

THE JOURNEY

You life has always been a series of trials and struggles, driven forward by a larger purpose. This may be a life you choose, or one that has chosen you, but for better or worse, it is a part of who you are. Choose 1 journey around which your life revolves, and detail:

- Protection of someone vulnerable
- Protection of a community
- Seeking of secrets or relics
- Hunting of a person or group
- Serving a lord or master

ADVERSARIES

There are others who wish to interfere with your journey. Choose 2 or 3 for your opposition and detail:

- They are widespread – numbering in the hundreds in total
- They are vicious – willing to harm those close to you without pause
- They are mad – tied to and driven by the world’s psychic maelstrom
- They are trusted – many will view you as the wrongdoer
- They are feared – few will aid you against them

If at any point your journey ends – is lost, won, burnt out, or collapsed – pick a new journey or change your character type (providing the advancement is available to you).

GEAR & BARTER

BARTER

If you are charging someone wealthy for your service, 1-barter is the going rate for: *1-months hard and honest work, or one dangerous task no one else wants to take up, completed.*

1-barter will cover a month’s living expenses, if your tastes aren’t too grand.

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; the material costs of a crash resuscitation by an angel; repair of a piece of hi-tech gear by a savvyhead; a week’s hire of the protective companionship of a battlebabe or gunlugger; a year’s tribute to a warlord; a month’s 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.

Introducing THE SURVIVOR

A quiet life was never an option. The apocalypse ripped the world apart, and left us with the burnt out husks of the hopes and dreams of the golden age. Now, we struggle: to eat, to hope, to survive. But despite the hardship, the danger, the fear, we somehow find a way to keep ourselves going.

a playbook for

APOCALYPSE IN WORLD

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ADDITIONAL RULES

HARM

When a character gets hurt, the player marks segments in her harm countdown clock. Mark one full segment for each 1-harm, starting with the segment 12:00 to 3:00.

Typically, when a character takes harm, it’s equal to the harm rating of the weapon, attack, or mishap, minus the armor rating of the character’s armor. This is called *harm as established*.

PERIPHERAL MOVES

When you **suffer harm**, roll+harm suffered (after armor, if you’re wearing any). On a 10+, the MC can choose 1:

- *You’re out of action: unconscious, trapped, incoherent or panicked.*
- *It’s worse than it seemed. Take an additional 1-harm.*
- *Choose 2 from the 7–9 list below.*

On a 7–9, the MC can choose 1:

- *You lose your footing.*
- *You lose your grip on whatever you’re holding.*
- *You lose track of someone or something you’re attending to.*
- *You miss noticing something important.*

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

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

When you hurt someone, they see you more clearly.



CREATING A SURVIVOR

To create your survivor, choose name, look, stats, moves, gear, and Hx

NAME

Hope, Cave, Maglight, Jacob, Destiny, Splint, Mountain, Croft, Choice, Wood, Woven, Husk, Daniel, or Sky

LOOK

Man, woman, concealed, or ambiguous.

STATS

Choose one set:

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

MOVES

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

HX

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

GEAR

You get:

- 1 trusted weapon
- oddments worth 2-barter
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

WEIRD

Trusted Weapon:

- A climbing axe (2-harm hand hi-tech)
- 9mm (2-harm close loud)
- machete (3-harm hand messy)
- crowbar (2-harm hand messy)
- hunting rifle (2-harm far loud)

IMPROVEMENT

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

ON OTHERS' TURNS

On the others' turns,

- One of them believes in your journey. Whatever number that player tells you, add 1 to it and write it next to the character's name.
- Everyone else, whatever number they tell you, write it next to their character's name.

AT THE END

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

NAME -

LOOK

STATS

MOVES

HX

help or interfere; session end

SURVIVAL SPECIAL

When you and another character have sex, you can change the focus of your journey from whatever it was prior to protecting or serving them. In addition, you get +1hx or -1hx with them – their choice.

IMPROVEMENT

experience ○○○○○>>>improve

- __ get +1hard (max stat+2)
- __ get +1hard (max stat+2)
- __ get +1hot (max stat+2)
- __ get +1hot (max stat+2)
- __ get +1sharp (max stat+2)
- __ get a new survivor move
- __ get a new survivor move
- __ get an angel kit (cf) with a capacity of 2
- __ get a move from another playbook
- __ get a move from another playbook

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

SURVIVOR MOVES

○**Inner Strength:** When your survival or the survival of someone imperative to your purpose is at stake, you get +1 to your roll. Note that this move only works when a failure means life or death, not for injuries or other consequences that might lead up to such a situation.

○**Unwavering:** Ignore the effects of your first debility, when it is taken or henceforth for one already chosen.

○**There's always a way:** When you must enter or exit a place to fulfill or continue on your journey, roll+sharp. On a 10+, choose 2. On a 7-9, choose 3. On a miss, choose 3, and take -1forward.

- The way is harmful – take 1harm (ap)
- The way is treacherous – you are acting under fire
- The way is loud – whomever blocks your path will know of your movement
- The way is costly – you must spend 1 barter to bribe or negotiate your path

○**Will to live:** As long as you are not actively bound or otherwise unable to tend to yourself, wounds at 10:00 or 11:00 automatically stabilize. Acting under fire rolls may still be called for strenuous movement or the like, at risk of further injuring yourself.

○**Resourceful:** When you need to fashion a simple tool or supply, and have time and reasonable materials at your disposal, roll+cool. On a hit, you make it. On a 10+, choose 1. On a 7-9, choose 3.

- It won't last for more than one use
- It takes a long time to put together
- It isn't quite what you need, but close
- The search and process leaves you worn down (take -1forward)

On a miss, there is nothing nearby that can be fashioned into what you need, and your search has brought unwanted attention to you.

○**Only human:** When you truly bear your soul – your suffering, your fears, your unmet dreams – to a close friend or lover, you and they mark experience.

HOLD

OTHER MOVES