

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

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

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

Introducing

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.

LOOK

Boy, girl, ambiguous, or concealed.

Scrounge wear.

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

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

Child's body.

STATS

Choose one set:

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

MOVES

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

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

HX

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

List the other characters' names.

Go around again for Hx. On your turn, ask each other character in turn:

- *Are you a wolf of the maelstrom?*

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

If they say no, write Hx-1.

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

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

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

GEAR

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

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

Low tech weapons (choose 2):

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

IMPROVEMENT

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

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

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 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 5th, improve and erase.

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

NAME -

LOOK

STATS MOVES

COOL	do something under fire <input type="radio"/> highlight
HARD	go aggro; sucker someone; do battle <input type="radio"/> highlight
HOT	seduce or manipulate <input type="radio"/> highlight
SHARP	read a sitch; read a person <input type="radio"/> highlight
WEIRD	open your brain <input type="radio"/> highlight

HARM

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

Introducing

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

FOOD

12

9 3 6

☐ hunger

☐ hunger

☐ hunger

-1 ongoing, cumulative

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.
- **Retrofit:** 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 Weird-2
- Cool+2 Hard+2 Hot=0 Sharp=0 Weird-2
- Cool+1 Hard+2 Hot+1 Sharp+1 Weird-2
- Cool+2 Hard+2 Hot-1 Sharp+1 Weird-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 5th, 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 walksuit 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 walksuit sheet represents the reactor energy that these actions consume. When the charge countdown reaches 12:00, the walksuit has reached the operational limits of its reactor and needs to be cooled back down to baseline to recharge. The process of charging a walksuit up from baseline, or cooling it back down to baseline, takes only a second or two.

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

WALKINGSUIT MOVES

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

When you charge up a walksuit, 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 walksuit'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 walksuit goes into hard shutdown, roll+agility. On a 10+, all 3. On a 7–9, choose 2. On a miss, choose 1:

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

When you use your walksuit 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 walksuit 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 walksuit'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.

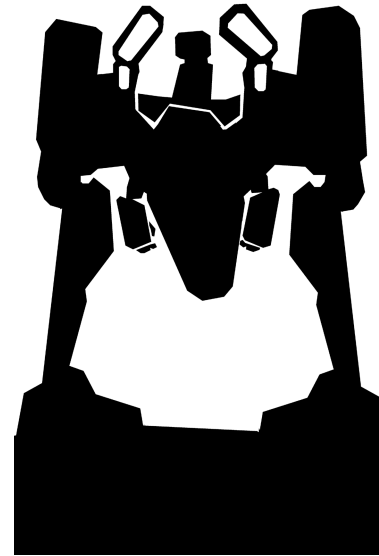
When you ram a person, a vehicle, or a structure intentionally, add your walksuit's power to its massive to determine the harm you inflict.

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

WALKINGSUIT

By default, your walksuit has power+2 agility+1 2-armor, massive=2, and a Ψ isolation rig. To create your walksuit, 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 walksuit.

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?"

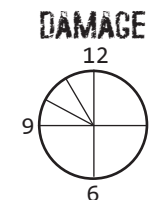
Targeting systems

- 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 walksuit 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.

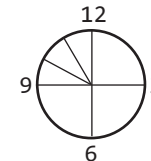
All walksuit systems are hi-tech.



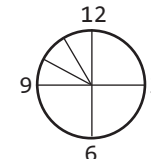
MOVES

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



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

v-harm (for NPC walksuits): *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 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 walksuit, 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 parallel 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** afterward.

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 Ψ -harm. For those who do, the Ψ -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 psychic integrity shatters. They're incoherent, raving, raging or unresponsive.*
- *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 walksuit by following the full rules in **supplemental: walksuit** or else by choosing one of these shortcut configurations. For NPC walksuits, 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 walksuits): 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 walksuit 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*.

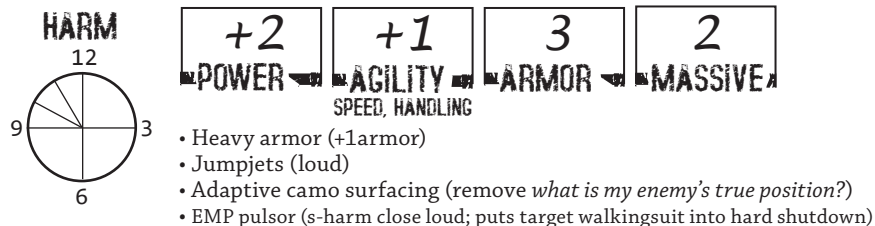
Against another vehicle:

- 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:

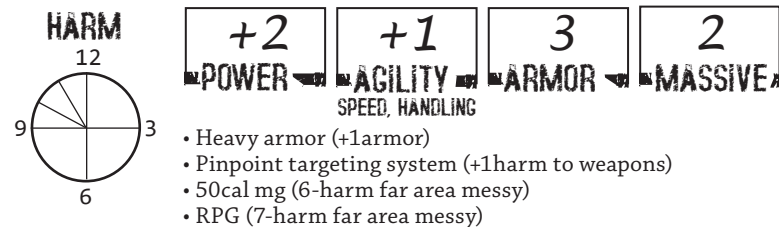
- A glancing hit inflicts *2-harm*.
- A direct hit inflicts *3-harm + massive*, minus the structure's *armor*. You suffer the same harm, *3-harm + massive - your own armor*.
- Ramming inflicts *3-harm + massive + power*, minus the structure's *armor*. You suffer the same as for a direct hit, *3-harm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

ENFORCER / MP



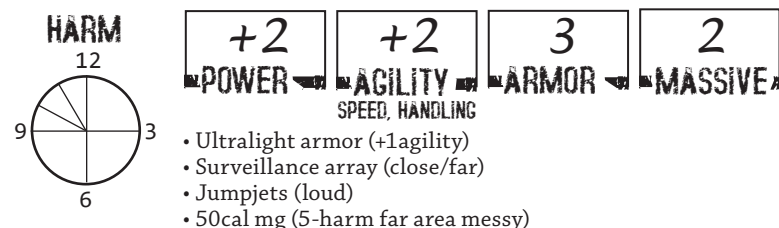
Threat type: alpha wolf (*impulse: to hunt & dominate*) / relentless fucker (*impulse: to keep coming*)

DIRECT ASSAULT



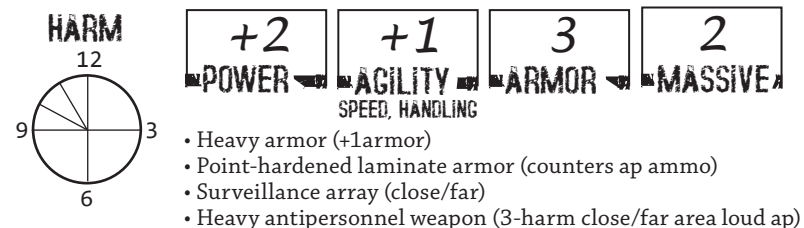
Threat type: dictator (*impulse: to control*) / vicious beast (*impulse: to kill and destroy*)

TACTICAL SUPPORT



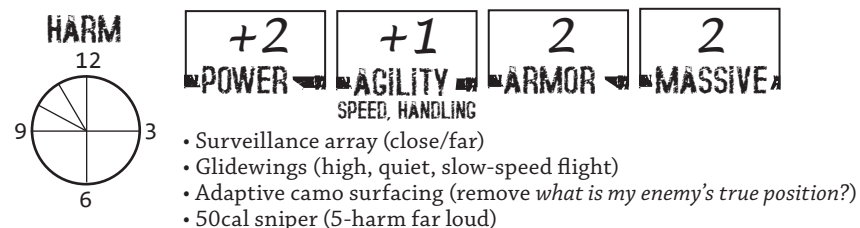
Threat type: prophet (*impulse: to denounce & overthrow*) / bold fucker (*impulse: to dominate*)

OCCUPATION AND SECURITY



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

RECON AND TACTICAL ENGAGEMENT



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 ☐ highlight

countdown

12

9 3

6

☐ stabilized

when life becomes untenable:

☐ come back with -1hard

☐ come back with +1weird (max+3)

☐ change to a new playbook

☐ die

HX *help or interfere; session end*

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

Introducing

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 landfill 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 5th, improve and erase.

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

LOOK

Man, woman, ambiguous, 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 <input type="radio"/> highlight
HARD	go aggro; sucker someone; do battle <input type="radio"/> highlight
HOT	seduce or manipulate <input type="radio"/> highlight
SHARP	read a sitch; read a person <input type="radio"/> highlight
WEIRD	open your brain <input type="radio"/> highlight
HARM	<p>countdown</p> <p>12</p> <p>9 3</p> <p>6</p> <p><input type="radio"/> stabilized</p> <p>when life becomes untenable:</p> <p><input type="radio"/> come back with -1hard</p> <p><input type="radio"/> come back with +1weird (max+3)</p> <p><input type="radio"/> change to a new playbook</p> <p><input type="radio"/> die</p>

HX

help or interfere; session end

QUARANTINE SPECIAL

If you and another character have sex, roll+sharp. On a hit, ask their player questions. On a 10+, ask 2. On a 7-9, ask 1:

- *Whom do you most miss?*
- *What do you hope for the future?*
- *What makes you feel beautiful? Loved?*
- *Who was your first kiss? Did you like it?*
- *If I asked, would you stay with me?*
- *In what ways are your mind and soul pure?*

They may ask you one in return.

On a miss, you each get -1Hx with the other.

IMPROVEMENT

experience ○○○○>>>improve

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

QUARANTINE

Introducing

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 chooses a question and you 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 Ψ-harm.

You emerged from stasis (choose 1):

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

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

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

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

○ It's securely hidden. ○ It has deadly defenses.

○ They're in awe or terror of the undying people within.

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

○ The world's psychic maelstrom inflicted 2-harm, killing her.

○ The world's psychic maelstrom inflicted Ψ-harm, shattering her sanity.

○ The world's psychic maelstrom inflicted Ψ-harm, and you were forced to kill her in self-defense.

○ You don't know. You haven't seen or heard from her.

■ STASIS FACILITIES ■

Unlocked stasis facilities (choose 1):

○ **Release:** you can release everyone from stasis, all at once or one by one.

○ **Ψ-isolation rig:** bring someone into stasis and you can isolate them from the world's psychic maelstrom. With a little reconfiguration, you can use the rig to further manipulate the world's psychic maelstrom: treat this as **augury**, but roll+sharp instead of rolling+weird.

○ **Medlab:** stasis includes a workspace with life support and medical technology. Bring someone injured into it and you can work on them like a savvyhead on tech (cf).

○ **Archives:** stasis includes an investigative workspace in the form of its records and historical archives. Access them and you can get to the bottom of the past like a savvyhead getting to the bottom of some tech shit (cf).

○ **Hi-tech scrounge:** you can scavenge stasis for its spare parts. Each time you do, you get 5-barter worth of hi-tech crap, to detail or use as barter, but permanently scratch out one stasis facility. (Yes, you can choose to scratch out this one.)

○ **Armory:** stasis includes 6 assault rifles (3-harm close/far loud autofire) and 6 suits of military body armor (2-armor valuable hi-tech), intended to arm the rest of your unit. Unlock its armory and they're yours.

■ BARTER ■

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

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

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

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

CREATING QUARANTINE

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

NAME

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

STATS

Choose one set:

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

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

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

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

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

HX

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

List the other characters' names.

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

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

For those characters, write Hx+1.

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

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

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

LOOK

Man, 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 5th, improve and erase.

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

IMPORTANT NOTE

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

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

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.

THE SHOW

Introducing

THE SHOW

with Elliot Baker

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

SHOW MOVE

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

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

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

OTHER MOVES

YOUR RIG

For your rig, choose 3.

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

►YOUR MUSIC◄

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

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

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

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

►BARTER◄

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

If you need jingle during the session, you have to get it from them.

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

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

CREATING THE SHOW

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

NAME

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

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

STATS

Choose one set:

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

GEAR

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

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

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

IMPROVEMENT

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

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

IMPORTANT NOTE

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

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

LOOK

Man, woman, androgynous, transgressing, concealed.

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

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

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

Muscl'd 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 solitaire 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.

TAXIDERM

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**.*

ZOOLOGY

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 lumbbersome).

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.*

Lumbbersome 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

+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.

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

CIRCUMSTANCES

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

-1

HARD

SHARP

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

CIRCUMSTANCES

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

-1

HOT

COOL

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

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

+2
HOT

-1
HARD

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

+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

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

+2
SHARP

-1
COOL

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	do something under fire <input type="radio"/> highlight
HARD	go aggro; sucker someone; do battle <input type="radio"/> highlight
HOT	seduce or manipulate <input type="radio"/> highlight
SHARP	read a sitch; read a person <input type="radio"/> highlight
WEIRD	open your brain <input type="radio"/> highlight
HARM	<p>countdown</p> <p>12</p> <p>9 3</p> <p>6</p> <p><input type="radio"/> stabilized</p> <p>when life becomes untenable:</p> <p><input type="radio"/> come back with -1hard</p> <p><input type="radio"/> come back with +1weird (max+3)</p> <p><input type="radio"/> change to a new playbook</p> <p><input type="radio"/> die</p>

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

Introducing

THE WATERBEARER

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

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

_____, my _____
_____, my _____
_____, my _____

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

Laws

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

Penalties

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

BARTER

The source provides for your day-to-day living, so while you're there, you need not spend barter for your lifestyle at the beginning of the session.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *any weapon, gear or fashion not valuable or hi-tech; a session's hire of a violent individual as bodyguard; the material costs for crash resuscitation by a medic; a few sessions' tribute to a warlord; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

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

CREATING A WATERBEARER

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

NAME

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

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

STATS

Choose one set:

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

MOVES

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

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

Hx

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

List the other characters' names.

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

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

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

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

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

LOOK

Man, woman, ambiguous, transgressing, or concealed.

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

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

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

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

GEAR

In addition to your source, you get:

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

Simple weapons (choose 1):

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

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

IMPROVEMENT

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

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

D-HARM

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

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