time and liberty to roam the landscape you're mapping, and an assistant to hold up sighting mirrors for you. Whenever you want, mention to the MC that you're starting a map. You can work on it off-screen, whenever you're not otherwise occupied.

At the beginning of a subsequent session, or whenever a stretch of time passes in play, ask the MC if something's stopped you from finishing your map. If something has, you're entitled to know what it was, so demand a full explanation. If nothing has, though, you've finished your map.

Tell the MC to open the MC book to p111–112. Draw a 4x4 grid on a sheet of paper to be your map. With the MC, draw in its known landmarks for orientation, then roll+sharp. On a 10+, you're entitled to 4 new details, plus 1 new detail that you don't know about. On a 7–9, 3 new details, plus 1 new detail that you don't know about. On a miss, 2 new details, plus 1 new detail that you don't know about. For each of your new details, the MC chooses 1:

- *Reveal the landscape's threat type and impulse, if the players don't already know it. Write it on the map.*
- *Betray the landscape's impulse: create a way into a fortress, a way out of a prison, or a way through a labyrinth; create a safe, secure, and reliable place in a breeding pit, furnace, or mirage. Add it to the map.*
- *Create a terrain threat. Add it to the map, noting its threat type and impulse.*

For the detail they don't know about, choose one of the above and write it up in your threat sheets, but add it to the map as only a circled question mark.

# HITCHHIKING

For gear, you get:

- a duffel, half a pack to share, a sob story, a funny story, a conspiratorial story.

**Hitchhiking:** when you need a lift, stick out your thumb and roll+hot. On a 10+, you're where you wanted to be, in tidy time and good spirits. On a 7–9, you're maybe halfway there now, and let's find out who's giving you a ride. Ask the MC to create them quick as a threat, and their vehicle too, and why don't you go ahead and read a person or read a situation. On a miss, cannibals.

# TAXIDERMY

For gear, you get:

- sawdust, needles, wire, glass eyes, an assortment of dead critters.

**Taxidermy:** when you taxiderm something, roll+sharp. On a 10+, choose 3 of the following.

On a 7–9, choose 2:

- *You've really captured the character of the creature you've taxidermed. Marvelous, truly marvelous work.* +Valuable.
- *You've created something deeply creepy. Anyone who **opens their brain** when this thing is around marks experience, but takes -2 to the roll.*
- *You've created a beautiful paean to a lost or imagined time of primeval innocence.* +Valuable.
- *You've created a convincing chimera. You can use it as concrete and compelling evidence when you **seduce or manipulate someone**, if your proposition somehow hinges on the existence of such a creature.*
- *It's so lifelike that you'd swear it moved. And you can hear it breathing. And sometimes its eyes follow you.*

On a miss, you choose 1, and the MC chooses 1 or 2 for you. The MC can choose from the above, or from the following:

- *You've accidentally created a living thing. MC, write it up as a perversion of birth.*
- *You've accidentally created a psychic antenna. You can use your creation for **augury**.*
- *Though sewn from the corpses of animals, your creation demonstrates a certain insight into the human condition. You can use it for **insight**.*

# ZOÖLOGY

For gear, you get:

- sketches of animals, folktales about animals' exploits, a See 'n Say.

**Zoölogy:** when you encounter an animal, roll+sharp. On a 10+, ask the MC 2 of the following questions. On a 7–9, ask 1. If the animal is familiar to you, ask an additional question:

- *If I do \_\_, how will this animal respond?*
- *How could I get this animal to \_\_?*
- *Is this animal old or young, healthy or sick, well-fed or suffering, everything's fine or something's wrong?*
- *What are this animal's instincts telling it? Does it know something I don't?*

On a miss, ask 1 anyway, and the MC gets to ask you a question from the animal's point of view, from this move, from reading a person, or any question. Answer it truthfully; the animal realizes this about you.

Furthermore, whenever you read a situation, ask, as a free additional question:

- *What animals are around here now?*



# DEMOLATIONS

For gear, you get:

- TNT, blasting caps, wire, fuses, blast suit (*4-armor lumbersome*).

**Demolitions:** when you want to demolate something, roll+sharp and tell the MC to open the MC book to p216. By default, you spend an hour or so placing and wiring your explosives, then do *7-harm messy*. On a 10+, choose 3. On a 7–9, choose 2:

- *You do +1harm. (You can choose this more than once.)*
- *You manage it in just a few minutes instead of an hour.*
- *You do area harm instead of messy harm.*
- *You do harm to a single specific thing of your choice instead of messy harm.*

On a miss, you do the default, plus the MC chooses 1:

- *Somewhere you thought was safe, you inflict 2-harm messy, from shrapnel.*
- *Somewhere you thought was safe, you inflict d-harm (not being on fire) messy.*

**Lumbersome** means that it's bulky, awkward, tiring to wear, and extremely slow to move in. It's not practical combat armor, only for hunkering down to endure fire.

# FLAMETHROWERING

For gear, you get:

- the flamethrower in question, a fuel tank, a mixing tub.

**Flamethrowering:** you have a flamethrower (*close area d-harm [not being on fire] volatile ○○○ refill*). Use it three times and you have to refill the tank. You can mix up a batch of the fuel yourself when you need it, it just takes 1-barter's worth of gasoline and 1-barter's worth of other supplies.

**Volatile** means that the fuel tank can, when things go, yknow, pretty poorly, explode, doing *3-harm* for the blast and *d-harm (not being on fire) area* for the explosion of burning fuel.

# D-HARM (NOT BEING ON FIRE)

**d-harm (not being on fire):** terrible pain, panic, disfiguring and life-threatening burns. For whole-body immolation: unbearable pain, asphyxiation, death in a minute or less.

*Inflicted on a population:* immediate frenzied panic. Social cohesion breaks down at once, replaced by pure survival instinct. Some members of the population may retain the presence of mind to try sacrificing themselves to save their loved ones.

# PROOFREADING

For gear, you get:

- a red pen, a manuscript.

**Proofreading:** when you publish, roll+sharp. It doesn't matter what you roll. There's a typo on the fucking back cover.

# NAMES

## STATS MOVES

<b>+0</b> <b>COOL</b>	<i>do something under fire</i>
<b>+0</b> <b>HARD</b>	<i>go aggro; sucker someone; do battle</i>
<b>+0</b> <b>HOT</b>	<i>seduce or manipulate</i>
<b>+0</b> <b>SHARP</b>	<i>read a sitch; read a person</i>
<b>+2</b> <b>WEIRD</b>	<i>open your brain</i>

## HARM

- 1-harm:** cosmetic damage, concussion, pain, fear.
- 2-harm:** wounds, unconsciousness, bad pain, broken bones, shock, often fatal.
- 3-harm:** Terrible wounds, shock, sometimes immediately fatal, otherwise death soon.
- 4-harm:** Mangled and ruined, always fatal, usually instantly fatal.
- 5-harm and more:** fatal and bodily destructive.
- When your last self dies,** mark enough experience to improve and continue play.

## HX

*help or interfere; session end*

## SYMBIOTE SPECIAL

When you and another character have sex, choose 1:

- Your psyche fixes upon theirs. Next time they improve, mark experience.
- Ask them any 3 questions you want. They must answer honestly.
- They may use you for **augury**. You roll and they make all the decisions.

## IMPROVEMENT

**experience** ○○○○>>>improve

- get +1weird (max +3)
- get the other symbiote move
- add an option to your colony
- add an option to your colony
- add a person to your colony
- add a person to your colony
- get followers (you detail) and **fortunes**
- get a move from another playbook
- get a move from another playbook
- get +1 to any stat (max stat+3)
- retire your character to safety
- create a second character to play
- change your character to a new playbook
- choose 3 basic moves and advance them.
- advance the other 3 basic moves.

# THE SYMBIOTE

# THE SYMBIOTE

When the apocalypse came, it did not come as they expected it. Oh, they expected their world to break down — feared it would, denied it would, planned for it, planned against it, whatever. But they looked at their future and they could only see their own monsters. They couldn't see, couldn't even guess, the creatures that would come that were not them.

## SYMBIOTE MOVES

○ **The health of the host (i):** at the beginning of the session, roll+weird. On a hit, give +1 to everyone else making a beginning-of-session move. On a 10+, for each of them who also hits their move with a 10+, you mark experience. On a miss, give -2 to everyone else making a beginning-of-session move.

○ **The health of the host (ii):** at the beginning of the session, roll+weird. On a 10+, choose 4. On a 7-9, choose 3. You may choose an option more than once, but you must choose the first option at least once:

- Name an NPC, and explain how good luck has improved, eased, or enriched their life.
- Name another player's character. They get 1-barter to spend on their lifestyle. Tell them which one of you is their benefactor.
- Name another player's character. They get 1-barter to spend on their lifestyle. None of your colony is their apparent benefactor. By all evidence, the barter comes from their own efforts and/or good fortune.

On a miss, instead choose 2. You must choose the first option at least once:

- Name another player's character, and explain how their luck has turned suddenly incredibly shitty.
- Name an NPC, and explain how their luck has turned suddenly incredibly shitty.

You can defer your choice to the MC, if you prefer.

## OTHER MOVES

## BARTER

At the beginning of the session, spend 1- or 2-barter for your lifestyle. The options you chose for your colony determine how much you have to spend for each of you.

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

- Brute labor for a wealthy NPC or population.
- Any of the gigs from your colony segments.
- 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.

## YOUR COLONY

By default, your colony consists of 3 people. You are each integrated into the surrounding population, not by default distinctive or remarkable. Your individual homes, means, and livelihoods are typical for this place, providing a 1-barter lifestyle at the beginning of every session. If you choose to fight together in a coordinated fashion, you count as a small gang, by default with 2-harm 0-armor.

Then, choose 2:

- **Martyr:** when you take a blow for another player's character, mark experience. When anyone of your colony dies, mark experience.
- **Thriving:** add a person to your colony.
- **Sustaining:** When anyone of your colony dies, erase their information from your colony and create a new person to replace them. Use the same colony segment or an unused one.
- **Tendrils:** when 3 or more of your colony convene and act together, you can expand your reach through the world's psychic maelstrom. +**Augury.**
- **Shared eyes:** when you read a situation, roll+weird instead of roll+sharp.

## CREATING YOUR PEOPLE

To create one of your colony, choose one of the available colony segments, and choose name, looks (selecting all that apply), and circumstances.

During initial character creation, don't choose the blank segments. When you add someone new to your colony, you can choose to use a blank segment then, to create someone to fit the current circumstances of play. When you do use a blank segment, for your +2 and -1 stats, choose cool, hard, hot, or sharp, not weird. You always have weird+2.

## A RIVAL COLONY

Once during play, whenever you choose, you can create a rival colony. Tell the MC which you choose, and that they're perversions of birth. She'll know what you mean.

Choose 1:

- The rival colony is **like you**.
- The rival colony is some kind of **psychic & physical contamination**. *If the contaminated is in play, ask that player what the contamination is like. Otherwise, create it yourself:*  
Affected people become (circle 3-4): *bloodcrazed, cannibalistic, insatiable, inhumanly fast & strong, inhumanly patient, unsleeping & tireless, a hive mind, contagious, nearly unkillable, blood-washed, electricity-eating, memory-eating, terror-driven, death-intent.*

- The rival colony are **child-things**. *If the child-thing is in play, ask that player what child-things are like. Otherwise, create them yourself:*

They are (circle 3-4): *ravenous, omnivorous, mercurial in form, impossible to contain or restrain, many, maelstrom-worshipping, silent & staring, ferocious, snarling & shrieking, quite possibly rabid.*

Their den includes (circle 2-3): *parts of a plane, labyrinthine tunnels, ancient underground vaults, a terrifying place of death, an alien place of luminous glass, other things of significance only to them.*

- The rival colony are **wolves of the maelstrom**. *If the child-thing is in play, ask that player what the wolves of the maelstrom are like. Otherwise, create them yourself:*

They seem human, but under their disguise, like all of the maelstrom's wolves, they look like (circle 1): *people, birds, beasts, insects, angels, shadows, machines.*

Except (choose 2):

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

# CREATING THE SYMBIOTE

As the symbiote, you are a psyche in some way native to the world's psychic maelstrom. You live there; it is the medium of your life the way that the earth and air are the medium of others'. However, you are also embodied in this world, in the form of several otherwise apparent human beings. You all seem to live and act and move independently, but it's an illusion. You're one creature, you, sharing experiences and thoughts and separated only bodily.

To create the symbiote, choose moves, colony, and Hx.

## MOVES

You get all the basic moves. Choose 1 symbiote move.

You can use all of the battle moves, and you'll find that your colony is better suited to some than to others. If your colony tends hard, look up **seize by force**; if it tends cool, look up the **subterfuge** moves; if it tends sharp, look up **keeping an eye out**.

## COLONY

Print out **supplemental: the colony** and bring it to the table with you.

Create your colony.

When you act, you act as one of your colony, in that one's body. For all practical purposes you, your MC, and your fellow players can treat all of your colony as full and separate characters, with these exceptions:

- You all share your moves.
- You all share Hx, experience, and advancement.
- You each take harm as NPCs would, as listed, not on a PC's harm countdown. You are individually fragile.
- You can't have sex with yourself.

When you roll+a stat, the person you're acting as may give you +2 or -1, as listed. Otherwise, roll +2 for weird and +0 for all other stats.

If the last person of your colony dies, mark enough experience to improve, and take your improvement right then.

## RIVAL COLONY

Once during play, whenever you choose, you can create a rival colony, too.

## Hx

Everyone introduces their characters by name, look and outlook. On your turn, introduce all of the people in your colony.

List the other characters' names.

Go around again for Hx. On your turn, ask each of the others which of your colony they know.

- If they know none or only 1 of you, write Hx=0.
- If they know 2 of you, write Hx+1.
- If they know more than 2 of you, write Hx+2.

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 one of your colony is most interesting, and highlight it. Instead of getting highlighted stats, you get one of yourselves highlighted.

The MC does NOT highlight a second.

When everyone else changes highlighted stats, you change highlighted selves. Again, ask the player whose character has the highest Hx on your sheet which of you to highlight.

## IMPROVEMENT

Whenever you roll when you're acting as the highlighted one of your colony, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5<sup>th</sup>, improve and erase.

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

## NAME & LOOK

## CIRCUMSTANCES

highlight

+2

-1

## NAME & LOOK

## CIRCUMSTANCES

highlight

+2

-1

## HARM

You take harm like NPCs, not like a PC:

**1-harm:** cosmetic damage, concussion, pain, fear.

**2-harm:** wounds, unconsciousness, bad pain, broken bones, shock, often fatal.

**3-harm:** Terrible wounds, shock, sometimes immediately fatal, otherwise death soon.

**4-harm:** Mangled and ruined, always fatal, usually instantly fatal.

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

When your last self dies, mark enough experience to improve and continue play.

# THE COLONY

## SUPPLEMENTAL FOR THE SYMBIOTE

### NAME & LOOK

Silk, Frans, Azaz, Rolfball, or Janis.

Man, woman, or concealed.

Old, pierced, willowy, golden-eyed, barrel-chested, amputated, bearded, lush-mouthed, elaborately-coiffed, tiny, fat, and/or muscular.

highlight

+2  
HARD

-1  
SHARP

### CIRCUMSTANCES

Choose 3:

- I'm in \_\_\_'s crew/cult/gang.\*
- I have a hunting rifle with a good sight (3-harm far loud reload).
- I have a spike-studded baseball bat (3-harm hand messy) and bulky body armor (2-armor).
- I have a tempestuous, devoted, tough, beautiful little family: Asso, Ki Yin, Quick, Limester, and me.
- I know basic first aid. I can't heal harm, but I can stabilize it.
- I make my house down in the maze.
- I have oddments worth 3-barter.

\*Free if a PC, with that player's approval.

### NAME & LOOK

November, Hyacinth, or Capella.

Woman or transgressing.

Stocky, shave-headed, grinning, buxom, full-lipped, heavy-eyed, dimpled, salt and peppered, soft, lissome, angry, wounded.

highlight

+2  
HOT

-1  
COOL

### CIRCUMSTANCES

Choose 3:

- I'm in \_\_\_'s crew/cult/gang.\*
- I have access to \_\_\_'s garage and all their vehicles.\*
- I'm \_\_\_'s lover.\*
- I have a machete (3-harm hand messy) and fashion worth 1-armor (you detail).
- I have a gig providing \_\_\_ with food, entertainment, and drugs, worth 2-barter for lifestyle at the beginning of the session.
- I get +1 to **go aggro**.
- The other PCs can come to me for **insight**.
- My rooms are poor, cramped, and claustrophobic.
- I have oddments worth 3-barter.

\*Free if a PC, with that player's approval.

## NAME & LOOK

Past, Cass, Dutch, Echo, or Bow.

Man or transgressing.

Hulking, shaven, crooked-built, dead-pale, slight, heavy-bearded, one-eyed, handsome, smirking, vast, mashed-faced, dapper, and/or tall.

highlight

+2  
HARD

-1  
HOT

## CIRCUMSTANCES

Choose 3:

- I'm in \_\_\_'s crew/cult/gang.\*
- I have a brother, Jinte, who's also a fuckin badass.
- I have a shotgun (3-harm close messy) and impressive body armor (2-armor).
- I get +1 to reading a situation.
- I have a gig doing violence for pay, worth 2-barter for lifestyle at the beginning of every session.
- I have a fortified little double-room I call home. +1armor in defense.
- I have oddments worth 3-barter.

\*Free if a PC, with that player's approval.

## NAME & LOOK

Woodward, Murray, Gams, or Jastor.

Woman, transgressing, or concealed.

Scarred, broken-bodied, powerful, curvaceous, aristocratic, slender, rope-veined, velvet-skinned, gray, rangy, and/or blunt-faced.

highlight

+2  
COOL

-1  
SHARP

## CIRCUMSTANCES

Choose 3:

- I'm in \_\_\_'s crew/cult/gang.\*
- I've got something big on \_\_\_.\*
- I have free passage through \_\_\_'s holdings, no questions asked.\*
- I have a smg (2-harm close area loud) and fashion worth 1-armor (you detail).
- I have a gig keeping and holding onto valuables for \_\_\_, worth 2-barter for lifestyle at the beginning of every session.
- I'm one of the few who make my home in the upper rooms.
- I have oddments worth 3-barter.

\*Free if a PC, with that player's approval.



## NAME & LOOK

Lee-On, Billy, Mox, or Bismark.

Man, woman, or ambiguous.

Slight, long-haired, smoky-eyed, arresting, tattoed, disfigured, angular, energetic, fat, calm-eyed, stocky, and/or sharp-featured.

highlight



## CIRCUMSTANCES

Choose 3:

- I'm in \_\_\_'s crew/cult/gang.\*
- I have access to \_\_\_'s infirmary, and I can work on people in it.\*
- I'm \_\_\_'s lover.\*
- I have a 9mm (2-harm close loud) and scrounged armor (1-armor).
- I keep hives of bees (vicious, swarming little bitches who love only me).
- When I kill someone, mark experience.
- My rooms are atmospheric, cool, and well-appointed. I get +1 to read a person within them.
- I have oddments worth 3-barter.

\*Free if a PC, with that player's approval.

## NAME & LOOK

Dystart, Safire, Elba, Olive, or Jaim.

Man, woman, or transgressing.

Compact, long-legged, mild-eyed, nervous, utterly bald, severe-faced, quick-eyed, beautiful, thick-bodied, lithe, flush-faced, and/or towering.

highlight



## CIRCUMSTANCES

Choose 3:

- I'm in \_\_\_'s crew/cult/gang.\*
- I have access to \_\_\_'s living space.\*
- I have wicked knives (2-harm hand) and fashion worth 1-armor.
- I have a distinctive presence in the local population; I command attention when I come into a room.
- When I die, mark experience.
- My rooms are above the autoshop.
- I have a bike (you detail).
- I have oddments worth 3-barter.

\*Free if a PC, with that player's approval.

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*

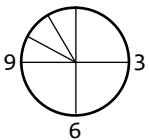
**WEIRD**  highlight

*open your brain*

**HARM**

countdown

12



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*

**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**

# THE WATERBEARER

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.

## 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 5<sup>th</sup>, 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

## MOVES

The child-thing chooses 2 of these:

**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.

Take care to have your NPCs struggle to recognize the child-thing, even those who know them well.

For PCs, if they read the child-thing, this certainly counts as looking 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?

Answer these exactly as you would any of the usual **read a situation** questions.

**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.

“An hour later” and “many hours pass” are cues for you to make moves of your own. They may or may not represent opportunities for hard and direct moves, depending on the particular details of the situation the child-thing's trying to escape or avoid.

**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.

And here's the child-thing's special move:

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.

If the child-thing eats something belonging to an NPC, that's fine. It doesn't activate this move in any way.

# MC REFERENCE

## DEN

As with any character's personal territory, create the child-thing's den as a landscape threat.

## THE WOLVES OF THE MAELSTROM

The child-thing player creates something called "the wolves of the maelstrom." They'll provide you with the details. Use the normal threat rules to create and play them.

They're overtly creepy, an opportunity for you to barf some weird shit into your world.

## THE CONTAMINATED

### MOVES

Because of the way contamination spreads, the contaminated's moves are the opposite of everyone else's: bad.

The fun of playing the contaminated includes sabotaging your own efforts. If you find that the contaminated player isn't using their moves when circumstances call for them, you can step in to remind them, but if they're reluctant to use them, maybe the contaminated isn't the right character for them. You can let them change playbooks or create a new character if they prefer.

The contaminated chooses 3 of these:

**Ravenous:** *in the presence of [circle 1: human blood, any blood, raw flesh, electricity, terror, poison, the moment of death], any action you undertake, other than to seek it directly and urgently and consume it in rapture, is under fire from the intensity of your contamination's craving.*

**Fury:** *when you go aggro on someone, there's no appeasing you. If they cave, mollify, or submit to you in any way, it provokes you; count it as forcing your hand. If they get away from you instead, you must pursue them and press the attack. Furthermore, whenever you have the opportunity to spend 1 to inflict terrible harm, you must do so.*

**Addicted:** *when someone asks you to do something, if they promise [circle 1: human blood, any blood, raw flesh, electricity, terror, poison, the moment of death] to you, even without offering evidence that they can or will make good, it counts as seducing or manipulating you and hitting with a 10+. This is true even if they're an NPC.*

**The other one:** *tell the MC to create the other one as a perversion of birth who comes to you in your brain and acts for you with your body. Once per session, and more often if you choose, tell the MC that now you're the other one. Ask the MC what you do.*

"The other one" is a possessing psyche or alternate personality. Use the normal threat rules to create and play them.

They're overtly creepy, an opportunity for you to barf some weird shit into your world.

**Hive mind:** you share thoughts and senses with others who share your contamination. At any time, you can ask the MC what they're seeing, hearing, feeling, and thinking about, and you can read them if you choose, even from afar. At any time, you can also ask the MC if there are others who share your contamination, and who, or who's new.

Use the normal threat rules to create and play NPC contaminated.

They're overtly creepy, an opportunity for you to barf some weird shit into your world.

**Degeneration:** at the beginning of the session, roll+hot. On a 10+, rewrite your looks slightly for the better. On a 7–9, rewrite your looks slightly for the worse. On a miss, rewrite your looks significantly for the worse. Rewrite freely, not limited to choosing new looks options from your list.

**The lily of the pits:** if you have [circle 1: human blood, any blood, raw flesh, electricity, terror, poison, the moment of death], you don't need or desire anything else. At the beginning of the session, spend 0-barter on lifestyle, and tell the MC that you toil not, and yet are arrayed in charnal splendor.

Don't follow the usual procedure for when a PC declines to pay barter for lifestyle. The lily of the pits cannot starve or suffer from thirst or exposure.

And here's the contaminated's special move:

*If you and another character have sex, but only the first time you have sex with them, give them a move from your playbook.*

*You're allowed to ask the other player their preference, but ultimately you choose the move, and the substance if required.*

For NPCs, you should consider changing their threat type, and you can give them the benefits of contamination, as follow.

For PCs, it's appropriate for you to make sure that the other player knows what they're getting into before they, yknow, get into it. The contaminated's playbook isn't secret from the other players — none of the playbooks are — and you should treat it all as public knowledge. Don't let the contaminated player ambush the other players with this stuff.

## CONTAMINATION

The contaminated's moves are bad, but their contamination is good. The contaminated gets all of these:

**Inhuman strength and reflexes:** you are many times stronger and quicker than the uncontaminated. Any time you think that your inhuman strength or reflexes might help you, ask the MC to choose 1:

- You get +1 or +2 to your roll, or you get +1choice or +1hold after your roll.
- You can act under fire to do it, when a normal person would be simply incapable.
- You inflict +1harm, +2harm, or add ap to your attack.

Use your best judgment, and try to err to the contaminated's benefit.

**Inhuman flexibility:** you can contort your body into bizarre, appalling, and unnatural configurations. You can fit through or into spaces that no one could possibly fit into, in order to hide, escape, or gain entry. You can also impress, dismay, or frighten someone without using seize by force to do it. The MC can have you act under fire to hold a position for a long time, to take the most extreme positions, or to move while contorted.

This means that the contaminated player can, yes, simply announce that they impress, dismay, or frighten someone, and it's true. See p167 in the MC book for the effects.



**Inhuman resilience:** no amount of harm can make your life untenable. Treat harm past 11:00 as painful and temporarily debilitating, but not lasting. At the beginning of the next session, reduce your harm to 6:00.

The MC might decide that certain kinds of extreme harm—immolation or beheading, for instance—count as a decontamination attempt, as follows.

You can still call for the harm move when the contaminated takes harm past 11:00.

**Decontamination:** you might be able to be decontaminated. Maybe a savvyhead or an angel with an infirmary can help, or a brainer or a hocus with augury, or a quarantine with a medlab or a  $\Psi$ -isolation rig. Maybe you have another plan of your own. In any case, seeing a decontamination attempt through to its conclusion immediately makes your life untenable.

The only way to be sure of decontamination is to change to another playbook, and to agree with the MC that your contamination belongs to your old life that you're leaving behind. Seeing a decontamination attempt through gives you an opportunity for this, but doesn't require it or guarantee it.

In general, you should let the decontamination attempt work if the player wants it to, but if it's clear that the player would rather their character remain contaminated, let them.

The big exception is when the other players have had enough of the contaminated's horseshit and decide to purge the contamination whether the contaminated wants it or not. If this is what's going on, check in with the players outside the game and figure out the best way forward for everyone.

## THE LANDFALL MARINE

### MOVES

The landfall marine gets both of these:

**Agent/combatant:** you get all of the landfall marine missions. You have contact with an orbital drop/echo platform. Each time you complete a mission, you can call for resupply. During play, the MC may have your superiors contact you with orders or with information relevant to your missions.

This move allows the landfall marine full access to their other resources. It's a move, not simply part of the rules for the landfall marine's mission, specifically so that other characters can take it as an advance. If they do, it represents their recruitment into the reclamation mission.

**Walkingsuit calibration:** when you charge up a walkingsuit, roll+its power instead of roll+weird.

This move gives the character a distinct advantage with their walkingsuit, even if walkingsuits become commonplace in your game.

And here's the landfall marine's special move:

*If you and another character have sex, you both mark experience.*

This move does apply if the landfall marine and an NPC have sex, but of course the NPC doesn't mark experience. Instead, you can take it as an opportunity to change the NPC's threat type, if it's called for.

## VULNERABILITIES

Note to yourself that the landfall marine is vulnerable to hunger, Ψ-harm, and reflexive isolation, but there's no reason for you to pay close attention to these. Only ask the landfall marine player about them when you need to know.

## MISSIONS & RESUPPLY

The landfall marine's missions and resupply create an economy. Resupply gives the landfall marine an advantage or solves a problem, and to receive resupply, they have to complete one of the listed missions.

This economy is in the player's hands, you don't need to do any more than confirm that the player's accomplished a mission and then make good on the player's choice of resupply.

## SUPPLEMENTAL: WALKINGSUIT

A walkingsuit is a powerful weapon and vehicle with its own set of moves:

**When your walkingsuit is in baseline**, erase 1 charge segment for each hour that passes.

**When you charge up a walkingsuit**, roll+weird. On a 10+, mark no charge countdown segments. On a 7-9, mark 1 charge countdown segment. On a miss, mark 2 charge countdown segments.

**Once your walkingsuit's charge countdown has reached 12:00**, it cools automatically down to baseline. Before you charge it up again, let it recover some charge segments.

These three moves together create the walkingsuit's operational cycle.

The walkingsuit begins play in "baseline," with 0 segments of its charge countdown marked.

In order to use the walkingsuit's full capabilities, the pilot has to "charge it up," activating its systems. As it uses its systems, they expend its charge; the act of charging it up does so as well. The player tracks this by marking segments in the walkingsuit's charge countdown.

After action, the pilot can power the walkingsuit down to baseline at will, but the walkingsuit powers down to baseline automatically if its charge countdown reaches 12:00.

In baseline, the walkingsuit can walk at moderate speeds and take moderate actions, while it recovers any charge it's expended. The longer in baseline, the more charge it recovers. The player tracks this by erasing marked segments in the walkingsuit's charge countdown.

**When your walkingsuit goes into hard shutdown**, roll+agility. On a 10+, all 3. On a 7-9, choose 2. On a miss, choose 1:

- Your walkingsuit slows to a stop. Otherwise, it freezes immobile at this precise moment.
- Your walkingsuit lands in a stable, balanced position. Otherwise, it falls awkwardly.
- Your walkingsuit maintains its baseline comms and sensor activity. Otherwise, it leaves you deaf and dumb.

The only thing that specifically tells you to put a walkingsuit into hard shutdown is a weapon, the EMP pulser. Otherwise, putting a walkingsuit into hard shutdown counts as **activating their stuff's downside**, the MC move, and you can do it when they give you the golden opportunity to do so.

**When you use your walkingsuit to cover ground**, name your route and roll+agility. On a 10+, choose 3. On a 7–9, choose 2. On a miss, choose 1:

- Do not mark a charge countdown segment. Otherwise, you must mark 1.
- You cover the ground very quickly: as a vehicle with speed equal to its agility. Otherwise, you cover it only at human running speed.
- You avoid impact with the ground or obstacles. Otherwise, your passage is noisy and you leave an unmistakable trail of battered scenery.
- You keep to the available cover. Otherwise you expose yourself to enemy attention and fire.

Covering ground with a walkingsuit is compatible with outdistancing or overtaking another vehicle, provided the pilot chooses to cover the ground quickly.

If you need details, use the rules for inflicting harm with a vehicle to determine the exact effects of the “unmistakeable trail of battered scenery.” You probably don’t need details, but you might.

If they expose themselves to enemy attention and fire, that’s naturally an opportunity for you to make a threat move.

**When you use your walkingsuit to force an entrance or exit**, name your route and roll+power. On a hit, sweet, you’re there, and anything that stood in your way has suffered whatever harm or impact necessary (MC’s call). On a 7–9, mark 1 charge countdown segment. On a miss, mark 1 charge countdown segment, and you’re hung up somewhere midroute or on some difficult threshold.

If you need a detailed answer, use the rules for inflicting harm with a vehicle to determine the exact effects of the “whatever harm or impact necessary.” You probably don’t need a detailed answer, but you might.

“Hung up” is just another name for “MC, you get to make a move yourself, and as hard and direct a move as you like.”

**When your walkingsuit’s ammo countdown reaches 12:00**, you’re out of ammo. Do not use any of your weapon systems until you use resupply (or some other means, such as a savvyhead’s workspace) to erase ammo countdown segments.

Whenever the pilot uses one of the walkingsuit’s mounted weapons, the player tracks the ammo expenditure by marking an ammo countdown segment.

**When you ram a person, a vehicle, or a structure intentionally**, add your walkingsuit’s power to its massive to determine the harm you inflict.

**When you use your walkingsuit as a vehicle otherwise**, use its agility for both its speed and its handling.

These moves reflect the unique nature of the walkingsuit in battle.

The walkingsuit supplemental also includes the complete set of options for creating the walkingsuit, and a selection of the relevant harm rules. This is for both the player’s use and reference and your own, so ask the player to pass it over to you whenever you want it.

## SUPPLEMENTAL: RECLAMATION

The reclamation supplemental lays out the landfall marine’s origin and mission in threat terms, including allied and enemy NPC walkingsuits. Read it over and use it in play.

# THE NO ONE

## MOVES

The no one gets **visions** and then chooses 2 more of these:

**Visions:** at the beginning of the session, roll+cool. On a 10+, the MC holds 1. On a 7–9, the MC holds 2. On a miss, the MC holds 3. If the MC now has 3 hold or more, she must begin the session by spending 1.

- The MC can spend 1 hold at a moment of transition to tell you that a vision comes on you, and ask where you are and who you're with.
- The MC can spend 2 hold at any moment to interrupt you and tell you that a vision comes on you right now.

The MC doesn't lose unspent hold at the end of the session, but carries it over.

It can be hard to remember to spend your hold. The design of this move makes it so that if you forget to spend your hold during the session, it's okay, you'll just start the next session by spending 1.

**Road refugee:** you get a car. You detail it, but give it 2 weaknesses, 1 strength, and poor looks.

The player creates the car using the rules on p236 in the MC book.

**Scavenger:** at the end of the session, name 1 or 2 things that you've scavenged, incidentally, while everything else has been going on. Roll+sharp. On a 10+, you get 1-barter. On a 7–9, you get 1-barter, but you can only use it for your lifestyle at the beginning of the next session. On a miss, you've stolen something from someone.

On a miss, leave the consequences of the theft for the next session.

**Dirty fighter:** whenever you inflict harm, inflict +1harm.

**Onrushing revelation:** each time you have a vision, mark experience.

And here's the no one's special move:

*If you and another character have sex, change immediately to a new playbook.*

This move applies whether the no one and a PC or an NPC have sex.

## VISIONS & REDISCOVERIES

In early play, give the no one visions by gut, barfing forth whatever imagery seems fun and symbolic. As the visions progress, however, begin to include them in your prep between sessions, guided by the rediscoveries the no one chooses.

Ultimately you'll need to determine and establish the reality behind the visions, what they reflect, and — depending on how the game goes — bring it into play as threats.

# QUARANTINE

## MOVES

Quarantine chooses 3 of these:

**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.

Notice that it's Quarantine who gets both the +1 and the experience.

"Go to someone for advice" means a whole 2-sided conversation, unhurried and thoughtful, about something relatively significant. Shouting out for advice in the middle of a fight doesn't count, nor does asking them whether to dine upon pigmaggot or screwfish tonight.

For your NPCs, they really truly must tell Quarantine their honest best advice. For PCs, remind them that they must, and encourage them to be as forthcoming and unguarded as they can, if you think maybe they're hedging or shying away.

**Inspiring:** when another player's character rolls+Hx to help you, they mark experience.

And here's Quarantine's special move:

*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.*

This move applies whether Quarantine and a PC or an NPC have sex, although with an NPC, a miss has no mechanical effect.

## STASIS

As with any character's personal territory, create Quarantine's stasis as a landscape threat.

Depending on Quarantine's player's choices, you may also need to create Specialist JACKSON, TAMMY M. as a threat.

In play, Quarantine may release their unit and others from stasis as well. Be prepared to create them as threats too.

## PAST

In early play, answer Quarantine's questions by gut, barfing forth whatever imagery seems fun and mysterious. As play progresses, however, try to make sense of the answers you've given so far, to arrive at a coherent overall vision of the apocalypse and what caused it.

# THE SHOW

## MOVES

The show gets this 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).

This whole business of the leash and who's holding it is in the player's hands. As MC, you don't need to do anything with it but follow along with wonder and dread

And here's the no one's special move:

*If you and another character have sex, sweet.*

This move applies whether the show and a PC or an NPC have sex.

## RIG

The show's rig is their whole musical setup, their whole kit, axe and amps and all. They'll provide you with the details. You might need to create their rig or its components as threats, depending on what they choose.

## MUSIC

When the show plays music, they have to choose whether they're playing to **crack open the world** or else to **pander to their audience**.

If they crack open the world, they can dramatically change your NPCs' behavior and/or threat type. Your job when they do this is to take hold of what they tell you and run with it. Don't hesitate or hold back: take a second to set your own preconceptions aside, if you must, and then just fucking go.

If they pander to their audience, they get to choose some barter for the person who holds their leash, and maybe they have to take -1weird to the next time they try to crack open the world. This is in their hands but you can ask them to keep you informed, if you want to know.

Between their rig and their music, the show is a powerful agent of chaos. Some of their options are spectacularly over the top, an opportunity for you to barf some truly epic shit into your world.

# THE SKILLER

The skiller isn't a playbook. It's a collection of moves that, if it's in play, the players can take as advances, as "get a move from another playbook."

Each move comes with gear, which the PC gets for free when they take the move.

The moves are relatively complex, sometimes longer-term, sometimes just longer, than usual moves. Follow their logic carefully in play, but they shouldn't give you any trouble.

It is, yes, a long way to go for a joke.

# THE SYMBIOTE

## MOVES

The symbiote chooses 1 of these:

**The health of the host (i):** at the beginning of the session, roll+weird. On a hit, give +1 to everyone else making a beginning-of-session move. On a 10+, for each of them who also hits their move with a 10+, you mark experience. On a miss, give -2 to everyone else making a beginning-of-session move.

Have the symbiote make this move at the beginning of session 1, of course.

**The health of the host (ii):** at the beginning of the session, roll+weird. On a 10+, choose 4. On a 7–9, choose 3. You may choose an option more than once, but you must choose the first option at least once:

- Name an NPC, and explain how good luck has improved, eased, or enriched their life.
- Name another player's character. They get 1-barter to spend on their lifestyle. Tell them which one of you is their benefactor.
- Name another player's character. They get 1-barter to spend on their lifestyle. None of your colony is their apparent benefactor. By all evidence, the barter comes from their own efforts and/or good fortune.

On a miss, instead choose 2. You must choose the first option at least once:

- Name another player's character, and explain how their luck has turned suddenly incredibly shitty.
- Name an NPC, and explain how their luck has turned suddenly incredibly shitty. You can defer your choice to the MC, if you prefer.

Have the symbiote make this move at the beginning of session 1, of course.

You can suggest NPCs for them to choose, if they don't yet know any.

And here's the symbiote's special move:

When you and another character have sex, choose 1:

- Your psyche fixes upon theirs. Next time they improve, mark experience.
- Ask them any 3 questions you want. They must answer honestly.
- They may use you for augury. You roll and they make all the decisions.

This move applies whether the symbiote and a PC or an NPC have sex, although with an NPC, the first option has no effect.

## COLONY

The symbiote's "colony" are the individual people of whom the symbiote's collectively composed. The symbiote chooses options for them collectively, and then chooses their individual identities in the colony supplemental.

This entire process is in the player's hands. If they ask for your help or advice, encourage them to start with whatever seems simplest to them. They can add options and expand as they get their feet under them.

## RIVAL COLONY

Once during play, whenever the symbiote player chooses, they can create a rival colony. They'll provide you with the details. Use the normal threat rules to create and play it.

It's overtly creepy, an opportunity for you to barf some weird shit into your world.

# THE WATERBEARER

## MOVES

The waterbearer gets **lawbringer**, and then chooses 2 more of these:

**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.*

The waterbearer's law is part of their source.

On a miss, especially in the early sessions of play, if the player's struggling with the idea of suffering the penalty themselves, you can work with them to find a way to submit to a reduced, technical, or symbolic version that's tolerable. Be sure to remind them that in Apocalypse World, for PCs, the effect of execution or other punitive death is to make life untenable, not to remove the character from play.

**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.*

The waterbearer must genuinely, on the player's honor, be calling for them to come and meet to settle things between them. There's nothing that prevents the meeting from turning violent once it's underway, but the waterbearer shouldn't use this move to lay an ambush.

**Embargo:** *you can go aggro with deprivation as your weapon, inflicting d-harm (water).*

This is, I believe, the most violent move in Apocalypse World.

**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?

When the waterbearer uses this move on another player's character, it's that player, not you as MC, who answers their questions.



**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.

“True ceremony” is a crucial piece of this move. You should work with the waterbearer to arrive at a shared understanding of what makes a ceremony true: what it requires, what it can be for, what it costs. This is a time when you should put your bloody fingerprints on it, not a time when you should defer to the player on every point.

If another player is playing the angel, you can have the waterbearer strike out either or both of the two “anyone — is healed” options. Otherwise, for healing, it's your choice how many harm segments PCs heal, and your choice what effect healing has on NPCs.

And here's the waterbearer's special move:

*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.*

This move applies whether the waterbearer and a PC or an NPC have sex.

## SOURCE

As with any character's personal territory, create the waterbearer's source as a landscape threat. Create the waterbearer's chosen friends as a group threat or as individual threats as well, bearing in mind that they give the waterbearer **insight** (about which, see p161 in the MC book for details).

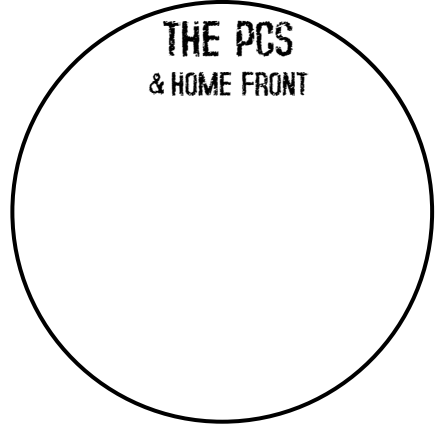
As character creation comes to an end, ask the waterbearer what their laws are and what the penalties are for breaking them. You want all of the other players to know them before they go around for Hx.

# SCARCITY MAP

HUNGER

AMBITION

ENVY



DESPAIR

DECAY

THIRST

## NAMES

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

## RESOURCES

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

IGNORANCE

## I WONDER...

FEAR

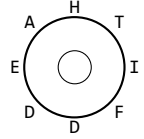
# FRONTS IN PLAY

## A FRONT

IS CALLED:

EXPRESSES:

NOTES:

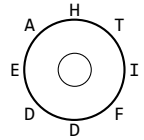


## A FRONT

IS CALLED:

EXPRESSES:

NOTES:

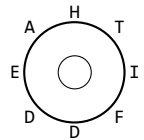


## A FRONT

IS CALLED:

EXPRESSES:

NOTES:

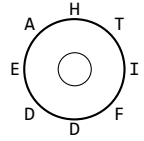


# A FRONT

IS CALLED:

EXPRESSES:

NOTES:

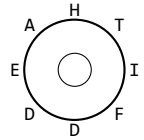


# A FRONT

IS CALLED:

EXPRESSES:

NOTES:

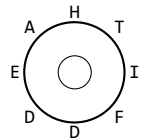


# A FRONT

IS CALLED:

EXPRESSES:

NOTES:



# A FRONT

IS CALLED:

EXPRESSES:

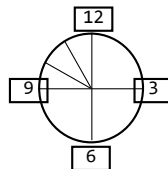
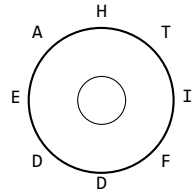
HELLISH FUTURE / AGENDA:

DESCRIPTION & CAST:

STAKES QUESTIONS:

OVERALL COUNTDOWN:

## SCARCITY MAP



# CREATING A FRONT

To create a front, start by choosing a fundamental scarcity, then name the front and choose the hellish future or agenda it pursues. Create at least one threat for it, and write at least one stakes question.

Create an overall countdown for it now, or wait to add it during play. In play, you can also add stakes questions, custom moves, countdowns, and new threats as they develop.

## FUNDAMENTAL SCARCITY

Choose 1: hunger, thirst, ignorance, fear, decay, despair, envy, ambition.

Mark its position on the scarcity map.

## WHAT IT'S CALLED

Give it a direct, descriptive name.

## HELLISH FUTURE / AGENDA

Write a sentence or two about the hell it'll create if nobody does anything to stop it.

## DESCRIPTION & CAST

Create at least 1 threat that expresses the fundamental scarcity and drives toward the hellish future / agenda, and as many as 3 or 4. List them.

## STAKES QUESTIONS

Write the questions you have about how this front might play out. Follow the usual rules for threats' stakes, p115 in the MC book, but think of the characters at the front line here.

## OVERALL COUNTDOWN

Use this clock to reflect the progress of the front toward its dark future / agenda.

# CREATING A THREAT

To create a threat, choose its kind, name it, and copy over its impulse. Describe it. List its cast, its stakes question(s), and if it calls for a custom move or a countdown, create it.

## THREAT TYPES

**Warlords:** Slaver, Hive queen, Prophet, Dictator, Collector, Alpha wolf.

**Grotesques:** Cannibal, Mutant, Pain addict, Disease vector, Mindfucker, Perversion of birth.

**Afflictions:** Disease, Condition, Custom, Delusion, Sacrifice, Barrier.

**Brutes:** Hunting pack, Sybarites, Enforcers, Cult, Mob, Family.

**Landscapes:** Prison, Breeding pit, Furnace, Mirage, Maze, Fortress.

**Terrain:** Precipice, Wall, Overhang, Exposed Place, Shifting Ground, Broken Ground.

**Vehicle:** Relentless \_\_, Cagy \_\_, Wild \_\_, Ferocious \_\_, Vicious \_\_, Bold \_\_, *Bastard, bitch, devil, fucker, beast.*

## HOME FRONT

**Where the PCs are,** create as a landscape.

**For any PC's gang,** create as brutes.

**For any PC's other NPCs,** create as brutes, plus a grotesque and/or a wannabe warlord.

**For any PCs' vehicles,** create as vehicles.

**In any local populations,** create an affliction.

# THREAT#1

IS CALLED:

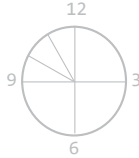
KIND:

IMPULSE:

DESCRIPTION & CAST:

STAKES:

CUSTOM MOVE / COUNTDOWN:



# THREAT#2

IS CALLED:

KIND:

IMPULSE:

DESCRIPTION & CAST:

STAKES:

CUSTOM MOVE / COUNTDOWN:





# THREAT#3

IS CALLED:

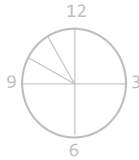
KIND:

IMPULSE:

DESCRIPTION & CAST:

STAKES:

CUSTOM MOVE / COUNTDOWN:



# THREAT#4

IS CALLED:

KIND:

IMPULSE:

DESCRIPTION & CAST:

STAKES:

CUSTOM MOVE / COUNTDOWN:



# FRONTS

Fronts are a way to organize your threats conceptually, thematically, rather than by simple compass heading as on the basic threat map.

A front is a set of linked threats, all of the individual threats that arise from a single given threatening situation. At its heart is a fundamental scarcity, and at its end is a dark future, a further hell that it will make of the world, if it can.

## CREATING FRONTS

To create a front, start by choosing a fundamental scarcity, then name the front and choose the hellish future or agenda it pursues. Create at least one threat for it, and write at least one stakes question.

Create an overall countdown for it now, or wait to add it during play. In play, you can also add stakes questions, custom moves, countdowns, and new threats as they develop.

There's also the **home front**:

- No fundamental scarcity.
- No hellish future / agenda.
- No overall countdown.
- Any essential threats not listed in another front.
- General custom moves not attached to any threat.
- Additional stakes questions as you need them.

## FUNDAMENTAL SCARCITY

Underlying every front is a fundamental scarcity. Choose 1:

- Hunger
- Thirst
- Ignorance
- Fear
- Decay
- Despair
- Envy
- Ambition

Ask yourself: whose hunger threatens the players' characters? Whose thirst threatens them? Whose ignorance does? And so on down the list. Pretty soon, bammo, something will hit you — "oh of COURSE. There's some rival hardholder whose envy threatens them. Sweet!" "Oh shit, the weather isn't just weird, it's thirsty!" "Hey though, what if there's a cult of despair, developing right in the hardhold?" "God it must be terrifying to live out on the Burn Flats. What are those people like? Jesus."

Place the front on your scarcity map in its appropriate octant, just as you would place a threat on the basic threat map.

## WHAT IT'S CALLED

Give it a direct, descriptive name: "Dremmer's hardhold," "the weird-ass weather," "the water cult," "the people on the Burn Flats."

# FRONTS & SCARCITY

## HELLISH FUTURE / AGENDA

Write a sentence or two about the hell the front will create if nobody does anything about it.

What will happen if Dremmer's envy runs wild? What will happen if the weird-ass weather's thirst only grows stronger? What will happen if the water cult spreads? What will happen if the fear of the people on the Burn Flats overtakes them?

## THREATS

Create at least one threat that expresses the front's fundamental scarcity and drives toward its hellish future / agenda. Follow the normal rules for creating threats in the MC book, p106–119 or so.

The first threat should probably be the one you've already named: Dremmer the rival hardholder as a warlord, the weird-ass weather maybe as a landscape, the water cult as an affliction, the people on the Burn Flats as brutes.

You can create additional threats now too, or wait and write them up after they've developed in play.

List the threats under **Description & Cast**.

## STAKES QUESTIONS

Write the front's stakes questions as you would any other, following the rules on p115 in the MC book. For these, let yourself wonder about the outcomes of the actions of the front as a whole, and the fates of the people on the front line: I wonder, is there a way to win Dremmer over instead of necessarily going to war with him? I wonder, will the weird-ass weather affect the PCs, or only NPCs? I wonder, who'll rise to leadership in the water cult? I wonder, is it possible to save a Burn Flats person from their fear, or will they always be afraid?

If you're having trouble coming up with any, the minimum question possible, the "play to find out" question — I wonder, what's going to happen with this? — is just fine. You can add more specific stakes questions as they occur to you in play.

## OVERALL COUNTDOWN

Follow the normal rules for countdown clocks, p117 in the MC book. Use this clock to lay out the steps, when you understand them yourself, that the front might take in order to bring its hellish future to pass.

## NEW FRONTS & THE HOME FRONT

As you play, you'll leap forward with all kinds of named NPCs, right? Many of them won't amount to anything, they'll be just names, quick characterizations, simple motivations. That's fine.

Whenever an NPC develops agency, though, list her as a threat. There are 3 possibilities.

Possibility 1: She represents an entire new fundamental-scarcity-expressing threatening situation, and implies other individual threats. In this case, create a new front, listing this particular NPC as one of its threats.

Possibility 2: She fits perfectly well into a front that you've already created. In this case, list her as a new threat in that front.

Possibility 3: She doesn't do either. In this case, list her as a threat on the home front — the home front is a place for otherwise homeless threats.

The **home front** is just a front with:

- No fundamental scarcity.
- No hellish future / agenda.
- No overall countdowns.
- The essential threats, when they aren't part of another front.
- Otherwise front-less NPCs listed as threats.
- Stakes questions as you need them.
- Custom moves that aren't attached to any particular threat.