

—THE UNGIVEN FUTURE—

THE UNGIVEN FUTURE (2–3a)

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—SUMMER/FALL 2024 PLAYTEST—

APOCALYPSE WORLD BURNED OVER

— THE UNGIVEN FUTURE

Once the player's improved their characters 5 times, they can begin to choose improvements from below the line, the ungiven future:

- *Get +1 to any stat (max stat+3).*
- *Change your character to another playbook.*
- *Unlock the advanced moves.*
- *Unlock a gamechanger.*
- *Create an additional character to play.*
- *Retire your character to safety.*
- *Get with the MC for a custom improvement.*

GET +1 TO ANY STAT

...To the universal maximum of +3.

If they use *this option only* to increase their weird to +3, you can offer them +1Ψ to go with it.

CHANGE YOUR CHARACTER TO ANOTHER PLAYBOOK

They can choose:

- *Any playbook that's on the table but isn't already taken.*
- *A duplicate of another player's playbook, if the other player's cool with it.*
- *A custom playbook.*

By default, the set of core playbooks are the ones on the table. As MC, you can choose to exclude specific core playbooks from the mix, and you can include any extended playbooks or fan playbooks you choose.

It's always the player's exclusive choice which playbook to change to, but you and the other players can offer suggestions if you have any.

Changing to another playbook:

The player keeps their old playbook for reference and transfers their character into the new playbook. Go through the process together. The idea is that the character:

- *Keeps everything belonging to their intrinsic self.*
- *Leaves behind everything belonging to their old life.*
- *Gains everything belonging to their new life.*

For instance, you and the player might decide that the character's stats, most of their moves, their improvements to date, and their ports of call all belong to their intrinsic self; that their original gear, their other trappings, and their Hx all belong to their old life; and that they get the moves, the gear, and the Hx questions of their new life.

Work through the character point by point with the player and choose together.

Changing to a custom playbook:

The process is the same, except:

- *The player transfers their character over to a blank custom playbook.*
- *You decide together what their new life brings to them.*

You can draw on the moves, gear, NPCs, and trappings of any playbooks, everything available in the "You Detail" rules, and any custom moves or additions you choose to create.

Note that once they change to a custom playbook, further improvements require 9XP, not 6XP.

UNLOCK THE ADVANCED MOVES

The PC now has access to the advanced moves in addition to the basic moves. Pass the advanced move sheet over to them.

UNLOCK A GAMECHANGER

As MC, you choose which gamechanger they unlock:

- *Changing the Guard.*
- *Epilogues.*
- *The Forced Door.*
- *The Lost Sword.*
- *New Horizons.*
- *A gamechanger of your own creation.*

Choose early in the game. If you prefer, you can get the group in on the decision, but the final choice is yours. Introduce the idea of the gamechanger in the first few sessions, and begin to lay the groundwork now. When the time comes that they do choose it, it should be perfectly clear to them what they're about to choose.

The complete rules for gamechangers follow.

CREATE AN ADDITIONAL CHARACTER TO PLAY

They can choose:

- *Any playbook that's on the table but isn't already taken.*
- *A duplicate of another player's playbook, if the other player's cool with it.*
- *A custom playbook.*

Again, by default, the core playbooks are presumed on the table, but as MC, you can add and remove any specific playbooks you choose.

Note that any player can create a new Standout to play at any time. They don't need to use this option to do it.

Playing 2 characters:

Characters belonging to the same player don't have Hx with one another. They can't back each others' plays or interrupt each other. In fact, it's best for a single player's characters to have no particular relationships with one another and interact only infrequently. They should play each others' friends, allies, and rivals, not their own.

Creating a custom playbook:

Work together with the player to create their playbook. You can draw on the moves, gear, NPCs, and trappings of any playbooks, everything available in the "You Detail" rules, and any custom moves or additions you choose to create.

Note that for custom playbooks, improvements require 9XP, not 6XP.

RETIRE YOUR CHARACTER TO SAFETY

Take some time with the player to set the character up for retirement. Are they departing the scene altogether for good, or are they still going to be around, just out of play?

If the latter, write them up as an NPC. Decide their threat type with the player, and of course you can make them *reliable* if that's what you choose.

From here on, if the character ever happens to come back into the action, you can play them as an NPC, the player can resume playing them as a PC, or you can work out a mix of the two between you.

GET WITH THE MC FOR A CUSTOM IMPROVEMENT

Work with the player to create a custom improvement for their character.

The principles:

- **Every single rule and subsystem in Apocalypse World is fair game.**

Flip open the game to any rule at all. Your custom improvement can use or change it freely.

- **The implicit limits no longer apply.**

For example, normally there's no way for a non-angel character to get a full angel kit. There's no way to get a large gang if you didn't start with one. PCs don't have access to MC moves. Nothing's worth 4-armor.

These limits no longer hold.

- **When creating custom moves, don't limit yourself to moves that call for a roll.**

In fact, a majority of the playbook moves in the game don't call for a roll. Your custom moves don't need to either.

- **You can refer directly to the characters and events in your game.**

Since the advancements you're creating are custom for your own game, you don't have to generalize them beyond it. They can refer directly to the particular people, places, and history of your game.

- **Create things that you, yourself, would like to see in play.**

Nobody else has to use what you create. You don't have to explain or justify it to anybody else. You and the players are the only people who need to like or understand it at all.

By now, you have a good idea where you're comfortable as an MC, where you might want to stretch and practice, and what won't work for you. As long as you're creating things that you honestly like, you're doing it right.

—CREATING A CUSTOM PLAYBOOK—

To create a custom playbook from scratch, get with the player. They choose their name & pronouns, 1ST impression, stats, moves, and Hx. Together you choose their effects, gear, and trappings.

NAME

The player chooses their name and pronouns.

1ST IMPRESSION

The player chooses their 1ST impression.

STATS

The player chooses their stats.

They can choose the standard set:

-1, +0, +1, +1, +2

Or an outlier set:

-1, -1, +0, +2, +2

-2, +1, +1, +1, +2

-2, +0, +0, +2, +2

They assign these however they choose.

EFFECTS

When you create their gear, they list their armor and weapon, including tags and harm.

By default, they have 0-Ψ. However, if they have Weird+2, you can decide together to make it 1-Ψ instead.

For their scavenge, they write out their scavenge choice, and you assign their barter.

GEAR & TRAPPINGS

Create their gear & trappings together. You can draw on the material in any playbook and in the "You Detail" rules, and you can create custom material as you choose.

Typically, they get:

- A substantial extension of their character, like a holding, a gang, a venue, etc.
- A weapon or two, or sometimes many, which might include armor.
- Clothing they detail.
- A prosthesis or aid, if they choose.
- Living space and incidentals they detail, suitable to their personal needs, scavenge, hard zone, other gear & trappings, and moves.

MOVES

They get all the basic moves.

They choose 2 playbook moves. They can choose moves from any available playbook, or they can ask you to create custom moves for them.

Their gear & trappings might give them standard moves as well.

Hx

Everyone introduces their characters by name, pronouns, look and outlook. They take their turn.

They list the other characters' names.

They go around again for Hx. On their turn, they can choose any scheme they like for assigning Hx. In general, they should shoot for:

- Hx+2 for the character they know best.
- Hx+1 or Hx+0 for most of the other characters.
- Possibly Hx-1 if there's a character they barely know or don't know at all.

But any scheme they choose is fine.

On the others' turns, they can volunteer as they like.

IMPROVEMENT

They should try to have goals for their character to pursue. They should think about this session, the next few sessions, and the game overall.

Whenever they roll a stat, they mark it. At 4 marks, they get 1XP and erase.

When their Hx with someone rolls over from +3 to +1 or from -2 to -1, they get 1XP.

At the end of each session, they judge for themselves:

- *Are you satisfied with the world and your place in it?* If they're not, they get 1XP.
- *Does your scavenge choice still hold true?* If it does, they get 1XP. If it doesn't, they have the option to change it now.

By default, they choose an improvement and erase at 9XP, not at 6XP. You can change this back to 6XP if you choose.

- STATS - MOVES - EFFECTS - HARM

- AGGRO -
Confront someone
Try something challenging
○○○○ » XP

- COOL -
Act under fire
Reason with someone
○○○○ » XP

- HARD -
Attack someone
Do battle
○○○○ » XP

- SHARP -
Read a person
Read a situation
○○○○ » XP

- WEIRD -
Open your brain to the world's psychic maelstrom
○○○○ » XP

Hx
Back someone's play
Interrupt someone-

- WEAPON -

- ARMOR -

Ψ

- SCAVENGE - **- BARTER -**

- IMPROVEMENT

Mark 9 XP » ○○○○○○○○○ » Improve:

-
-
-

Create your own improvements with the MC. You can have up to 3; replace them as you achieve them or abandon them.

As always, when you roll a stat, mark it. At 4 marks, get 1XP and erase. Also, when your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself:

- Are you satisfied with the world and your place in it? If you're not, get 1XP.
- Does your scavenger choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

At 9XP, choose an improvement and erase.

HARM

Countdown

○ Stabilized

When life becomes untenable:
○ Return to play with -1Hard.
○ Return to play with +1Weird.
○ Return to play with a new playbook.
○ Die.

NAME:

1ST IMPRESSION

PRONOUNS:

- MOVES

* This is a **highly interruptible** move.

YOUR GEAR

WEAPONS & ARMOR

VEHICLES

CLOTHING, LIVING SPACE & INCIDENTALS

NPCs

NAME:

-YOUR PLAYBOOK HISTORY

YOUR TRAPPINGS

-ADVANCED MOVE CANDIDATES

AGGRO: DRAW A LINE & EXTEND TRUST

To **draw a line and extend trust** to an NPC, lay out the line for them and tell them what you're trusting them to do. Roll+Aggro and remember your roll. Ultimately, if they hold your line and fulfill your trust, you can invite the MC to change them into a *reliable*. **On a 10+**, they should change. **On a 7-9**, they shouldn't change. Either way, the MC can make an exception if they think the situation calls for it. **On a miss**, or if they fail to hold your line or fulfill your trust, you can't make any such invitation, and you'll have to decide how to deal with them instead.

COOL: OPEN UP TO SOMEONE

You can **open up to** a PC or a sympathetic NPC in a time of otherwise quiet and relative safety. Decide together what your characters talk about (if anything), and roll+Cool. **On a 10+**, you choose 2 to ask them, and they choose 2 to ask you. **On a 7-9**, 1 and 1. These are things that you come to understand about one another, whether you discuss them explicitly or not:

- *Where do you see yourself in my life and plans? Where do you see me in your own life and plans?*
- *What do you see as human nature, and how do you see yourself as an exception to it?*
- *What's your vision for life and survival over the next months and years? How do you plan to pursue it?*
- *What are you keeping from yourself? When it comes out, will you be prepared to face it?*
- *Where does the world's psychic maelstrom have hooks in you? Where are you well-guarded against it?*
- *Who has real value in your life? Who is, instead, useful to you, and how disposable are they?*
- *So far, what has been the best time of your life? Would you return to it if you could, and what would you do to do it?*
- *Ask a question of your own. If they answer it, it stands; otherwise, go back and choose again.*

If an NPC, weigh their questions and answers. You can invite the MC to change them into a *reliable*, if you want to. If you do, the MC should decide by weighing your questions and answers in turn.

On a miss, something interrupts you, something about them puts you off, or something about you puts them off. Decide together which.

HARD: WAGE WAR

To **wage war**, you need to be able to dispatch warriors in force to a number of positions, each with their own objective. Lay out your positions, objectives, and forces, and be patient while the MC considers your enemy's forces and their counter-objectives, including calculating *harm as established* for each.

That done, roll+Hard for each contested position in turn. The conflicting forces inflict and suffer harm as normal, but the results of the rolls represents the word you receive back from their positions:

On a 10+, the MC chooses 1, based on harm as established:

- **Favorable:** *Your force has dominated your enemies here, seizing secure hold of its objective and inflicting terrible harm.*
- **Equal:** *Your force has won a hard victory here, securing its objective and driving your enemies back.*
- **Unfavorable:** *Your force held strong here, retreating only grudgingly, inflicting serious harm as it was forced to fall back.*

On a 7-9, the MC chooses 1, based on harm as established:

- **Favorable:** *Your force has won a hard victory here, securing its objective and driving your enemies back.*
- **Equal:** *Your force held strong here, retreating only grudgingly, inflicting serious harm as it was forced to fall back.*
- **Unfavorable:** *Your force held and gave ground strategically here, forcing your enemies to fight for every advance they made, but ultimately abandoned the position.*

On a miss, there's no word. Presume the worst.

Once you've rolled for each contested position, take stock and **read the situation**. If the war continues, you can lay out your new positions and objectives and make the move again.

SHARP: READ THE FORCES IN PLAY

When you take a step back, sit down and organize your thoughts, and consider the wide view, you can **read the forces in play**. Roll+Sharp. **On a 10+**, ask the MC 3 questions. **On a 7-9**, ask the MC 1 question. They have to answer frankly. As play goes on, when you're acting on their answers, take +1 to any rolls you make.

- *Are [x] and [y] connected? Am I able to guess or work out how?*
- *What might be the force that's causing [x], or the forces that are contributing to it?*
- *Here's my current theory about [x]. Am I off-base or missing anything important?*
- *If I do [x], which forces do I think will align with me, and which will turn against me?*
- *From the point of view of [x], what's going on, which may not be how I see it from my own point of view?*
- *Ask a question of your own. If the MC answers it, it stands; otherwise, go back and choose again.*

On a miss, the MC might have you ask 1 anyway, but be prepared for the worst.

WEIRD: OPEN YOUR EYES TO THE WORLD'S PSYCHIC MAELSTROM

When you **open your eyes to the world's psychic maelstrom**, you see things as the world's psychic maelstrom sees them. This is disorienting and horrifying, so ask the MC to describe what you see only in general terms, then roll+Weird. **On a 10+**, ask the MC 2 questions. **On a 7-9**, ask the MC 1:

- *What is the world's psychic maelstrom paying the most attention to, just now?*
- *Who can the world's psychic maelstrom see here? Where are they, and what are they doing?*
- *What is the world's psychic maelstrom ignoring, or is anything here hidden from it somehow?*
- *I reach out subtly and direct the world's psychic maelstrom's attention to [x]. What does it do?*
- *I try to directly provoke the world's psychic maelstrom. What provocation does it respond to, and how?*
- *What does the world's psychic maelstrom see and understand about [x] that I can't see or understand?*
- *Ask a question of your own. If the MC answers it, it stands; otherwise, go back and choose again.*

On a miss, ask 1 anyway, but the world's psychic maelstrom recognizes your intrusion. Ask the MC what it does. Be prepared not to like it.

Hx: HAVE FAITH IN SOMEONE

At the end of every session, choose a character that you have faith in. Consider:

- *You've just recently come to have faith in them.*
- *Your faith in them had been shaken, but now they've restored it.*
- *Your faith in them was tested but didn't waver.*
- *Your faith in them is solid, and has remained solid.*

Tell them so, and add +1 to your Hx with them on your sheet.

BARTER: CORNER THE MARKET

When you're in position to **corner the market** on a particular valuable good, service, or resource, roll+Barter. **On a 10+**, you've cornered it; you get +1 to any barter rolls you make while your monopoly stands. Furthermore, anyone who needs your commodity must come to you for it, or else go begging. Ask the MC who comes to you and who goes begging. **On a 7-9**, the same, but your position's precarious. Decide with the MC:

- *Where is my position vulnerable?*
- *Do my rivals realize it yet?*

Either way, unless your rivals manage to overthrow it in play, your monopoly stands at least until the beginning of the next session. Before you **live day to day**, make this move again to determine how it fares.

On a miss, your rival or rivals move hard against you right now, before you can solidify your position. Ask the MC how.

— GAMECHANGERS

Once the players have improved their characters 5 times, they can begin to choose improvements from below the line, the “ungiven future.” One of their choices is to unlock a gamechanger.

THE GAMECHANGER

As MC, you choose which gamechanger they unlock. Choose early in the game. You can get the group in on the decision if you want, but the final choice is yours. Introduce the idea of the gamechanger in the first few sessions, and begin to lay the groundwork now. When the time comes that they do choose it, it should be perfectly clear to them what they’re about to choose.

Choose 1 gamechanger:

- *Changing the Guard.*
- *Epilogues.*
- *The Forced Door.*
- *The Lost Sword.*
- *New Horizons.*
- *A gamechanger of your own creation.*

Choose 1 of the following as well. You don’t have to choose now, but you should choose before the players get to it:

- *The first player to choose “unlock a gamechanger” unlocks it for everyone.*
- *The first player to choose “unlock a gamechanger” puts the key in the lock, and then the characters have to really unlock it, in action, in play. Start thinking now about how they’ll have to do it.*
- *The first player to choose “unlock a gamechanger” puts the key in the lock, and the second player to choose it unlocks it for everyone.*
- *Every player has to choose “unlock a gamechanger.” They each unlock it for themselves, or else the last player to choose it, finally unlocks it for everyone.*

Once they’ve unlocked this gamechanger, you might find that it’s appropriate to choose a new one for them to unlock next. Have everyone clear their “unlock a gamechanger” marks.

CHANGING THE GUARD

Choose a different player to be the MC. Create a character yourself to play. Everybody else can keep their current characters or create new ones, as they prefer, now or going forward whenever they want.

Continue the game.

In the early sessions: *Let everyone know that you’re looking forward to playing a character yourself and that you’ll be looking for a volunteer to take over as MC, down the line.*

EPILOGUES

End the game.

Go around and ask everyone what happens to their characters hereafter. Take your time. Say goodbye, good luck and godspeed.

In the early sessions: *Let everyone know that you’re looking forward to playing the game through to a satisfying conclusion and then ending it.*

THE FORCED DOOR

The characters open a doorway to another dimension, another world, another timeline, another game, and push through it.

You can keep playing with these characters and these rules in the new world, or else you can switch to different characters and different rules, if that makes more sense.

In the early sessions: *Start to plan for the other world. Make travel between worlds or timelines a theme in the game. Create a cult who wants it, doorway-type pinpoints, or NPCs displaced from the worlds they were born in. Decide whether the world’s psychic maelstrom represents the way to cross worlds, an intrusion from another world, or a barrier keeping you here in this one.*

If you intend to switch to another game, don’t be too cagey about it. Win your friends over to the idea of switching games, don’t try to spring it on them.

THE LOST SWORDS

The Lost Swords are a powerful weapon, an army of war machines, that someone — who? — left for the people in this time, in this place, to discover.

Each Lost Sword is sealed in a capsule, like a giant coffin of opaque, impregnable black glass. They’re awaiting release: the correct handprint, the correct keycode, the correct psychic password? Who knows what will eventually open them up.

A complete rules writeup of the Lost Swords follows.

In the early sessions: *Decide where the Lost Swords’ capsules are: are they prominent or hidden? Do you pass them in the ruins, standing silent, or do you have to search for them? Decide how many there are. Create them as **pinpoint** threats. Hint that there are powerful war machines inside them. Start to think about their history and what they mean. Let the PCs investigate and discover them before they unlock them.*

NEW HORIZONS

Bring a new Hard Zone into play.

In the early sessions: *Choose which Hard Zone. Start to bring news, goods, and eventually people over the horizon into play. You’ll need to decide what keeps it isolated from here, what barrier or problem makes it unattainable until the PCs unlock it.*

A GAMECHANGER OF YOUR OWN CREATION

Create a gamechanger of your own.

Before play begins: *Outline it. Come to the game with it already in mind and with some notes already written. Otherwise, choose one of the above instead.*

In the early sessions: *Lay the groundwork for it as appropriate.*

—THE LOST SWORDS

CREATING YOUR LOST SWORD

By default, your lost sword gets Agile+0, 3-Armor, Massive=2, Menacing+1.

Choose its tactical preset:

- Cunning and impatient (*impulse: create an opportunity; defiance: act now even otherwise*)
- Ferocious and reactive (*impulse: attack hard and follow through; defiance: change targets*)
- Patient and ruthless (*impulse: seize the perfect moment; defiance: refuse to let up*)
- Subtle and poker-faced (*impulse: get in their blind spot; defiance: keep its pilot in the dark*)
- Reliable and pig-headed (*impulse: hold strong; defiance: refuse to change targets*)

Choose its configuration, and choose its systems accordingly.

LOST SWORD STANDARD MOVES

You get **behind the wheel**. However, when you **let your lost sword off the leash**, roll+Menacing, and when you **rein it in**, roll+Agile.

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

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

USING A LOST SWORD AS A WEAPON

You can use your lost sword's weapon systems when you **confront, attack, do battle** with someone, or in other violent circumstances, as normal. You can also use the mass, power, and physicality of your lost sword as a weapon itself. When you do, you roll the dice and make your choices, but it's your lost sword that inflicts and suffers harm, not you yourself.

Against a person:

- An unintentional hit inflicts 2-harm.
- An intentional physical attack inflicts 4-harm ap.

Against a vehicle:

- An unintentional hit inflicts v-harm.
- An intentional physical attack inflicts 5-harm, minus your target's Massive + Armor. Treat 0-harm and less as v-harm.

Against a building or structure:

- An unintentional hit inflicts 0-environ.
- An intentional physical attack inflicts 2-environ, minus the structure's Armor.

WHEN A LOST SWORD SUFFERS HARM

v-harm: stumble, skid, skip out of the way. No harm to pilot.

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

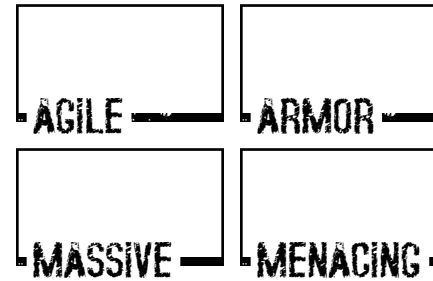
2-harm: noncritical functional damage. Fuel leak, disabled system, reactor stall, problems with guidance, stability, movement. Can be field-patched. **1-harm can blow through** to pilot.

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

4-harm or 1-environ: 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 or 2-environ and more: total destruction. **Full harm can blow through** to pilot, plus they can suffer additional harm if the Lost Sword explodes or crashes.

—LOST SWORD



IMPULSE & DEFIANCE

Tactical preset:

Impulse:

Defiance:

CONFIGURATION

Choose 1:

- Bishop:** +1Agile, 1 communication, 1 flight or stealth, 1 weapon, 1 of your choice.
- Castle:** +1Menacing, 1 armor, 1 targeting, 1 weapon, 1 of your choice.
- Knight:** +1Agile, 1 flight, 1 stealth, 1 weapon, 1 of your choice.
- Queen:** +1Menacing, 3 targeting or weapons, 1 of your choice.

SYSTEMS

Armor systems

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

Communication system

- Surveillance array (+1Agile, close/far)
Allows surveillance through walls & darkness, eavesdrops on electronic comms.

Flight systems

- Jumpjets (+1Menacing, loud)
- Glidewings
Allows high, quiet, slow-speed flight.

Life support system

- Integrated Ψ buffer rig
Protects you from Ψ-harm while in the cockpit.

Reactor system

- Improved reactor (+1Menacing)

Stealth systems

- Adaptive camo skin surfacing (*stealth*)
If a PC enemy reads a situation by looking or asking other people, remove "what is my enemy's true position?"
- Contact-deflective skin surfacing (*stealth*)
If a PC 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 **do battle**.
- Pinpoint targeting system
Add +1harm to all weapon systems.

Weapon systems

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

Mounted weapons:

- Antipersonnel drone cloud
3-harm, close/far, area, loud, ap.
- EMP shockwave generator
5-harm, close, loud. Disables electronic systems. Puts target Lost Sword into hard shutdown.
- Long-range energy lance
4-harm, far, ap, dazzling, concentrated fire.
- Missile pod
2-environ, far, salvos: ○○○○○○○○○.
- Twin pulse cannons
4-harm, close/far, autofire, concentrated fire.

All Lost Sword systems are hi-tech.