

APOCALYPSE WORLD

stats highlight

ANGEL

experience ○○○○○

NAME

LOOK

HX

GEAR AND BARTER

COOL
act under fire

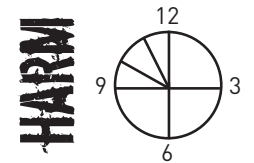
HARD
seize by force, go aggro

HOT
seduce or manipulate

SHARP
read a situation or person

WEIRD
open your brain

HOLDS



- shattered (-1 cool)
- crippled (-1 hard)
- disfigured (-1 hot)
- broken (-1 sharp)

- Sixth sense:** when you open your brain to the world's psychic maelstrom, roll+sharp instead of roll+weird.
- Infirmary:** you get an infirmary, a workspace with life support, a drug lab and a crew of 2. Get patients into it and you can work on them like a savvyhead on tech.
- Professional compassion:** you can choose to roll+sharp instead of roll+Hx when you help someone who's rolling.
- Battlefield grace:** while you are caring for people, not fighting, you get +1armor.
- Healing touch:** when you put your hands skin-to-skin on a wounded person and open your brain to them, roll+weird. On a 10+, heal 1 segment. On a 7-9, heal 1 segment, but you're acting under fire from your patient's brain. On a miss: first, you don't heal them. Second, you've opened both your brain and theirs to the world's psychic maelstrom, without protection or preparation. For you, and for your patient if your patient's a fellow player's character, treat it as though you've made that move and missed the roll. For patients belonging to the MC, their experience and fate are up to the MC.
- Touched by death:** whenever someone in your care dies, you get +1weird (max +3).

If you and another character have sex, your Hx with them on your sheet goes immediately to +3, and they immediately get +1 to their Hx with you on their sheet. If that brings their Hx with you to +4, they reset it to +1 instead, and so mark experience.

ANGEL KIT, INFIRMARY

ANGEL IMPROVEMENT

- +1sharp (max +3)
 - +1cool (max cool+2)
 - +1hard (max hard+2)
 - +1hard (max hard+2)
 - +1weird (max weird+2)
 - a new angel move
 - a new angel move
 - 2 gigs (detail) and moonlighting
 - a move from another character type
 - a move from another character type
-
- retire your character (to safety)
 - create a second character to play
 - change your character to a new type
 - choose 3 moves and expand them
 - expand the other 4 moves
 - +1 to any stat (max +3)

MORE MOVES

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one successful resuscitation (plus material costs); one week's full around-the-clock care (plus material costs); one month's employment as angel on call (plus material costs, if any).*

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GEAR AND BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one murder executed or one week's employment as bodyguard.*

stats highlight

COOL
act under fire

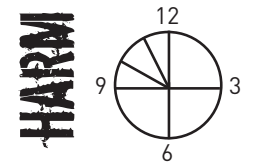
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BATTLEBABE

experience ○○○○○

- Dangerous & sexy:** when you enter into a charged situation, roll+**hot**. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold 1 for 1 to make eye contact with an NPC present, who freezes or flinches and can't take action until you break it off. On a miss, your enemies identify you immediately as their foremost threat.
- Ice cold:** when you go aggro on an NPC, roll+**cool** instead of roll+hard. When you go aggro on another player's character, roll+**Hx** instead of roll+hard.
- Merciless:** when you inflict harm, inflict +1harm.
- Visions of death:** when you go into battle, roll+**weird**. On a 10+, name one person who'll die and one who'll live. On a 7-9, name one person who'll die OR one person who'll live. Don't name a player's character; name NPCs only. The MC will make your vision come true, if it's even remotely possible. On a miss, you foresee your own death, and accordingly take -1 throughout the battle.
- Perfect instincts:** when you've read a charged situation and you're acting on the MC's answers, take +2 instead of +1.
- Impossible reflexes:** the way you move unencumbered counts as armor. If you're naked or nearly naked, 2-armor; if you're wearing non-armor fashion, 1-armor. If you're wearing armor, use it instead.

If you and another character have sex, nullify the other character's sex move. Whatever it is, it just doesn't happen.

CUSTOM WEAPONS

BATTLEBABE IMPROVEMENT

- +1hard (max hard+2)
 - +1hot (max hot+2)
 - +1sharp (max sharp+2)
 - +1weird (max weird+2)
 - a new battlebabe move
 - a new battlebabe move
 - 2 gigs (detail) and **moonlighting**
 - a gang (detail) and **leadership**
 - a move from another character type
 - a move from another character type
-
- retire your character (to safety)
 - create a second character to play
 - change your character to a new type
 - choose 3 moves and expand them
 - expand the other 4 moves
 - +1 to any stat (max +3)

MORE MOVES

APOCALYPSE WORLD

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LOOK

HX

GEAR AND BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one successful deep brain scan; one in-brain puppet command, upon its execution; one week's employment as kept brainer.*

stats highlight

COOL
act under fire

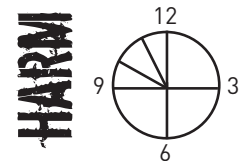
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BRAINER

experience ○○○○○

- Unnatural lust transfixion:** when you try to seduce someone, roll+weird instead of roll+hot.
- Casual brain receptivity:** when you read someone, roll+weird instead of roll+sharp. Your victim has to be able to see you, but you don't have to interact.
- Preternatural at-will brain attunement:** you get +1weird (weird+3).
- Deep brain scan:** when you have time and physical intimacy with someone—mutual intimacy like holding them in your arms, or 1-sided intimacy like they're restrained to a table—you can read them more deeply than normal. Roll+weird. On a 10+, hold 3. On a 7-9, hold 1. While you're reading them, spend your hold to ask their player questions, 1 for 1:
 - *what was your character's lowest moment?*
 - *for what does your character crave forgiveness, and of whom?*
 - *what are your character's secret pains?*
 - *in what ways are your character's mind and soul vulnerable?*
 On a miss, you inflict 1-harm [ap] upon your subject, to no benefit.
- In-brain puppet strings:** when you have time and physical intimacy with someone — again, mutual or 1-sided — you can plant a command inside their mind. Roll+weird. On a 10+, hold 3. On a 7-9, hold 1. At your will, no matter the circumstances, you can spend your hold 1 for 1:
 - *inflict 1-harm [ap]*
 - *they take -1 right now*
 If they fulfill your command, that counts for all your remaining hold. On a miss, you inflict 1-harm [ap] upon your subject, to no benefit.
- Direct-brain whisper projection:** you can roll+weird to get the effects of going aggro, without going aggro. Your victim has to be able to see you, but you don't have to interact. If your victim forces your hand, your mind counts as a weapon (1-harm ap close loud-optional).

If you and another character have sex, you automatically do a **deep brain scan** on them, whether you have the move or not. Roll+weird as normal. However, the MC chooses which questions the other character's player answers.

BRAINER IMPROVEMENT

- +1cool (max cool+2)
 - +1sharp (max sharp+2)
 - +1hard (max hard+2)
 - +1hard (max hard+2)
 - a new brainer move
 - a new brainer move
 - 2 gigs (detail) and **moonlighting**
 - a holding (detail) and **wealth**
 - a move from another character type
 - a move from another character type
-
- retire your character (to safety)
 - create a second character to play
 - change your character to a new type
 - choose 3 moves and expand them
 - expand the other 4 moves
 - +1 to any stat (max +3)

MORE MOVES

APOCALYPSE WORLD

stats highlight

CHOPPER

experience ○○○○○

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- Pack alpha:** when you try to impose your will on your gang, roll+**hard**. On a 10+, all 3. On a 7-9, choose 1:
 - *they do what you want*
 - *they don't fight back over it*
 - *you don't have to make an example of one of them*
 On a miss, someone in your gang makes a dedicated bid to replace you for alpha.
- Fucking thieves:** when you have your gang search their pockets and saddlebags for something, roll+**hard**. It has to be something small enough to fit. On a 10+, one of you happens to have just the thing, or close enough. On a 7-9, one of you happens to have something pretty close, unless what you're looking for is hi-tech, in which case no dice. On a miss, one of you used to have just the thing, but it turns out that some asswipe stole it from you.

If you and another character have sex, they immediately change their sheet to say Hx+3 with you. They also choose whether to give you -1 or +1 to your Hx with them, on your sheet.

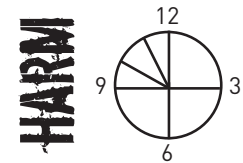
BIKE GANG

CHOPPER IMPROVEMENT

- +1hard (max hard +3)
- +1cool (max cool+2)
- +1sharp (max sharp+2)
- +1weird (max weird+2)
- +1weird (max weird+2)
- a new option for your gang
- a holding (detail) and **wealth**
- 2 gigs (detail) and **moonlighting**
- a move from another character type
- a move from another character type
- retire your character (to safety)
- create a second character to play
- change your character to a new type
- choose 3 moves and expand them
- expand the other 4 moves
- +1 to any stat (max +3)

MORE MOVES

HOLDS



- shattered (-1 cool)
- crippled (-1 hard)
- disfigured (-1 hot)
- broken (-1 sharp)

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one raiding expedition, one convoy led through hostile territory, one threat delivered (loud and clear), one week's employment of your gang as thugs and enforcers.*

APOCALYPSE WORLD

NAME

LOOK

HX

GEAR AND BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one message or valuable delivered; one convoy led through hostile territory; one month's employment as personal driver.*

stats highlight

COOL
act under fire

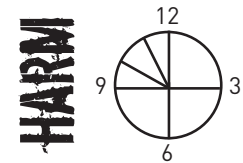
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DRIVER

experience ○○○○○

- A no shit driver:** when behind the wheel...
 - ...if you do something under fire, add your car's power to your roll.
 - ...if you try to seize something by force, add your car's power to your roll.
 - ...if you go aggro, add your car's power to your roll.
 - ...if you try to seduce or manipulate someone, add your car's looks to your roll.
 - ...if you help or interfere with someone, add your car's power to your roll.
 - ...if someone interferes with you, add your car's weakness to their roll.
- Good in the clinch:** when you do something under fire, roll+sharp instead of roll+cool.
- Weather eye:** when you open your brain to the world's psychic maelstrom, roll+sharp instead of roll+weird.
- Daredevil:** if you go straight into danger without hedging your bets, you get +1armor. If you happen to be leading a gang or convoy, it gets +1armor too.
- Collector:** you get 2 additional cars.
- My other car is a tank:** you get an additional car. Give it mounted machine guns (3-harm close/far area messy) or grenade launchers (4-harm close area messy) and +1armor.

If you and another character have sex, roll+cool. On a 10+, it's cool, no big deal. On a 7-9, give them +1 to their Hx with you on their sheet, but give yourself -1 to your Hx with them on yours. On a miss, you gotta go: take -1 ongoing, until you prove that it's not like they *own* you or nothing.

CARS

DRIVER IMPROVEMENT

- +1cool (max cool+2)
 - +1hard (max hard+2)
 - +1hot (max hot+2)
 - +1weird (max weird+2)
 - get a garage (workspace) and crew
 - a new driver move
 - a new driver move
 - 2 gigs (detail) and **moonlighting**
 - a move from another character type
 - a move from another character type
-
- retire your character (to safety)
 - create a second character to play
 - change your character to a new type
 - choose 3 moves and expand them
 - expand the other 4 moves
 - +1 to any stat (max +3)

MORE MOVES

APOCALYPSE WORLD

stats highlight

GUNLUGGER

experience ○○○○○

NAME

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HX

GEAR AND BARTER

COOL
act under fire

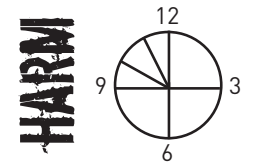
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- crippled (-1 hard)
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- broken (-1 sharp)

- Battle-hardened:** when you act under fire, roll+**hard** instead of roll+cool.
- Fuck this shit:** name your escape route and roll+**hard**. On a 10+, sweet, you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.
- Battlefield instincts:** when you open your brain to the world's psychic maelstrom, roll+**hard** instead of roll+weird, but only in battle.
- Insano like Drano:** you get +1hard (hard+3).
- Prepared for the inevitable:** you have a well-stocked and high-quality first aid kit (2-stock).
- Bloodcrazed:** whenever you inflict harm, inflict +1harm.
- NOT TO BE FUCKED WITH:** in battle, you count as a gang (3- harm gang small), with armor according to the circumstances.

If you and another character have sex, you take +1 forward. At your option, they take +1 forward too.

WEAPONS

GUNLUGGER IMPROVEMENT

- +1cool (max cool+2)
 - +1sharp (max sharp+2)
 - +1weird (max weird+2)
 - a new gunlugger move
 - a new gunlugger move
 - 2 gigs (detail) and **moonlighting**
 - a holding (detail) and **wealth**
 - a gang (detail) and **pack alpha**
 - a move from another character type
 - a move from another character type
-
- retire your character (to safety)
 - create a second character to play
 - change your character to a new type
 - choose 3 moves and expand them
 - expand the other 4 moves
 - +1 to any stat (max +3)

MORE MOVES

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one act of murder, extortion or other violence; one week's employment as bodyguard or gang leader; one month's employment as thug-on-hand.*

APOCALYPSE WORLD

NAME

LOOK

HX

Your holding provides for your day-to-day living, so while you're there governing it there's no need for you to concern yourself with that.

When you give gifts, here's what might count as a gift worth 1-barter: *a month's hospitality, including a place to live and meals in common with others; a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by your fave savvyhead; a week's bestowal of the protective companionship of one of your battlebabes or gunluggers; a month's maintenance and repairs for a hi-performance vehicle well-used; a half-hour's worth of your undivided attention, in private audience; or, of course, oddments worth 1-barter.*

In times of abundance, your holding's surplus is yours to spend personally as you see fit. (Suppose that your citizen's lives are the more abundant too, in proportion.) For better stuff, be prepared to make unique arrangements, probably by treating with another hardholder nearby.

stats highlight

COOL
act under fire

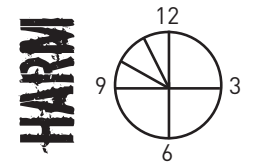
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HARDHOLDER

experience ○○○○○○

Leadership: when your gang fights for you, roll+**hard**. On a 10+, hold 3. On a 7-9, hold 1. Over the course of the fight, spend your hold 1 for 1 to make your gang:

- *make a hard advance*
- *stand strong against a hard advance*
- *make an organized retreat*
- *show mercy to their defeated enemies*
- *fight and die to the last*

On a miss, your gang turns on you or tries to hand you over to your enemy.

Wealth: If your hold is secure and your rule unchallenged, at the beginning of the session, roll+**hard**. On a 10+, you have surplus at hand and available for the needs of the session. On a 7-9, you have surplus, but choose 1 want. On a miss, or if your hold is compromised or your rule contested, your hold is in want. the precise values of your surplus and want depend on your holding.

If you and another character have sex, you can give the other character gifts worth 1-barter, at no cost to you.

HOLDING, GANG, BARTER

HARDHOLDER IMPROVEMENT

- +1hard (max +3)
 - +1cool (max cool+2)
 - +1weird (max weird+2)
 - +1hot (max hot+2)
 - +1sharp (max sharp+2)
 - a new option for your holding
 - a new option for your holding
 - erase an option from your holding
 - a move from another character type
 - a move from another character type
-
- retire your character (to safety)
 - create a second character to play
 - change your character to a new type
 - choose 3 moves and expand them
 - expand the other 4 moves
 - +1 to any stat (max +3)

MORE MOVES

APOCALYPSE WORLD

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HOCUS

experience ○○○○○

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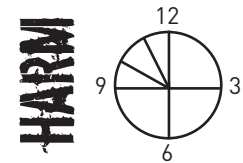
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- Fortunes:** fortune, surplus and want all depend on your followers. At the beginning of the session, roll+**fortune**. On a 10+, your followers have surplus. On a 7-9, they have surplus, but choose 1 want. On a miss, they are in want. If their surplus lists barter, like 1-barter or 2-barter, that's your personal share.
- Frenzy:** When you speak the truth to a mob, roll+**weird**. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1 for 1 to make the mob:
 - *bring people forward and deliver them.*
 - *bring forward all their precious things.*
 - *unite and fight for you as a gang (2-harm 0-armor size appropriate).*
 - *fall into an orgy of uninhibited emotion: fucking, lamenting, fighting, sharing, celebrating, as you choose.*
 - *go quietly back to their lives.*
 On a miss, the mob turns on you.
- Charismatic:** when you try to manipulate someone, roll+**weird** instead of roll+hot.
- Fucking wacknut:** you get +1weird (weird+3).
- Seeing souls:** when you help or interfere with someone, roll+**weird** instead of roll+Hx.
- Divine protection:** your gods give you 1-armor. If you wear armor, use that instead, they don't add.

If you and another character have sex, you each hold 1. Either of you can spend your hold any time to help or interfere with the other, at a distance or despite any barriers that would normally prevent it.

FOLLOWERS

HOCUS IMPROVEMENT

- +cool (max cool+2)
 - +1hard (max hard+2)
 - +1sharp (max sharp+2)
 - a new hocus move
 - a new hocus move
 - a new option for your followers
 - a new option for your followers
 - a holding (detail) and **wealth**
 - a move from another character type
 - a move from another character type
-
- retire your character (to safety)
 - create a second character to play
 - change your character to a new type
 - choose 3 moves and expand them
 - expand the other 4 moves
 - +1 to any stat (max +3)

MORE MOVES

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one circumstance foretold, revealed and come true; a month's employment as auger and advisor; a month's employment as ceremonist.*

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OPERATOR

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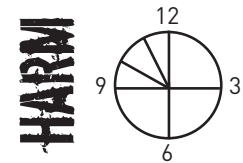
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- Moonlighting:** you get 2-juggling. Whenever there's a stretch of downtime in play, or between sessions, choose a number of your gigs to work. Choose no more than your juggling. Roll+**cool**. On a 10+, you get profit from all the gigs you chose. On a 7-9, you get profit from 1; if you chose more, you get catastrophe from the other or others. On a miss, catastrophe all around. The gigs you aren't working give you neither profit nor catastrophe. Whenever you get a new gig, you also get +1juggling.
- Easy to trust:** when you try to seduce or manipulate another player's character, roll+**Hx** instead of roll+hot. An NPC, roll+cool instead of roll+hot.
- Eye on the door:** name your escape route and roll+**cool**. On a 10+ you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.
- Opportunistic:** when you interfere with someone who's rolling, roll+**cool** instead of roll+Hx. Asshole.
- Reputation:** when you meet someone important (your call), roll+**cool**. On a hit, they've heard of you, and you say what they've heard; the MC will have them respond accordingly. On a 10+, you take +1forward for dealing with them as well. On a miss, they've heard of you, but the MC will decide what they've heard.

If you and another character have sex, get a new obligation gig: keeping [their name] happy (you keep them happy / you fucking blow it). If you and the same character have sex again, don't get duplicate gigs. Just the first time.

CREW

GIGS

OPERATOR IMPROVEMENT

- +1cool (max cool+3)
 - +1hard (max hard+2)
 - +1sharp (max sharp+2)
 - a new operator move
 - a new operator move
 - +1 gig and you may change your crew
 - +1 gig and you may change your crew
 - abandon an obligation for good
 - a move from another character type
 - a move from another character type
-
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 - change your character to a new type
 - choose 3 moves and expand them
 - expand the other 4 moves
 - +1 to any stat (max +3)

MORE MOVES

APOCALYPSE WORLD

NAME

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GEAR AND BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one piece of hitech gear repaired, a week's maintenance of finicky and delicate tech; a month's employment as technician on call; one solid, reliable and true answer.*

stats highlight

COOL
act under fire

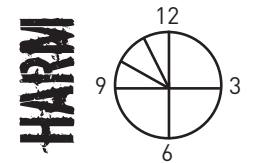
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SAVVYHEAD

experience ○○○○○

- Things speak:** whenever you handle or examine something interesting, roll+weird. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 1:
 - *who handled this last before me?*
 - *who made this?*
 - *what strong emotions have been most recently nearby this?*
 - *what words have been said most recently nearby this?*
 - *what has been done most recently with this, or to this?*
 - *what's wrong with this, and how might I fix it?*
 Treat a miss as though you've opened your brain to the world's psychic maelstrom and missed the roll.
- Bonefeel:** at the beginning of the session, roll+weird. On a 10+, hold 1+1. On a 7-9, hold 1. At any time, either you or the MC can spend your hold to have you already be there, with the proper tools and knowledge, with or without any clear explanation why. If your hold was 1+1, take +1forward now. On a miss, the MC holds 1, and can spend it to have you already be there, but somehow pinned, caught or trapped.
- Oftener right:** when a character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the doing, and you mark an experience circle.
- Reality's fraying edge:** some component of your workspace, or some arrangement of components, is uniquely receptive to the world's psychic maelstrom (+augury). Choose and name it, or else leave it for the MC to reveal during play.
- Spooky intense:** when you do something under fire, roll+weird instead of roll+cool.
- Deep insights:** you get +1weird (weird+3).

If you and another character have sex, they automatically speak to you (p8), as though they were a thing and you'd rolled a 10+, whether you have the move or not. The other player and the MC will answer your questions between them. Otherwise, that move never works on people, only things.

WORKSPACE

SAVVYHEAD IMPROVEMENT

- +1cool (max cool+2)
 - +1sharp (max sharp+2)
 - +1hard (max hard+2)
 - a new savvyhead move
 - a new savvyhead move
 - 2 gigs (detail) and **moonlighting**
 - add life-support to your workspace
 - a gang (detail) and **leadership**
 - a move from another character type
 - a move from another character type
-
- retire your character (to safety)
 - create a second character to play
 - change your character to a new type
 - choose 3 moves and expand them
 - expand the other 4 moves
 - +1 to any stat (max +3)

MORE MOVES

APOCALYPSE WORLD

stats highlight

SKINNER

experience ○○○○○

NAME

LOOK

HX

GEAR AND BARTER

COOL
act under fire

HARD
seize by force, go aggro

HOT
seduce or manipulate

SHARP
read a situation or person

WEIRD
open your brain

HOLDS



- shattered (-1 cool)
- crippled (-1 hard)
- disfigured (-1 hot)
- broken (-1 sharp)

- Breathtaking:** you get +1hot (max +3).
- Lost:** when you whisper someone's name to the world's psychic maelstrom, roll+weird. On a hit, they come to you, with or without any clear explanation why. On a 10+, take +1forward against them. On a miss, the GM will ask you 3 questions; answer them truthfully.
- Artful & gracious:** when you perform your chosen art—any act of expression or culture—or when you put its product before an audience, roll+hot. On a 10+, spend 3. On a 7-9, spend 1. Spend 1 to name an NPC member of your audience and choose one:
 - *this person must meet me*
 - *this person must have my services*
 - *this person loves me*
 - *this person must give me a gift*
 - *this person admires my patron*
 On a miss, you gain no benefit, but suffer no harm or lost opportunity. You simply perform very well.
- Hypnotic:** when you have time and solitude with someone, they become fixated upon you. Roll+hot. On a 10+, hold 3. On a 7-9, hold 2. They can spend your hold, 1 for 1, by:
 - *giving you something you want*
 - *acting as your eyes and ears*
 - *fighting to protect you*
 - *doing something you tell them to*
 For NPCs, while you have hold over them they can't act against you. For PCs, instead, any time you like you can spend your hold, 1 for 1:
 - *they distract themselves with the thought of you. they're acting under fire.*
 - *they inspire themselves with the thought of you. they take +1 right now.*
 On a miss, they hold 2 over you, on the same terms.
- An arresting skinner:** when you remove a piece of clothing, your own or someone else's, no one who can see you can do anything but watch. You command their absolute attention. If you choose, you can exempt individual people, by name.

- If you and another character have sex, choose one:
- *You take +1 forward and so do they.*
 - *You take +1 forward; they take -1.*
 - *They must give you a gift worth at least 1-barter.*
 - *You can **hypnotize** them as though you'd rolled a 10+, even if you haven't chosen to get the move.*

SKINNER IMPROVEMENT

- +1cool (max cool+2)
 - +1cool (max cool+2)
 - +1hard (max hard+2)
 - +1sharp (max sharp+2)
 - a new skinner move
 - a new skinner move
 - 2 gigs (detail) and **moonlighting**
 - followers (detail) and **fortunes**
 - a move from another character type
 - a move from another character type
-
- retire your character (to safety)
 - create a second character to play
 - change your character to a new type
 - choose 3 moves and expand them
 - expand the other 4 moves
 - +1 to any stat (max +3)

MORE MOVES

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one night's intimate companionship, an evening's or a weekend's entertainment for a group (without touching), a month's casual employment as an enlivening presence.*

BASIC MOVES

When you **do something under fire**, or dig in to endure fire, roll+**cool**. On a 10+, you do it. On a 7-9, you flinch, hesitate, or stall: the MC can offer you a worse outcome, a hard bargain, or an ugly choice.

When you **try to seize something by force**, or to secure your hold on something, roll+**hard**. On a hit, choose options. On a 10+, choose 3. On a 7-9, choose 2:

- *you take definite hold of it*
- *you suffer little harm*
- *you inflict terrible harm*
- *you impress, dismay or frighten your enemy*

When you **go aggro on someone**, roll+**hard**. On a 10+, they have to choose: force your hand and suck it up, or cave and do what you want. On a 7-9, they have to choose 1:

- *get the hell out of your way*
- *barricade themselves securely in*
- *give you something they think you want*
- *back off calmly, hands where you can see*
- *tell you what you want to know (or what you want to hear)*
- *force your hand and suck it up*

When you **try to seduce or manipulate someone**, tell them what you want and roll+**hot**. For NPCs: on a hit, they ask you to promise something first, and do it if you promise. On a 10+, whether you keep your promise is up to you, later. On a 7-9, they need some concrete assurance right now. For PCs: on a 10+, both. On a 7-9, choose 1:

- *if they do it, they mark experience*
- *if they refuse, it's acting under fire*

What they do then is up to them.

Roll 2d6+stat. 7-9 is a partial success. 10+ is a full success. On a 6 or lower, the GM says what happens (and you're not going to like it).

When you **read a charged situation**, roll+**sharp**. On a hit, you can ask the MC questions. Whenever you act on one of the MC's answers, take +1. On a 10+, ask 3. On a 7-9, ask 1:

- *where's my best escape route / way in / way past?*
- *which enemy is most vulnerable to me?*
- *which enemy is the biggest threat?*
- *what should I be on the lookout for?*
- *what's my enemy's true position?*
- *who's in control here?*

When you **read a person** in a charged interaction, roll+**sharp**. On a 10+, hold 3. On a 7-9, hold 1. While you're interacting with them, spend your hold to ask their player questions, 1 for 1:

- *is your character telling the truth?*
- *what's your character really feeling?*
- *what does your character intend to do?*
- *what does your character wish I'd do?*
- *how could I get your character to ___?*

When you **open your brain to the world's psychic maelstrom**, roll+**weird**. On a hit, the MC will tell you something new and interesting about the current situation, and might ask you a question or two; answer them. On a 10+, the MC will give you good detail. On a 7-9, the MC will give you an impression. If you already know all there is to know, the MC will tell you that.

When you **help or interfere with someone** who's making a roll, roll+**Hx**. On a hit, they take +1 (help) or -2 (interfere) now. On a 7-9, you also expose yourself to fire, danger, retribution or cost.

BARTER MOVES

When a character **gives 1-barter to someone else, but with strings attached**, it counts as manipulating them with 10+.

When a character **goes into a holding's bustling market**, looking for some particular thing to buy, **and it's not obvious** whether she should be able to just like go buy one like that, the player rolls+**sharp**. On a 10+, yep, she can just go can buy it like that. On a 7-9, MC chooses one of the following:

- *it costs 1 more barter than you'd expect*
- *it's available, but only if she meets with a guy who knows a guy*
- *damn, I had one, I just sold it to this guy named Rolfball, maybe she can go get it off him?*
- *sorry, I don't have that, but maybe this will do instead?*

When a character **makes known to the world that she wants a thing** and drops scratch to speed it on its way to her, the player rolls+**barter** spent (!). On a 10+, it comes to her, no strings attached. On a 7-9, something y'know, pretty close comes to her. On a miss, it comes to her, strings very much attached.

APCALYPTSE
WORLD

PERIPHERAL MOVES

OPTIONAL BATTLE MOVES

When you **provide covering fire for someone**, roll+**cool**. On a 10+, you keep them from coming under concentrated fire, even past 9:00. On a 7-9, their position or course is untenable, and they proceed accordingly. On a miss, they suffer concentrated fire now.

When you **maintain an untenable position or course**, roll+**hard**. On a 10+, you can hold it, and for 3 ticks you'll come under only incidental fire, even past 9:00. On a 7-9, you can hold it, and for a tick you'll come under only incidental fire. Either way you can abandon it before your time is up to avoid concentrated fire. On a miss, abandon it now or suffer concentrated fire. (If it's before 9:00, now it's 9:00.)

When you **stay the fuck down**, roll+**sharp**. On a hit, you're in a relatively safe spot for the rest of the battle. On a 10+, you come under no fire. On a 7-9, you come under only incidental fire. On a miss, you have to break position now or come under concentrated fire.

When you **follow through on someone else's move**, roll+**Hx**. If it's one of the MC's characters', roll+**sharp**. On a 10+, the MC chooses one of the following for you, as appropriate:

- you inflict +1harm
- you dominate someone's position
- you make an untenable position or course secure
- you avoid all fire
- you create an opportunity and follow through to full effect

On a 7-9, you create an opportunity, but you haven't seized it or followed through on it yet. The MC will tell you what it is. On a miss, the MC chooses one of the above for an appropriate character of her own.

AUGURY

When you use your followers or your workspace for augury, roll+**weird**. On a hit, you can:

- *Reach through the world's psychic maelstrom to something or someone connected to it.*
- *Isolate and protect a person or thing from the world's psychic maelstrom.*
- *Isolate and contain a fragment of the world's psychic maelstrom itself.*
- *Insert information into the world's psychic maelstrom.*
- *Open a window into the world's psychic maelstrom itself.*

By default, the effect will last only as long as you maintain it, will reach only shallowly into the world's psychic maelstrom as it is local to you, and will bleed instability. On a 10+, choose 2; on a 7-9, choose 1:

- *It'll persist (for a while) without your actively maintaining it.*
- *It reaches deep into the world's psychic maelstrom.*
- *It reaches broadly throughout the world's psychic maelstrom.*
- *It's stable and contained, no bleeding.*

On a miss, whatever bad happens, your antenna takes the brunt of it.

INSIGHT

When you use your followers for **insight**, ask your followers what they think your best course is, and the MC will tell you. If you pursue that course, take +1 to any rolls you make in the pursuit. If, though you pursue that course, you do not accomplish your ends, you mark experience.

THE HARM MOVE

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.

DEBILITIES

When the character's harm countdown crosses 9:00, the player can choose to mark a debility. If she does, she gets the debility, but the harm stops sharp at 9:00 on the countdown. Once she's past 9:00, she can choose to take a debility instead of any new wound.

Also: When you inflict harm on another PC, they get +1Hx with you for each harm done. When you heal another PC, you get +1Hx with them for each harm healed.

APCALYPTSE
WORLD

AGENDA

- *Make Apocalypse World seem real.*
- *Make the players' characters' lives not boring.*
- *Play to find out what happens.*

ALWAYS SAY

- *What the principles demand.*
- *What the rules demand.*
- *What your prep demands.*
- *What honesty demands.*

THE PRINCIPLES

- *Barf forth apocalyptica.*
- *Address yourself to the characters, not the players.*
- *Make your move, but misdirect.*
- *Make your move, but never speak its name.*
- *Look through crosshairs.*
- *Name everyone, make everyone human.*
- *Ask provocative questions and build on the answers.*
- *Respond with fuckery and intermittent rewards.*
- *Be a fan of the players' characters.*
- *Think offscreen too.*
- *Sometimes, disclaim decision-making.*

YOUR MOVES

- *Separate them.*
- *Capture someone.*
- *Put someone in a spot.*
- *Trade harm for harm (as established).*
- *Announce off-screen badness.*
- *Announce future badness.*
- *Inflict harm (as established).*
- *Take away their stuff.*
- *Make them buy.*
- *Activate their stuff's downside.*
- *Tell them the possible consequences and ask.*
- *Offer an opportunity, with or without a cost.*
- *Turn their move back on them.*
- *Make a threat move (from one of your fronts).*

After every move: "what do you do?"

Always choose a move that can **follow logically** from what's going on in the game's fiction. It doesn't have to be the only one, or the most likely, but it does have to make at least some kind of sense.

Generally, limit yourself to a move that'll (a) set you up for a future harder move, and (b) give the players' characters some opportunity to act and react. A start to the action, not its conclusion.

However, when a player's character hands you the perfect opportunity on a golden plate, make as hard and direct a move as you like. It's **not** the meaner the better, although mean is often good. Best is: **make it irrevocable.**

When a player's character makes a move and the player misses the roll, that's the cleanest and clearest example there is of an opportunity on a plate. When you've been setting something up and it comes together without interference, that counts as an opportunity on a plate too.

But again, unless a player's character has handed you the opportunity, limit yourself to a move that sets up future moves, your own and the players' characters'.

Remember: a missed roll—followed by the MC's hard move— is **not the end** of the action. AW is not a "one and done" kind of game. Say "what do you do?" and carry on.

The most important and versatile setup move is **announce future badness**. If you don't have another move already at hand, announce future badness.

"Someone's in there, you hear them moving. What do you do?"

"'Oh, hey, Keeler, Ribs is looking for you.' What do you do?"

"She's about to figure out where you are. What do you do?"

"'Hey boss, it's cool, but I don't think everybody's happy. There've been more fights down in the stews, I think somebody's maybe trying to move in on somebody else's biz.' What do you do?"

"Dude you have a split second before that thing gets its teeth into your arm. What do you do?"

A FEW MORE THINGS TO DO

- *Make maps like crazy.*
- *Turn questions back on the asker or the group at large.*
- *Digress occasionally.*
- *Ellipse the action sometimes, and zoom in on its details other times.*
- *Give everyone some spotlight.*
- *Take breaks as needed. Take your time.*

NAMES

Tum Tum, Gnarly, Fleece, White, Lala, Bill, Crine, Mercer, Preen, Ik, Shan, Isle, Pepper, Joe's Girl, Dremmer, Balls, Amy, Rufe, Jackabacka, Ba, Mice, Dog head, Hugo, Roark, Monk, Pierre, Norvell, H, Omie, Wise, Corbett, Jeanette, Rum, Pepper, Brain, Matilda, Rothschild, Wisher, Partridge, Brace Win, Bar, Roark, Parcher, Millions, Grome, Foster, Mill, Dustwich, Newton, Tao, Missed, III, Princy, East Harrow, Kettle, Putrid, Last, Twice, Clarion, Bondo, 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.

Grab unused names from the character playbooks, too.

THE MASTER OF CEREMONIES:
MOVES & C.

WARLORDS

- Slaver (impulse: to own and sell people)
- Hive queen (impulse: to consume and swarm)
- Prophet (impulse: to denounce and overthrow)
- Dictator (impulse: to control)
- Collector (impulse: to own)
- Alpha wolf (impulse: to hunt and dominate)

MC Moves for warlords:

- *Outflank someone, corner someone, encircle someone.*
- *Attack someone suddenly, directly, and very hard.*
- *Attack someone cautiously, holding reserves.*
- *Seize someone or something, for leverage or information.*
- *Make a show of force.*
- *Make a show of discipline.*
- *Offer to negotiate. Demand concession or obedience.*
- *Claim territory: move into it, blockade it, assault it.*
- *Buy out someone's allies.*
- *Make a careful study of someone and attack where they're weak.*

Warlords act primarily through their people, acting directly themselves only when cornered or caught out in the open.

LANDSCAPES

- Prison (impulse: to contain, to deny egress)
- Breeding pit (impulse: to generate badness)
- Furnace (impulse: to consume things)
- Mirage (impulse: to entice and betray people)
- Maze (impulse: to trap, to frustrate passage)
- Fortress (impulse: to deny access)

MC Moves for landscapes

- *Reveal something to someone.*
- *Display something for all to see.*
- *Hide something.*
- *Bar the way.*
- *Open the way.*
- *Provide another way.*
- *Shift, move, rearrange.*
- *Offer a guide.*
- *Present a guardian.*
- *Disgorge something.*
- *Take something away: lost, used up, destroyed.*

AFFLICTIONS

- Disease (impulse: to saturate a population)
- Condition (impulse: to expose people to danger)
- Custom (impulse: to promote and justify violence)
- Delusion (impulse: to dominate people's choices and actions)
- Sacrifice (impulse: to leave people bereft)
- Barrier (impulse: to impoverish people)

MC Moves for afflictions:

- *Someone neglects duties, responsibilities, obligations.*
- *Someone flies into a rage.*
- *Someone takes self-destructive, fruitless, or hopeless action.*
- *Someone approaches, seeking help.*
- *Someone approaches, seeking comfort.*
- *Someone withdraws and seeks isolation.*
- *Someone proclaims the affliction to be a just punishment.*
- *Someone proclaims the affliction to be, in fact, a blessing.*
- *Someone refuses or fails to adapt to new circumstances.*
- *Someone brings friends or loved ones along.*

BRUTES

- Hunting pack (impulse: to victimize anyone vulnerable)
- Sybarites (impulse: to consume someone's resources)
- Enforcers (impulse: to victimize anyone who stands out)
- Cult (impulse: to victimize & incorporate people)
- Mob (impulse: to riot, burn, kill scapegoats)
- Family (impulse: to close ranks, protect their own)

MC Moves for brutes

- *Burst out in uncoordinated, undirected violence.*
- *Make a coordinated attack with a coherent objective.*
- *Tell stories (truth, lies, allegories, homilies).*
- *Demand consideration or indulgence.*
- *Rigidly follow or defy authority.*
- *Cling to or defy reason.*
- *Make a show of solidarity and power.*
- *Ask for help or for someone's participation.*

GROTESQUES

- Cannibal (impulse: craves satiety and plenty)
- Mutant (impulse: craves restitution, recompense)
- Pain addict (impulse: craves pain, its own or others')
- Disease vector (impulse: craves contact, intimate and/or anonymous)
- Mindfucker (impulse: craves mastery)
- Perversion of birth (impulse: craves overthrow, chaos, the ruination of all)

MC Moves for grotesques:

- *Display the nature of the world it inhabits.*
- *Display the contents of its heart.*
- *Attack someone from behind or otherwise by stealth.*
- *Attack someone face-on, but without threat or warning.*
- *Insult, affront, offend or provoke someone.*
- *Offer something to someone, or do something for someone, with strings attached.*
- *Put it in someone's path, part of someone's day or life.*
- *Threaten someone, directly or else by implication.*
- *Steal something from someone.*
- *Seize and hold someone.*
- *Ruin something. Befoul, rot, desecrate, corrupt, adulter it.*

THE MASTER OF CEREMONIES:
THREATS