

NAMES

STATS MOVES

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

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 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

Introducing

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 5th, improve and erase.

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

APOCALYPSE WORLD: THE COLONY

NAME & LOOK CIRCUMSTANCES

highlight

+2	-1
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NAME & LOOK CIRCUMSTANCES

highlight

+2	-1
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HARM

You take harm like NPCs, not like a PC:

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

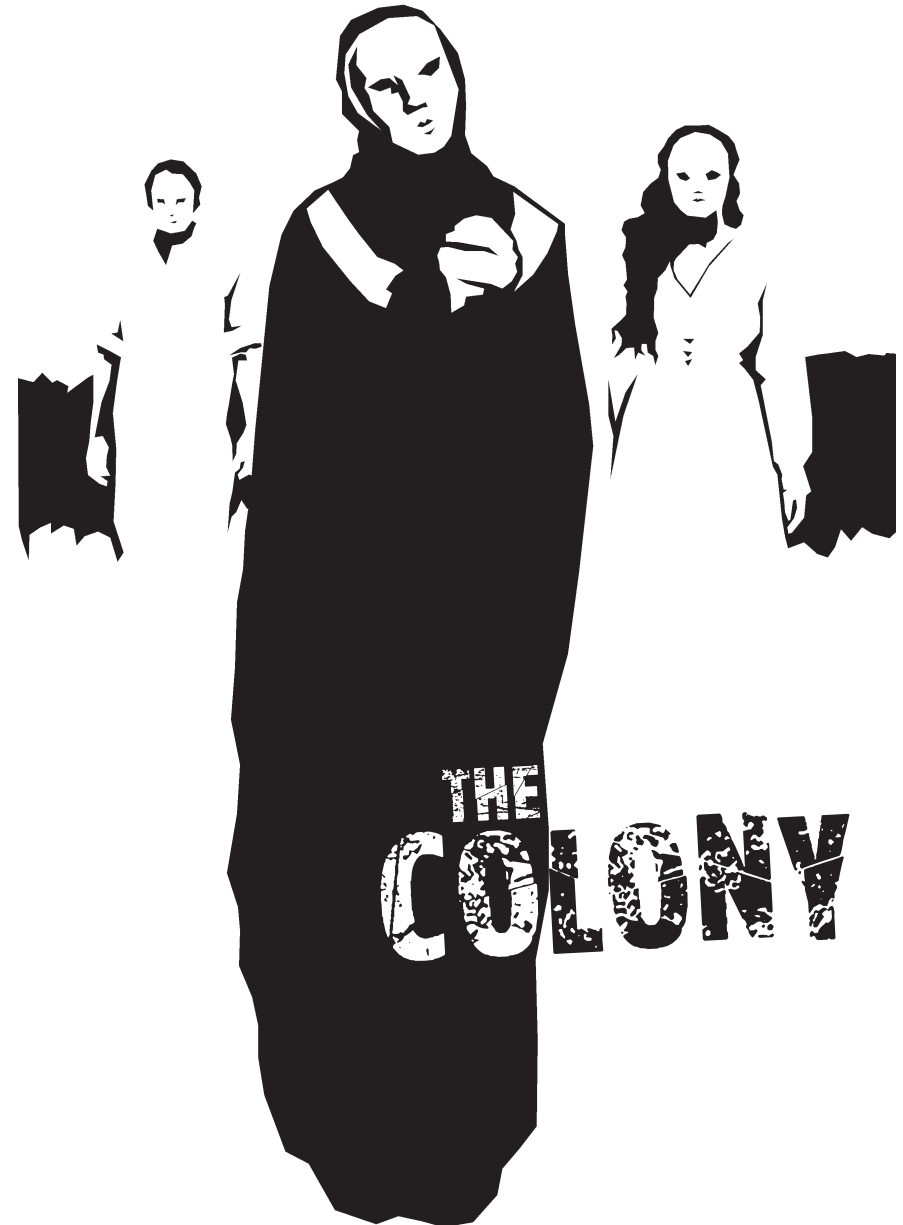
2-harm: wounds, unconsciousness, bad pain, broken bones, shock, often fatal.

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

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



THE COLONY

A PLAYBOOK SUPPLEMENT FOR THE SYMBIOTE



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



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

Lee-On, Billy, Mox, or Bismark.

Man, woman, or ambiguous.

Slight, long-haired, smoky-eyed, arresting, tattooed, 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

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



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

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

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



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, Limestone, 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



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.