

LIMITED ED PLAYBOOKS

These are 9 “limited edition” playbooks designed and published after Apocalypse World’s initial release.

Most of them — the faceless, the hoarder, the maestro d’, the touchstone — are just straightforward additional characters. You can include them in your game without any special attention or concern.

Each of the others changes Apocalypse World in some particular important way. The Macaluso is a psychic entity, not a person, and introduces the idea of playing multiple PCs. The marmot is a literal marmot, and introduces crimes, mysteries, and clues into play. The quarantine is a person from Apocalypse World’s past, from our world, and raises questions about *what happened*. And the solace is a pacifist with a lot of unique power to change the other players’ characters and disarm the game. The space marine mammal is a technologically advanced dolphin on a mission to reclaim the earth from the apocalypse.

This file includes the 9 limited edition playbooks; Supplemental: Mysteries & Clues; Supplemental: Walkingsuit; a reference sheet for large-scale weapons and Ψ-harm; and a complete and inclusive index and guide to character moves.



THE HOARDER

Written with Elizabeth Shoemaker Sampat

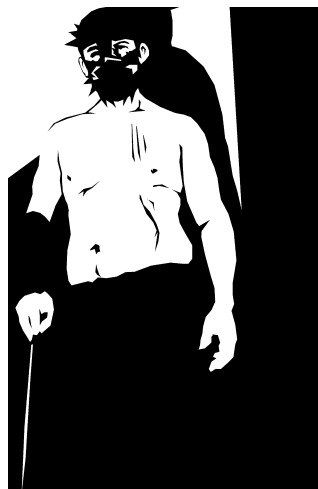
print pages 6–7

When the world ended, so much was lost among the blood and shit and debris of a dying world in its last spasms of life. Some say it was a tragedy; some say it made us stronger.

Fuck them. You know what I say? *Finders keepers*.

The Hoarder is a creepy character with a powerful collection of goods and a uniquely appraising vision. If you want to play a weird and grotesque villain but you’re tired of playing brainers, try a hoarder. Warning: your MC will have a lot of leverage over you. You’ll sometimes have to fight to pursue your own agenda.

*The Hoarder was originally created for the **Sight for Sore Eyes** benefit bundle.*



THE FACELESS

Written with Bret Gillan

print pages 4–5

Is it true everywhere, always? Was it true in the golden age of legend, when life was kind? For certain it’s true here in Apocalypse World: some of us are born and grow up and live without faces. We have *things* on the fronts of our heads, of course, but they’re soft, malleable, expressive, revealing things, they aren’t our *faces*. Our faces would be hard, ungiving, silent and stern, they would be what we are. They would never flinch.

The Faceless is a giant unstoppable killing machine, but built for tragedy. If you want to barf out violence, grotesquerie, and externalized pain, play the faceless. Warning: you’ll hurt and disappoint the people you care about, for reals.

The Faceless was originally created for distribution at conventions.



THE MACALUSO

print pages 8–9

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.

The Macaluso is a multibodied psychic entity, a single person with several human bodies. If you want to play the weirdest character in the game, play the Macaluso. Warning: don’t play the Macaluso your first time out with Apocalypse World. Learn the game first.

*The Macaluso was originally created to celebrate **Il Mondo dell’Apocalisse** and its Best of Show win at Lucca Comics and Games.*

THE MAESTRO D'

print pages 10–11

In the golden age of legend, there was this guy named Maestro. He was known for dressing up real dap and wherever he went, the people had much luxe tune. There was this other guy named Maitre d'. He was known for dressing up real dap and wherever he went, the people had all the food they could eat and the fanciest of it.

Here in Apocalypse World, those two guys are dead. They died and the fat sizzled off them, they died same as much-luxe-tune and all-you-can-eat. The maestro d' now, he can't give you what those guys used to could, but fuck it, maybe he can find you a little somethin somethin to take off the edge.

The maestro d' runs a social establishment, like a bar, a drug den or a bordello. If you want to be sexier than a hardholder, with fewer obligations and less shit to deal with, play a maestro d'. Warning: fewer obligations and less shit, not none and none.

The Maestro D' was originally created as a perk for preordering the game.



QUARANTINE

print pages 16–17

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 is a soldier from the past who's been in stasis since the apocalypse. If you want to bring a sane modern-day sensibility and point of view to Apocalypse World, play a quarantine. Warning: a sane modern-day sensibility and point of view makes you spectacularly unsuited to life in Apocalypse World.

*Quarantine was originally created to support **Shock: Human Contact** by Joshua A.C. Newman.*



THE MARMOT

Written with Ben Lehman

print pages 12–15 (includes Supplemental: mysteries & clues)

One thing that hasn't changed since the apocalypse: people do bad things to each other and expect to get away with it. If there's any marmot who can untangle the secrets, the lies, and the pain to find some justice in this filthy, filthy world, it's you.

The marmot is a detective, and no shit, it's a marmot. A furry little rodent dude who solves mysteries. If you want to play a marmot detective, well, here's your chance. Warning: your fellow players just might think you're fucking around with them.

*The Marmot was originally created to support **Animal Crime** by Ben Lehman.*



SOLACE

print pages 18–19

The world's psychic maelstrom vomits forth its own. It eats the fortune of all living and all dead and leaves no fortune for any but itself. In this Apocalypse World, howling at the door, they used to be called wolves but we know them for themselves at last.

Solace is a pacifist and an enemy of violence. If you want to disarm potential violence, promote collaboration and cooperation, and call the other characters out as the big violent meanies they are, play the solace. Warning: you can already guess that your situation is precarious. What you may not guess is that the other characters might really resent being called out as big violent meanies, and might call you out as a priggish killjoy in turn.

Solace was originally created for a "nice games" bundle for Epimas.

THE SPACE MARINE MAMMAL

print pages 20–23 (includes Supplemental: Walkingsuit)

50 years ago, the enemies of Earth unleashed a psychic weapon that destroyed all hope for the future of dolphinity. Anticipating the attack and its outcome, leaving many behind to suffer and die, your grandparents rushed to evacuate Earth. They built secret orbital stations and expanded the hidden Mars base into a functional colony. Their grandchildren — you — are all that remains of true dolphinity after this appalling apocalyptic assault.

Today, the mission to reclaim Earth begins.

The Space Marine Mammal enters play as a wicked badass automatically disposed against the other PCs. Its badassery is in tension with its experience — it might learn to get along — but still play it only if you want to deal with that.

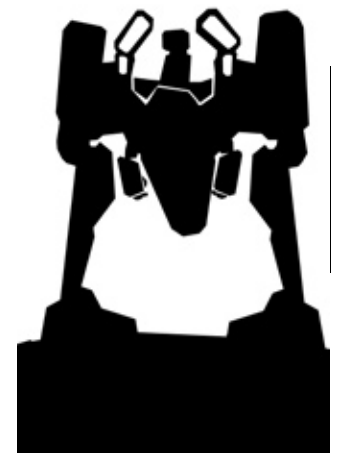
*The Space Marine Mammal was originally created to support **Sea Dracula: Judicial Inquest** by Morgan Stinson and Jackson Tegu.*



SUPPLEMENTAL: WALKINGSUIT (HUMAN CONFIGURATION)

print pages 26–27

This is a walkingsuit as though created by humans, not space dolphins. MC, you may choose whether to have it appear in your game, and if so, under what circumstances.



THE TOUCHSTONE

print pages 24–25

At the earliest reaches of living memory, the world collapsed. Cities raged, burned, or just died in agony, starved, fell silent. The sky howled. Not everyone who remembers it remembers it the same way. People forgot who they were, where they had come from, what they could make.

Now, in this world of filth and blindness, there are a few with new vision. They go among us at war, indomitable and doomed, hoping and fighting for something better.

The Touchstone hopes and fights for a better future that only she can see. If you want to declare yourself an enemy of the world and fight hard to change it, play a touchstone. Warning: you have hope and vision, but violence is all you're good at.

The Touchstone was originally created to give newcomers to the game a playbook to trade with.



CHARACTER MOVES INDEX & ADDITIONAL RULES

print pages 28–35

Index, complete reference, and character moves by stat, updated to include all the limited edition character moves.

Additional rules: large-scale weapons, harm & buildings, Ψ-harm.

NAME -

LOOK

STATS MOVES

COOL	do something under fire <input type="radio"/> highlight
HARD	go aggro; seize by force <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><input type="radio"/> shattered (-1cool) <input type="radio"/> crippled (-1hard) <input type="radio"/> disfigured (-1hot) <input type="radio"/> broken (-1sharp)</p>

HX help or interfere; session end

FACELESS SPECIAL If you and another character have sex, hold 1. If they get into shit, either you or they can spend your hold and you are there.

IMPROVEMENT experience ○○○○>>>improve __ get +1hot (max +2) __ get +1sharp (max +2) __ get +1weird (max +2) __ get a new faceless move __ get a new faceless move __ get a new faceless move __ get a gang (detail) and pack alpha __ get a holding (detail) and wealth __ get a move from another playbook __ get a move from another playbook __ get +1 to any stat (max stat+3) __ retire your character (to safety) __ create a second character to play __ change your character to a new type __ choose 3 basic moves and advance them. __ advance the other 4 basic moves.
--

THE FACELESS

Introducing

THE FACELESS

with Bret Gillan

Is it true everywhere, always? Was it true in the golden age of legend, when life was kind? For certain it's true here in Apocalypse World: some of us are born and grow up and live without faces. We have *things* on the fronts of our heads, of course, but they're soft, malleable, expressive, revealing things, they aren't our *faces*. Our faces would be hard, unyielding, silent and stern, they would be what we are. They would never flinch.

FACELESS MOVES

- **Pit bull:** whenever you take a debility, name the person you hold most responsible. Take +1 ongoing to all rolls versus them, forever. (All rolls with them directly as a target count, of course. Rolls against their family and friends, minions, or property may count, in the MC's judgment. MCs, remember your job is to make Apocalypse World seem real and keep the characters' lives interesting, not deny the PCs bonuses.)
- **Rasputin:** shot, stabbed, and poisoned, you just keep coming. When you are being scary as fuck and coming at someone, you get +1-armor. You still get shot and stabbed, bleeding just doesn't bother you that much anymore.
- **Juggernaut:** take -2 on all "when you suffer harm" rolls.
- **Oh yeah!** roll+hard to smash your way through scenery to get to or away from something. 10+, the scenery moved or smashed and you get what you want. On a 7-9 you get what you want and smash or move the scenery, but take 1-harm (ap), and are disoriented and under fire in follow-up actions, leave something behind, or take something with you. Think smashing through walls or pushing through burned out husks of cars.
- **Scent of blood:** at the beginning of the session, roll+weird. On a 10+ hold 1+1. On a 7-9 hold 1. At any time, you or the MC can spend your hold to have you at the scene of a battle (a real battle, not intimate violence between a couple people). On a miss, the MC holds 1, and can spend it to have you there and pinned down.
- **Norman:** you seek the advice of your mask. Roll+weird to see what it directs you to do. On a 10+ mark experience and take a +1 if you do as your mask wishes. On a 7-9, take a +1 if you do what it wants and act under fire if you don't. On a miss, it has its own agenda and act under fire if you don't follow it.
- **As one:** attempts by other PCs to seize your mask by force, or to get you to remove or give away your mask by going aggro or seduction/manipulation, are at -2. NPCs will never succeed at unmasking you against your will unless you are completely at their mercy.
- **Beastly:** you get +1hard (hard+3).

OTHER MOVES

■ YOUR MASK

Choose your mask's type: sports mask, gas mask, combat helmet, hood, balaclava, carved mask, scrounged mask, fetish mask.

Choose its look: dusty, battered, painted, stained, or cracked.

The Unexpected: when someone sees you unmasked for the first time, they take s-harm, in addition to anything else that happens.

Unmasked, you are (choose 2):

- Vulnerable. Whenever you suffer harm, you suffer +1harm.
- Grotesque. Every PC who sees you goes immediately to Hx+3 with you.
- Afraid. You take -1 ongoing until you cover your face again.
- Irresolute. When you inflict harm, inflict -1harm.
- Ashamed. You have hard=0 until you cover your face again.
- Powerless. You lose access to all of your character moves. You can still make basic moves.

■ DRAW YOUR MASK

This is not optional.

■ GEAR & BARTER

■ BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one act of murder, extortion, or other violence; one week's employment as bodyguard or gang leader; one month's employment as thug-on-hand; one threat delivered; one convoy guarded through hostile territory; one month's physical labor requiring your strength and size.*

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

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

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

CREATING A FACELESS

To create your faceless, choose name, look, stats, moves, gear, mask, and Hx.

NAME

Hunk, Tor, Ork, Doule, Big Fuckler, Blag, Mega, Dent, Crudhammer, Deg, Frog, Summint, Trench, Zuto, Kray, Momo, Gigg, Meat, Stomp, Playboy.

STATS

Choose one set:

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

MOVES

You get all the basic moves. Choose 3 faceless moves.

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:

- One of the characters helped you do something terrible once. Tell that player Hx+2.
- Tell everyone else Hx+1.

On the others' turns, choose one or both:

- One of them was once kind and unafraid towards you. Ignore what they tell you and write Hx+3.
- You think one of them is pretty. Add +1 to whatever number they tell you.

At the end, find the character 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, concealed, or transgressing.

Casual wear, fetish-bondage wear, showy armor, scrounged armor.

Hard eyes, blank eyes, merciless eyes, dead eyes, or calculating eyes.

Huge body, muscular body, tall gangly body, wiry body, or obese body.

GEAR

In addition to your mask, you get:

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

Brutal weapons (choose 1):

- magnum (3-harm close reload loud)
- sawed off (3-harm close reload messy)
- crowbar or club or bat (2-harm hand messy)
- machete or axe (3-harm hand messy)
- chainsaw (3-harm hand autofire messy)

IMPROVEMENT

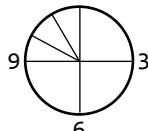
Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

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; seize by force <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>6</p> <p><input type="radio"/> stabilized</p> <p> <input type="radio"/> shattered (-1cool) <input type="radio"/> crippled (-1hard) <input type="radio"/> disfigured (-1hot) <input type="radio"/> broken (-1sharp) </p>

HX
help or interfere; session end

HOARDER SPECIAL

If you and another character have sex, use **acquisitive eye** as though your partner were an object and you'd rolled a 10+, even if you don't have the move.

IMPROVEMENT

experience ○○○○>>>improve

- ___ get +1weird (max weird+3)
- ___ get +1sharp (max sharp+3)
- ___ get +1sharp (max sharp+3)
- ___ get +1cool (max cool+2)
- ___ get +1hot (max hot+2)
- ___ get a new hoarder move
- ___ get a new hoarder move
- ___ add an option to your hoard
- ___ get a move from another playbook
- ___ get a move from another playbook
- ___ get +1 to any stat (max stat+3)
- ___ retire your character (to safety)
- ___ create a second character to play
- ___ change your character to a new type
- ___ choose 3 basic moves and advance them.
- ___ advance the other 4 basic moves.

THE HOARDER

Introducing

THE HOARDER

with Elizabeth Shoemaker Sampat

When the world ended, so much was lost among the blood and shit and debris of a dying world in its last spasms of life. Some say it was a tragedy; some say it made us stronger.

Fuck them. You know what I say? *Finders keepers.*

HOARDER MOVES

○ **Acquisitive eye**: when you see, hear about, or otherwise come to know of a thing you want, roll+weird. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 2:

- How can I make this mine?
- Who will stand in my way?
- Will my hoard accept it?
- Who will try to take it from me once it's mine?
- What is this truly worth?

On a miss, your face and body language betray your interest in the thing to anyone who's paying attention.

○ **Sticky fingers**: when you give someone a gift, roll +Weird. On a 10+, it comes back to you within a week. On a 7-9, it comes back to you eventually, with strings attached. On a miss, you can never own it again.

○ **Money is power**: when you help or interfere with someone, after you've rolled, you can:

- Spend 1-barter to change your miss into a 7-9 hit, or your 7-9 hit into a 10+ hit;
- Spend 1-barter to give +2 (helping) or -3 (interfering) instead of +1 or -2.

The jingle doesn't go anywhere, or it goes into the world's psychic maelstrom. Either way this isn't commerce, it's power.

○ **Greed**: when you're defending your hoard, your greed makes you unstoppable. Being in the presence of your hoard counts as 2-armor— if your hoard is under attack. (If someone's just trying to kill you and it happens to be around your hoard, not so much.)

○ **Appraising eye**: when you read a situation, on a hit, in addition to your other questions, you may ask this:

- What's the most beautiful, the rarest, or the most valuable thing here?

When you read a person, on a hit, in addition to your other questions, you may ask this:

- What's the best thing your character owns, or the best thing your character's carrying?

OTHER MOVES

HOARD

What kinds of things are in your hoard? Choose 1, 2 or 3:

- armor, armaments and ammunition
- others' castoffs & discards
- pretty things
- fetish objects, art & mementos
- intoxicants, delicacies & poisons
- technology, electronics, parts & wire
- relics & waste of the golden age past
- books, maps, drawings & photographs
- plant, animal & human specimens
- _____

What else is true of your hoard? Choose 1 or 2:

- Conscious: it speaks to you in your mind.
- Meticulous: when you return something to it, it must be in perfect condition.
- Voracious: if you ignore its demands, whatever you do instead, you do under fire.
- Beautiful: if an NPC sees it, she envies and desires it.

Your hoard begins play with hunger=0.

As long as your hoard's hunger is 3 or less, you can **go into your hoard and look for something useful**. Describe your situation and roll+weird. The MC's job is to come up with something for you that she genuinely thinks you'll find useful in the situation you've described, and to have your hoard deliver it forth. (You might remind her the kinds of things you have in your hoard.) On a 10+, your hoard's hunger holds where it is. On a 7-9, your hoard gets +1hunger. On a miss, your hoard goes immediately to hunger+4.

If you take the thing, your hoard considers you to have borrowed it, and will expect it back.

As long as your hoard's hunger is 3 or less, you can **go into your hoard for jingle**. Pull oddments worth 2-barter out of it and give it +1hunger.

At the beginning of the session, roll+your hoard's hunger. On a 10+, the MC holds 3; on a 7-9, the MC holds 1. During the session, the MC can spend her hold 1 for 1 to:

- *name a thing present. Your hoard must have it. When you give it to your hoard, mark experience and give your hoard -1hunger.*
- *name a thing you've borrowed from your hoard. Your hoard must have it back. When you return it to your hoard, mark experience and give your hoard -1hunger.*

If the MC has any hold left at the end of the session, give your hoard +1hunger, to a maximum of hunger+4.

If **your hoard has hunger+4**, take -1 ongoing.

BARTER

You can get barter from your hoard, so no need to worry about earning it.

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

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; the material costs of resuscitation by an angel; repair of a piece of hi-tech gear by a savvyhead; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

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

HUNGER

hunger+4 means -1ongoing

LOANS

CREATING A HOARDER

To create your hoarder, choose name, look, stats, moves, hoard, and Hx.

NAME

Smaug, Napoleon, Winona, Morgan Chase, Boa, Dunbar, Rockefeller, Wembley, Philo, Gunge, Zuck, Hov, Yeezy, Jake, Billy Beau.

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get 2 hoarder moves.

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:

- Do you brag about your hoard or do you keep it secret? If the former, do so, and at the end tell everyone Hx+1. If the latter, deny that you're keeping anything secret, and tell everyone Hx+1. (Yes, tell them Hx+1 either way.)

On the others' turns:

- For each character, judge them rich or poor in terms set by the qualities and substance of your hoard. If you judge them rich, whatever number they tell you, give it +1 and write it next to the character's name. If you judge them poor, whatever number they tell you, give it -1 and write it next to the character's name.

At the end, find the character 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, transgressing, or obscured.

Luxe scrounge wear, decaying scrounge wear, armored scrounge wear, or sexy scrounge wear.

Soft face, hollow face, eager face, old face, or scarred face.

Hungry eyes, green eyes, calculating eyes, wide eyes, or nervous eyes.

Emaciated body, pudgy body, stringy body, huge body, or slinky body.

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.

THE MACALUSO

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.

STATS



Hx
help or interfere;
session end

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.

HARM

- 1-harm:** cosmetic damage, concussion, pain, fear.
2-harm: wounds, unconsciousness, bad pain, broken bones, shock.
3-harm: Terrible wounds, shock, likely fatal.
4-harm: Mangled and ruined, usually immediately fatal.
5-harm and more: fatal and bodily destructive.

SECRET SOCIETY

By default: Your secret society consists of 3 individuals. 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. If you pool your free jingle, it'll amount to 2-barter.

MACALUSO MOVES

- **Luck:** 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+, mark experience for each other's beginning-of-session move that also hits with a 10+. On a miss, give -2 to everyone else making a beginning-of-session move.
- **Martyr:** when you take a blow for another player's character, mark experience. When anyone of your secret society dies, mark experience.
- **Broad influence:** add a person to your secret society.
- **Sustaining influence:** When anyone of your secret society dies, erase their information from your playbook and create a new person to replace them. Use the same secret society segment or an unused one.
- **Fingertips throughout:** when 3 or more of your secret society 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.

IMPROVEMENT

experience ○○○○>>>improve

- ___ get +1weird (max weird+3)
- ___ add someone to your secret society
- ___ add someone to your secret society
- ___ get a new Macaluso move
- ___ get a new Macaluso move
- ___ get a car (detail)
- ___ get 2 pieces of brainer gear
- ___ get followers (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 type
- ___ choose 3 basic moves and advance them.
- ___ advance the other 4 basic moves.

PEOPLE

CREATING THE MACALUSO

As the Macaluso, 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 Macaluso, choose moves, secret society, and Hx.

MOVES

You get all the basic moves. You get **luck**, and choose 2 more Macaluso moves.

SECRET SOCIETY

By default, you consist of 3 people, called your "secret society" (misnomer though it is). If you choose the move **broad influence**, add a 4th.

When you act, you act as one of your secret society, in that one's body. For all practical purposes you, your MC, and your fellow players can treat your secret society all as full and separate characters, with these exceptions:

- You all share all of 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 body you're acting as may give you +2 or -1. Otherwise, roll your stat as usual (by default, +2 for weird and +0 for all others).

To create one of your secret society, choose one of the available segments, and choose name, looks (selecting all that apply), and circumstances.

During initial character creation, don't choose the blank segment. When you add someone new to your secret society, you can choose to use it to create someone to fit the current circumstances of play.

For your +2 and -1 stats, choose Cool, Hard, Hot, or Sharp, not Weird. The body you're acting in doesn't determine how Weird you are.

Hx

Everyone introduces their characters by name, look and outlook. On your turn, introduce each of your secret society.

List the other characters' names.

Go around again for Hx. On your turn, tell everyone Hx-1. Even if they know you, they don't know *all* of you.

On the others' turns, whatever number they tell you, give it +1 and write it next to their character's name. You have the benefit of multiple points of view.

At the end, find the character with the highest Hx on your sheet. Ask that player which one of your secret society is most interesting, and highlight it. Instead of getting highlighted stats, you get one of yourselves highlighted.

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 secret society, 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

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 have a gig doing violence for pay, worth 1-barter every couple weeks.
- ☐ I have a fortified little double-room I call home. +1armor in defense.
- ☐ I have oddments worth 2-barter.

*Free if a PC's, with player approval.

NAME & LOOK

Lee-On, Billy, Mox, or Bismark.

Man, woman, or ambiguous.

Slight, long-haired, smoky-eyed, arresting, tattooed, disfigured, angular, energetic, fat, calm-eyed, stocky, and/or sharp-featured.

☐ highlight

+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).
- ☐ My rooms are atmospheric, cool, and well-appointed. I get +1 to read a person within them.
- ☐ I have oddments worth 2-barter.

*Free if a PC's, with player 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.
- ☐ I have a gig keeping and holding onto valuables for _____, worth 1-barter every month or so.
- ☐ I'm one of the few who make my home in the upper rooms.
- ☐ I have oddments worth 2-barter.

*Free if a PC's, with player 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.
- ☐ My rooms are above the autoshop.
- ☐ I have a bike (you detail).
- ☐ I have oddments worth 2-barter.

*Free if a PC's, with player approval.

NAME & LOOK

Silk, Frans, Azaz, Rolfball, or Janis.

Man, woman, or concealed.

Old, pierced, willowy, golden-eyed, barrel-chested, amputated, bearded, lush-mouthed, elaborately-coiffed, tiny, fat, and/or muscular.

☐ highlight

+2
HARD

-1
SHARP

CIRCUMSTANCES

Choose 3:

- ☐ I'm in _____'s crew/cult/gang.*
- ☐ I have a hunting rifle with a good sight (3-harm far loud reload).
- ☐ I have a spike-studded baseball bat (3-harm hand messy) and crude body armor (2-armor).
- ☐ I have a tempestuous, devoted, tough, beautiful little family: Asso, Ki Yin, Quick, Limester, and me.
- ☐ I make my house down in the maze.
- ☐ I have oddments worth 2-barter.

*Free if a PC's, with player approval.

NAME & LOOK

☐ highlight

+2

-1

CIRCUMSTANCES

NAME -

LOOK

STATS MOVES

COOL	do something under fire <input type="radio"/> highlight
HARD	go aggro; seize by force <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><input type="radio"/> shattered (-1cool) <input type="radio"/> crippled (-1hard) <input type="radio"/> disfigured (-1hot) <input type="radio"/> broken (-1sharp)</p>

HX
help or interfere; session end

MAESTRO D' SPECIAL

If you hook another character up — with sex, with food, with somethin somethin, whatever — it counts as having sex with them.

IMPROVEMENT

experience ○○○○>>>improve

___ get +1hot (max hot+3)
 ___ get +1cool (max cool+2)
 ___ get +1hard (max hard+2)
 ___ get +1weird (max weird+2)
 ___ get a new maestro d' move
 ___ get a new maestro d' move
 ___ add a security to your establishment
 ___ resolve somebody's interest in your establishment
 ___ get a move from another playbook
 ___ get a move from another playbook

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

THE MAESTRO D'

Introducing

THE MAESTRO D'

In the golden age of legend, there was this guy named Maestro. He was known for dressing up real dap and wherever he went, the people had much luxe tune. There was this other guy named Maitre d'. He was known for dressing up real dap and wherever he went, the people had all the food they could eat and the fanciest of it.

Here in Apocalypse World, those two guys are dead. They died and the fat sizzled off them, they died same as much-luxe-tune and all-you-can-eat. The maestro d' now, he can't give you what those guys used to could, but fuck it, maybe he can find you a little somethin somethin to take off the edge.

MAESTRO D' MOVES

- ☐ **You call this hot?** when you do something under fire, roll+hot instead of roll+cool.
- ☐ **A devil with a blade:** when you use a blade to go aggro or seize something by force, roll+hot instead of roll+hard.
- ☐ **Fingers in every pie:** put out the word that you want a thing — could be a person, could be somethin somethin, could even be just a thing — and roll+hot. On a 10+, it shows up in your establishment for you, like magic. On a 7-9, well, your people make an effort and everybody wants to please you and close is close, right? On a miss, it shows up in your establishment for you with strings wicked attached.
- ☐ **Everybody eats, even that guy:** when you want to know something about someone important (your call), roll+hot. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 1:
 - how are they doing? what's up with them?
 - what or who do they love best?
 - who do they know, like and/or trust?
 - when next should I expect to see them?
 - how could I get to them, physically or emotionally?
- ☐ **Just give me a motive:** name somebody who might conceivably eat, drink, or otherwise ingest something you've touched. If it's an NPC, roll+hard; a PC, roll+Hx. On a 10+, they do, and suffer 4-harm (ap) sometime during the next 24 hours. On a 7-9, it's 2-harm (ap). On a miss, some several people of the MC's choice, maybe including your guy maybe not, get it, and all suffer 3-harm (ap).

OTHER MOVES

BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand. 1-barter will also cover your cast & crew's cut of a spectacular event or two.

As a one-time expenditure, and very subject to availability, 1-barter might count for: a night in high luxury and company; any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; a week's hire of the protective companionship of a battlebabe or gunlugger; repair of a piece of hitech gear by a savvyhead; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.

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

ESTABLISHMENT

Your establishment features one main attraction supported by 2 side attractions (like a bar features drinks, supported by music and easy food). Choose one to be your main act and 2 for lube:

- ☐ luxury food ☐ music ☐ fashion ☐ lots of food ☐ sex ☐ spectacle
☐ easy food ☐ games ☐ art ☐ drinks ☐ coffee ☐ drugs
☐ scene (see and be)

For your establishment's atmosphere, choose & underline 3 or 4: *bustle, intimacy, smoke, shadows, perfume, slime, velvet, fantasy, brass, lights, acoustics, anonymity, meat, eavesdropping, blood, intrigue, violence, nostalgia, spice, quiet, luxury, nudity, restraint, forgetting, pain, kink, candy, protection, grime, noise, dancing, chill, masks, fresh fruit, a cage.*

Your regulars include these 5 NPCs (at least): Lamprey, Ba, Camo, Toyota and Lits.

Who is your best regular? _____

Who's your worst regular? _____

These 3 NPCs (at least) have an interest in your establishment: Been, Rolfball, Gams.

Who wants in on it? _____

Who do you owe for it? _____

Who wants it gone? _____

For security, choose this:

- ☐ a real gang (3-harm gang small 1-armor)

Or else choose 2 of these:

- ☐ a convenient shotgun (3-harm close reload messy)
☐ a bouncer who knows his biz (2-harm 1-armor)
☐ plywood & chickenwire (1-armor)
☐ secrecy, passwords, codes & signals, invites-only, vouching, etc.
☐ everybody's packing: your cast & crew are a gang (2-harm gang small 0-armor)
☐ a warren of dead-ends, hideaways & boltholes
☐ no fixed location, always new venues

CAST & CREW

Your cast & crew can consist entirely of the other players' characters, with their agreement, or entirely of NPCs, or any mix. If it includes any NPCs, sketch them out — names and 1-line descriptions — with the MC. Make sure they suit your establishment's scene.

GEAR & BARTER

CREATING A MAESTRO D'

To create your maestro d', choose name, look, stats, moves, establishment, gear, and Hx.

NAME

Cookie, Silver, Smoky, Slops, Chief, Rose, Angler, Chairman, Grave, Saffron, Life.

Yen, Emmy, Julia, Jackbird, Francois, Esco, Boiardi, Mari, Nan, Rache, Proper, Fall.

STATS

Choose one set:

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

MOVES

You get all the basic moves. Choose 2 maestro d' moves.

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:

- Choose the character you find the most attractive; tell that player Hx+2.
- Tell everyone else Hx+1.

On the others' turns:

- Choose your favorite character; ignore the number that player tells you and write Hx+3 instead.
- Everyone else, whatever number they tell you, give it +1.

At the end, find the character 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.

Casual wear, display wear, vintage wear, butcher wear, fetish wear, display wear, immaculate whites.

Pinched face, boyish face, pretty face, expressive face, full face, tattooed face, porcelain face, or scarred face.

Cool eyes, bright eyes, inquisitive eyes, frank eyes, mischievous eyes, or one eye.

Fat body, restless body, stubby body, curvy body, unusual body, or lean body.

Flexible hands, quick hands, precise hands, nervous hands, sausage fingers, scarred hands, or playful hands.

GEAR

You get:

- a wicked blade, like a kitchen knife or 12" razor-sharp scissors (2-harm hand)
- oddments worth 1-barter
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

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; seize by force <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><input type="radio"/> shattered (-1cool) <input type="radio"/> crippled (-1hard) <input type="radio"/> disfigured (-1hot) <input type="radio"/> broken (-1sharp)</p>

HX
help or interfere; session end

MARMOT SPECIAL

If you and another character have sex, you both take -1forward for shame, unless they're also a marmot or it's true love. In addition, roll+current fat reserves. On a hit, you're pregs. On a 10+, with a litter of 4-6. On a 7-9, with a litter of 1-3.

If they also have fat reserves, they might get pregs too, on the same terms.

Marmot gestation is 4-5 weeks.

IMPROVEMENT

experience ○○○○○>>>improve

- ___ get +1cool (max cool+3)
- ___ get +1sharp (max sharp+3)
- ___ get +1weird (max weird+2)
- ___ get +1hard (max hard+2)
- ___ get a new marmot move
- ___ get a new marmot move
- ___ get a new marmot move
- ___ get a car (detail) and a **no shit driver**
- ___ get a move from another playbook
- ___ get a move from another playbook

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

THE MARMOT

Introducing

THE MARMOT

with Ben Lehman

One thing that hasn't changed since the apocalypse: people do bad things to each other and expect to get away with it. If there's any marmot who can untangle the secrets, the lies, and the pain to find some justice in this filthy, filthy world, it's you.

MARMOT MOVES

● **Fat reserves:** you start with 0-fat reserves. When you regard a cache or store of food, ask the MC how many barter it's worth; she'll tell you. When you gorge yourself on nuts, berries and cheetos, roll+the barter value of the food you consume. On a 10+, choose 2. On a 7-9, choose 1:

- You get 1-fat reserves.
- You don't immediately take a nap.
- You don't get in trouble for eating all the food.

On a miss, choose 1 anyway, but take (1-harm ap loud stinky) today, and (1-harm ap loud stinky) again tomorrow, for food poisoning.

● **Hibernation:** when you hibernate, spend all your fat reserves and roll+fat reserves spent. On a 10+, the MC chooses 3. On a 7-9, the MC chooses 2:

- You maintain some fat reserves after all. Keep 1-fat reserves.
- No NPCs fuck with your shit.
- You have strange dreams. Open your brain, but roll+weird+fat reserves spent(!).
- Your subconscious grapples with your experiences. Mark experience.
- Your subconscious pieces things together. Get 1-clue.

On a miss, the MC chooses 1 anyway, but you wake up ravenous. Take -1ongoing until you gorge yourself.

When you miss a session, you automatically hibernate. The MC rolls for you.

○ **Dashiell Hammet got nothing:** when you take harm, make this move instead of making the normal harm move. Roll+harm taken. On a 10+, choose 2. On a 7-9, choose 1:

- It's not so bad. Take -1harm.
- Take +1forward against your attacker.
- Someone present lets slip 1-clue.

Treat a miss on this move as a 7-9 hit on the normal harm move.

○ **On it:** you get **moonlighting** and 2 gigs: foraging (1-fat reserves / starving) and investigating (1-clue / in too deep). You can add 1-juggling and an obligation gig if you like.

○ **Rock bottom:** when you indulge in vice, roll+cool. On a 10+, the choose 3. On a 7-9, choose 2:

- You get 1-fat reserves.
- You don't wake up in a difficult sitch.
- You don't suffer the aftereffects (-1ongoing for the entire next day).
- Someone present lets slip 1-clue.

On a miss, hell, choose 1 anyway.

○ **Nose for murder:** when you sniff out a clue or follow a lead, roll+sharp. On a 10+, the MC chooses 1:

- An accomplice or witness confesses their guilty conscience to you.
- The guilty party confesses to you or attacks you.
- Choose 2 from the 7-9 list below.

On a 7-9, the MC chooses 1:

- You uncover the next clue. Get 1-clue.
- Someone threatens you or acts guilty.
- Someone leaves you a message or asks to talk with you in private.
- Someone offers you a bribe worth 1-barter.

On a miss, you get nothing but the attention of bad people.

FAT RESERVES

OTHER MOVES

CLUES

GEAR & BARTER

BARTER

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

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; the material costs of a crash resuscitation by an angel; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence; one square meal each for around 30 people; a typical family's entire food store.*

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 MARMOT

To create your marmot, choose name, look, stats, moves, gear, clues, and Hx.

NAME

Marmot Detective, Handlebar Raccoon, Mister Tiger Pants, Dinosaur Boomerang, Whale McDoff, Broombat Zoombat, Cheeseigator, Bandolier Beaver, Noah's Shark, Kemit the Hog, Dancing Lamprey, Porcupine Tarmac.

LOOK

Concealed gender.

Healthy fur, rufous fur, lush fur, mangy fur, hoary fur, combover.

Beady black eyes, hooded eyes, bleary bloodshot eyes, rabid eyes.

Paunchy body, sleek body, muscly body, scrawny body, obese body.

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get ***fat reserves*** and ***hibernation***, and then choose one more marmot move.

GEAR

You get:

- a .38 special (2-harm close loud reload)
- a notebook & stubby pencil
- a tiny flask

CLUES

You start with 3-clues. At the beginning of play, ask the MC to tell you what they are.

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.

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:

- Tell everyone Hx-1. You aren't exactly easy to read. Or even notice really.

On the others' turns:

- For each other character, decide whether they seem suspicious to you, or don't.
- If they seem suspicious to you, whatever number they tell you, give it +1 and write it next to their name.
- If they don't seem suspicious to you, whatever number they tell you, give it -1 and write it next to their name.

At the end, find the character 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.

IMPORTANT NOTE

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

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

SUPPLEMENTAL: MYSTERIES AND CLUES

CRIME

There are no laws in Apocalypse World. “Crime” has to mean something other than lawbreaking. (This is fine! Ask Dashiell Hammet, Elmore Leonard, Walter Mosley — those dudes don’t care about lawbreaking any more than we do.)

A crime is when someone does something bad to someone who doesn’t deserve it, and is getting away with it.

Most crimes are just crimes. Dremmer smashed Lits’ head in and is getting away with it because nobody meaner than Dremmer cares. Shigusa is forcing people to give her their jingle and goods, and she’s getting away with it because she controls the medical supplies. Barnum deals with his problems by murdering their symptoms, and he’s getting away with it because he’s the fuckin’ hardholder and his enforcers will fuck your shit up.

Crimes of this sort don’t demand any special attention from you, the MC, in prep for play. They’re just a natural part of how threats interact with threats, characters with characters. I bet your game is already full to bursting with head-smashing thugs, corrupt extortionists, and people who throw their weight around without pausing to consider the justice of the situation.

Some crimes are mysteries, though.

MYSTERIES

A mystery is a crime, and they’re getting away with it because the facts aren’t yet clear.

Someone’s bashed Toyota’s head in — Toyota, of all people! Who? Someone’s been stealing medical supplies from the infirmary and now with the scab rot people are dying because of it. Who? Someone’s murdered Barnum’s new squeeze and left her in his bed, and shit, it wasn’t Barnum this time. Who?

A mystery is a new kind of threat.

MYSTERIES & CLUES

This goes along with the Marmot limited edition playbook. Marmot player, your MC will need access to this, so print it out and hand it over.

Take this material to supersede NONE of your MC agendas, principles or moves.

A MYSTERY

WHO: Max

DID WHAT: SNUCK IN & STOLE FOOD STORES

TO WHOM: FROM LAMPREY’S FAMILY

WHERE: UNDER THEIR SHANTY

WHY: TO SELL, TO REPLACE THE DRUGS
SHE’S BEEN SKIMMING FROM THE
INFIRMARY.

SCENE: SHE WATCHED UNTIL LAMPREY &
FAMILY WENT OUT TO MESS TO EAT,
THEN FORCED THEIR DOOR, KICKED
OVER THEIR BEDS, & FOUND THE TRAPDOOR.

ACCOMPLICES & WITNESSES: SHE SPOKE THE FOOD
TO TOWERHATCH DOWN IN THE MARKETS.
SMILL, A NEIGHBOR KID, SAW HER
SNEAK IN.
→ HER DUFFEL BAG.

To create a mystery:

1. Choose who did what to whom, where, and why.
2. Imagine the scene pretty carefully, and note down any details that’ll help you remember it.
3. List the other people present or implicated, either as accomplices or witnesses.

1. Choose so that it’s reasonable for the facts to be, as of now, unclear. Murder is good because it doesn’t leave a living victim. Robbery is good only if the victim can’t identify the robber — if it’s obvious who stole the crap, that’s just a crime, not a mystery. Same with assault, rape, extortion, and other kinds of face to face brutality.

It’s also important to come up with a motive for the crime that isn’t obvious, for the same reason. If everybody knows that Crine has good reason to bash Toyota’s head in, and he did, it’s not much of a mystery. Remember too that for it to be a crime in the first place, the victim shouldn’t deserve it. Somebody bashes Dremmer’s head in, that’s not a crime, that’s just what he gets, and it’s about time too.

Finally, choose accomplices and witnesses who won’t just go spill to everyone who’ll listen. Implicate them: give them practical reasons to keep quiet. Accessory for the accomplices, of course, but for witnesses maybe fear, doubt, complacency, or some guilt of their own.

2. Imagine the crime in pretty good detail. Spend a few minutes on this. Picture the environment, the walls and door and windows and furniture, or the spaces between the buildings, or the cars and spike-studded trucks nearby. Picture the light — is it strong or weak, harsh or clear, shadowy and dark, blue with reflected glow? Picture the faces of the people, their expressions; imagine what they say to one another, and how their hearts race or skip. If it’s a murder, think concretely about the murder weapon and the moment of murder.

This scene is the basis for the clues you'll give later. You don't have to imagine every detail, but do imagine it in enough detail that you'll be able to improvise more when you need to.

Spend a minute imagining what the scene looks like now, when someone finds it, too.

And finally **3. List the names of any accomplices, witnesses and survivors**, with notes to yourself as you think you might need them.

CLUES

A clue is just a detail that casts light on the mystery's unclear facts. Here are the four main clues:

[Character] was at the scene at the time of the crime.

[Character] was capable of committing the crime.

[Character] had a reason to commit the crime.

[Character] is lying about something important.

If you come up with a perfect clue that doesn't fit these, by all means use it.

3–6 clues, no more, should solve a mystery. Smill says that she saw Mox force Lamprey's door, the replacement drugs in the infirmary aren't right and only Mox had access to them, her duffel is stained from the rotten seep under Lamprey's shack, maybe something comes back up from Towerhatch, maybe Mox's prybar surfaces — 5 clues, parcel 'em out and...

...CASE CLOSED

A MYSTERY

WHO :

DID WHAT :

TO WHOM :

WHERE :

WHY :

SCENE :

ACCOMPLICES & WITNESSES :

A MYSTERY

WHO :

DID WHAT :

TO WHOM :

WHERE :

WHY :

SCENE :

ACCOMPLICES & WITNESSES :

NAME -

LOOK

STATS MOVES

COOL	do something under fire <input type="radio"/> highlight
HARD	go aggro; seize by force <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><input type="radio"/> shattered (-1cool) <input type="radio"/> crippled (-1hard) <input type="radio"/> disfigured (-1hot) <input type="radio"/> broken (-1sharp)</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: • <i>whom do you most miss?</i> • <i>what do you hope for the future?</i> • <i>what makes you feel beautiful? Loved?</i> • <i>who was your first kiss? Did you like it?</i> • <i>if I asked, would you stay with me?</i> • <i>in what ways are your mind and soul pure?</i> 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 (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 type ___ choose 3 basic moves and advance them. ___ advance the other 4 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 will choose a question and you will answer it.

- | | |
|--|---|
| ___ Where was I when the world ended? | ___ How long did we hold out hope? |
| ___ Did we know whose fault it was? | ___ What did we try that failed? |
| ___ What were the first signs that the world was ending? | ___ Who did I lose? |
| ___ Who did it hit worst? | ___ Who seemed safe, but wasn't? |
| ___ Was it sudden or gradual? | ___ What's the worst thing I saw? |
| ___ Could we have stopped it? | ___ When it reached us, what did we already know? |
| ___ Who were the first people to know? | ___ What let some people survive, when others couldn't? |
| ___ What was the first year like? | |

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 a 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. (You can choose this one.)
- **Armory:** stasis includes 6 assault rifles (3-harm close 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

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.

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

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

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

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.

LOOK

Man or woman.

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.

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 choose 1:
○ Whenever you act under fire, you open your brain as well (roll+weird as always).
○ Whenever you read a person, you open your brain as well (roll+weird as always).
○ The MC must always highlight your weird.

MOVES

You get all the basic moves. You get 3 quarantine moves.

GEAR

In addition to your stasis, you get:

- an assault rifle (3-harm close loud autofire)
- a 9mm sidearm (2-harm close loud)
- military body armor (2-armor valuable hi-tech)
- your fatigues and scrounge, but no jingle

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:

- Who was the first person you met on emerging from stasis? Tell that player Hx+2.
- Tell everyone else Hx+1.

On the others' turns:

- Whatever number everyone tells you, give it -1 and write it next to their character's name. You are not from here and you do not understand.

At the end, find the character 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.

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 <input type="radio"/> highlight
HARD	go aggro; seize by force <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><input type="radio"/> shattered (-1cool) <input type="radio"/> crippled (-1hard) <input type="radio"/> disfigured (-1hot) <input type="radio"/> broken (-1sharp)</p>

HX

help or interfere; session end

SOLACE SPECIAL

If you and another character have sex, you decide whether the other character's sex move happens as usual, or doesn't happen at all.

IMPROVEMENT

experience ○○○○>>>improve

- ___ get +1hot (max hot+3)
- ___ get +1sharp (max sharp+3)
- ___ get +1sharp (max sharp+3)
- ___ get a new solace move
- ___ get a new solace move
- ___ give a solace move to another character
- ___ give a solace move to another character
- ___ give a solace move to another character
- ___ get a move from another playbook
- ___ get a move from another playbook
- ___ get +1 to any stat (max stat+3)
- ___ retire your character (to safety)
- ___ create a second character to play
- ___ change your character to a new type
- ___ choose 3 basic moves and advance them.
- ___ advance the other 4 basic moves.

SOLACE

SOLACE

The world's psychic maelstrom vomits forth its own. It eats the fortune of all living and all dead and leaves no fortune for any but itself. In this Apocalypse World, howling at the door, they used to be called wolves but we know them for themselves at last.

SOLACE MOVES

- **Radiant**: advance *seduce or manipulate* for all the players' characters.
 - **Disarming presense**: when you want to disarm a charged situation, start speaking or singing and roll+hot. On a hit, no one present can commit violence while they can see you or hear your voice. On a 10+, furthermore, if any of your fellow players' characters leave the situation peacefully, they mark experience as well. On a miss, no one present can commit violence against anyone but you.
 - **Alive in the world**: when you take your bearings in a landscape or a settlement, ask 1:
 - Where could I hide here?
 - If I had to make a stand here, where would be best?
 - What does this place or these people have to offer me?
 - How could I gain access to this place's or these people's secrets?
 - How could I gain the undivided attention of all present?
 - How could I best become accepted as a part of this place or these people?
 - What or who is the source of the most pain here?
- Whenever acting on the answer requires a roll, take +1. If you'd like to ask further questions, roll+sharp. On a 10+, ask 2 more. On a 7-9, ask 1 more. On a miss, ask 1 more, but you stand musing, and if time's urgent you stand musing too long.

- **An understanding**: at the beginning of the session, name another player's character. If neither you nor they inflict any harm on anyone during the session, then at the end of the session, you both mark experience.
- **A higher standard**: at the end of the session, when you would normally choose a character who knows you better, instead, consider each of the other players' characters and decide whether or not they were good people. All that were, tell them to add +1 to their Hx with you on their sheet. You can tell none of them, any of them, or all of them, as you see fit. If this brings them to Hx+4, they mark experience and reset to Hx+1, as always.

- **Cooperative**: when you help someone who's making a roll, add +2 to their roll instead of +1. When someone helps you when you're making a roll, they add +2 to your roll instead of +1.
- **Self-possessed**: when you highlight stats, the MC doesn't get to highlight one. Instead, you choose one to highlight for yourself.

OTHER MOVES

WOLVES

The maelstrom's wolves are hunting you.

Under their disguises, they look like (choose 1):

- | | | | |
|------------------------------|-------------------------------|--------------------------------|-------------------------------|
| <input type="radio"/> People | <input type="radio"/> Birds | <input type="radio"/> Beasts | <input type="radio"/> Insects |
| <input type="radio"/> Angels | <input type="radio"/> Shadows | <input type="radio"/> Machines | |

But (choose 2):

- | | |
|--|--|
| <input type="radio"/> They have no faces | <input type="radio"/> They don't stand on the ground |
| <input type="radio"/> They have human faces | <input type="radio"/> They make terrible grinding noises |
| <input type="radio"/> They have wolves' faces | <input type="radio"/> They are made of metal and plastic |
| <input type="radio"/> They have empty holes for eyes | <input type="radio"/> They have awful voices |
| <input type="radio"/> They have no expression | <input type="radio"/> They come and go impossibly |
| <input type="radio"/> They're dripping gore | <input type="radio"/> They're invisible |
| <input type="radio"/> They only howl | |

Tell the MC the above, and that they're perversions of birth. She'll know what you mean.

THRESHOLD

You hold space safe; your space has a threshold, a perimeter. By default, your threshold provides 1-safety to your personal living space only. At the beginning of the session, roll+hot. On a 10+, choose 3. On a 7-9, choose 2:

- *Your threshold provides 2-safety. Choose this again for 3-safety.*
- *Your threshold protects not just your own space, but the space of anyone to whom you extend your protection.*
- *No one with weird+2 or higher can enter across your threshold, and if they're already within it, they must act under fire to do anything but depart.*
- *Your threshold is a barrier to the world's psychic maelstrom, isolating all within from it.*
- *Your threshold doesn't protect just your living space, but any space you're in, moving with you wherever you go.*

On a miss, the default stands.

Whenever any player's character within your threshold rolls+hard or rolls+weird, they subtract your threshold's safety from the roll.

Whenever any NPC within your threshold begins to take violent action, the MC must tell you and have you roll+safety. On a 10+, the NPC reconsiders, and finds a nonviolent way to express her impulse. On a 7-9, the NPC telegraphs her intention, and all present have time to act before she carries through (but bearing in mind that she remains, nevertheless, under your threshold's protection herself). On a miss, the NPC is free to act as the MC chooses.

BARTER

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

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

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

CREATING SOLACE

To create Solace, choose name, look, stats, moves, gear, threshold, wolves, and Hx.

NAME

Art, Charity, Dove, Faith, Grace, Justice, Laughter, Mercy, Noble, Olive, Patience, Question, Rationality, Solace, Teacher, Unwavering, Virtue, Wish, Yearning.

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get 2 Solace moves.

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 of the other players if their character is a wolf of the maelstrom.

- If they say yes, tell them Hx+2, and tell them what they look like under their disguise.
- If they say no, tell them Hx+1.
- If they say anything else – that they don't know, that they'd rather not say, anything – tell them Hx=0.

On the others' turns, whatever number they tell you, write it next to their character's name.

At the end, find the character 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 (unless you've chosen **self-possessed**).

LOOK

Man, woman, ambiguous, transgressing, or concealed.

Casual wear, utility wear, simple robes, or environmental wear appropriate to the local environment.

Calm face, lovely face, broken face, ugly face, open face, beautiful face.

Warm eyes, laughing eyes, wide eyes, clear eyes, piercing eyes, calm eyes, quick eyes.

Spare body, slim body, fat body, soft body, skinny body, small body, hulking body.

GEAR

You get:

- 2 impractical belongings
- oddments worth 1-barter
- fashion suitable to your look (you detail)

Impractical belongings (choose 2):

- small collection of books (cumbersome valuable) *you detail.*
- musical instrument (cumbersome valuable) *you detail.*
- yeast culture (consumed alive) *feed it regularly with water & starch, use it to make bread or beer.*
- handmade childrens' toys (*you detail*).
- comfortable folding chair (cumbersome).

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; seize by force <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><input type="radio"/> shattered (-1cool) <input type="radio"/> crippled (-1hard) <input type="radio"/> disfigured (-1hot) <input type="radio"/> broken (-1sharp)</p>

HX
help or interfere; session end

SMM SPECIAL

If you and another character have sex, you both mark experience.

In addition, you're vulnerable to Ψ -harm. Each time you exit your walksuit on the earth's surface, suffer Ψ -harm.

In addition, you're vulnerable to hunger. At the beginning of each session, mark off one Food countdown segment. If your food countdown is at 12:00, mark hunger. Hunger is -1ongoing, cumulative.

IMPROVEMENT

experience ○○○○○>>>improve

- ___ get +1hot (max hot+3)
- ___ get +1weird (max weird+3)
- ___ get +1weird (max weird+3)
- ___ you can talk directly with humans
- ___ you're no longer vulnerable to Ψ -harm
- ___ you can live on local human food and are no longer vulnerable to hunger
- ___ you're growing arms and legs
- ___ 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)
- ___ you wake up human
- ___ create a second character to play
- ___ change your character to a new type
- ___ choose 3 basic moves and advance them.
- ___ advance the other 4 basic moves.

THE SPACE MARINE MAMMAL

Introducing

THE SPACE MARINE MAMMAL

50 years ago, the enemies of Earth unleashed a psychic weapon that destroyed all hope for the future of dolphinity. Anticipating the attack and its outcome, leaving many behind to suffer and die, your grandparents rushed to evacuate Earth. They built secret orbital stations and expanded the hidden Mars base into a functional colony. Their grandchildren — you — are all that remains of true dolphinity after this appalling apocalyptic assault.

Today, the mission to reclaim Earth begins.

SPACE MARINE MAMMAL MOVES

● **Agent/combatant**: you get all the Space Marine Mammal missions. You have contact with a dolphin orbital echo/drop platform. Each time you complete a mission, you can call for resupply. During play, the MC may have your superiors contact you with information relevant to your missions.

● **Walksuit calibration**: when you charge up a walksuit, roll+power instead of roll+weird.

OTHER MOVES

SPACE MARINE MAMMAL MISSIONS

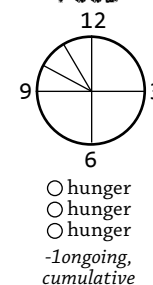
- **Infiltration**: when you destabilize and disarm an armed population without direct combat, seizing its position and resources, receive resupply.
- **Information & control**: when you parlay with the leader of an armed population, representing dolphin interests, and win concessions or collaboration, receive resupply.
- **Reconnaissance**: when you identify and accurately report an armed population's position, strength, numbers, and resources, receive resupply.
- **Reoceonification**: when you identify and report an area of the landscape suitable for excavatory bombardment and reoceonification, receive resupply.
- **Scout/survey**: when you identify and accurately report a feature of the landscape with strategic significance, receive resupply.
- **Relief & recovery**: when you come to the aid of a dolphin in duress, or recover dolphin matériel, 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 walksuit's ammo countdown segments.
- **Bombardment**: for the rest of this session, you may use bombardment as a weapon. 8-harm far area messy.
- **Food**: erase all of your marked hunger and food countdown segments.
- **Reinforcement**: the MC brings an NPC Space Marine Mammal into play. Tell her to create it as a threat as normal, perhaps as a hunting pack. She'll know what you mean. Tell her to give it a walksuit too.
- **Repair**: erase all of your walksuit's damage countdown segments.
- **Retroconfiguration**: exchange one of your walksuit's systems for another of your choice.

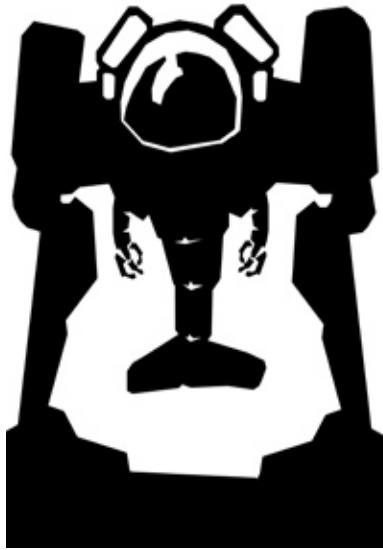
FOOD



WALKINGSUIT

A walkingsuit is a vehicle. By default, your walkingsuit has power+2 agility+1 2-armor. Choose a configuration and then systems.

- **Assault configuration:** Panspecial comsuite, 1 armor system, 1 targeting system, 1 weapon system, 1 system of your choice.
- **Incursion configuration:** Panspecial comsuite, 1 flight system, 1 stealth system, 1 weapon system, 1 system of your choice.



Armor systems

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

Communication systems

- Panspecial comsuite (loud-optional)
Allows communication with humans.
- 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.
- Microresponsive parawings
Allows high, silent, slow-speed flight.

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 recognition-reflex system
Add +1 to all attack and combat moves.
- Pinpoint targeting system
Add +1harm to all weapon systems.

Weapon systems

- Mark 1 ammo countdown segment for each firing.
- Biodisruption Impulse projector (5-harm close/far area loud)
- High-energy resonator ("tuna in a can") (3-harm close/far loud)
Target a vehicle. Vehicle takes no harm. Full harm blows through to passengers.
- Magnefusion projector (6-harm far)
AP against vehicle armor.

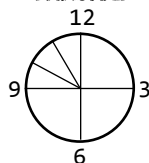
MOVES

In baseline
Charge up

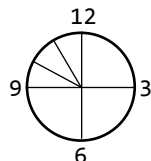
At charge 12:00
Hard shutdown
Cover ground

Force an entrance
At ammo 12:00

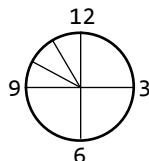
CHARGE



DAMAGE



AMMO



CREATING A SPACE MARINE MAMMAL

To create a space marine mammal, choose interspecial designation, look, stats, moves, walkingsuit, missions, and Hx.

INTERSPECIAL DESIGNATION

Luis, Gabi, Maria, Gordon, Bob, Gina, Susan, Alan, Olivia, Linda.

Dolphins' actual names are, of course, incomprehensible to other creatures.

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get both Space Marine Mammal moves.

WALKINGSUIT

You get a walkingsuit. Choose assault configuration or incursion configuration.

For complete walkingsuit rules, see

Supplemental: Walkingsuit.

Hx

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

List the other characters' names.

Do not participate in the normal Hx go-round. Instead, tell everyone to take Hx-2 with you, and give yourself Hx-2 with everyone, no modifiers allowed. No one else's Hx decisions or options can apply to you.

At the end, highlight your sharp and your choice of hot or weird. Look ahead at your improvement options before you choose.

Do not change your highlighted stats until somebody's Hx on your sheet improves to Hx=0 or better.

LOOK

Common dolphin, bottlenose dolphin, beaked dolphin, spotted dolphin, striped dolphin, cephalorhynchus dolphin, humpback dolphin, right whale dolphin, dusky dolphin, river dolphin, snubfin dolphin.

Intimidating walkingsuit.

MISSIONS & RESUPPLY

Because you're an **agent/combatant**, you get all the Space Marine Mammal missions.

During play, you can voluntarily abandon your missions, one by one. When you choose to abandon a mission:

- Scratch the mission out. You no longer have it, and cannot regain it.
- Your superiors know that you have abandoned it, whether you tell them or not. Disciplinary action is up to them.
- You can no longer receive resupply for it, even if you later go on to accomplish it.
- Mark experience.

Note: these rules for abandoning missions apply only to the Space Marine Mammal. 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.

IMPROVEMENT

Whenever you roll a highlighted stat, whenever you reset your Hx with someone, and whenever you abandon and scratch out one of your missions, 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.

SUPPLEMENTAL: WALKINGSUIT

A walkingsuit 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 walkingsuit sheet represents the reactor energy that these actions consume. When the charge countdown reaches 12:00, the walkingsuit has reached the operational limits of its reactor and needs to be cooled back down to baseline to recharge. The process of charging a walkingsuit up from baseline, or cooling it back down to baseline, takes only a second or two.

WALKINGSUIT MOVES

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

When you charge up a walkingsuit, 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 walkingsuit's charge countdown has reached 12:00, it cools automatically down to baseline. To charge it up again, you'll need to charge it up again.

When your walkingsuit goes into hard shutdown, roll+agility. On a 10+, all 3. On a 7–9, choose 2. On a miss, choose 1:

- Your walkingsuit slows to a stop instead of freezing immobile at this precise moment.
- Your walkingsuit lands in a stable, balanced position instead of falling awkwardly.
- Your walkingsuit maintains its baseline comms and sensor activity instead of leaving you deaf and dumb.

When you use your walkingsuit 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. 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 walkingsuit 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 walkingsuit'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.

Remember the optional battle moves: **provide covering fire**, **maintain an untenable position or course**, **stay the fuck down**, **follow through on someone else's move**.

WALKINGSUIT

This goes along with the Space Marine Mammal limited edition playbook. SMM player, you'll need access to this during play, so print it out and bring it along. When your MC asks to see it, share!

WALKINGSUIT

A walkingsuit is a vehicle. By default, your walkingsuit has power+2 agility+1 2-armor. Choose a configuration and then systems.

- **Assault configuration:** Panspecial comsuite, 1 armor system, 1 targeting system, 1 weapon system, 1 system of your choice.
- **Incursion configuration:** Panspecial comsuite, 1 flight system, 1 stealth system, 1 weapon system, 1 system of your choice.



Armor systems

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

Communication systems

- Panspecial comsuite (loud-optional)
Allows communication with humans.
- 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.
- Microresponsive parawings
Allows high, silent, slow-speed flight.

Reactor system

- Improved Reactor (+1power)

Stealth systems

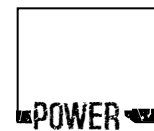
- Add +1 to all rolls to avoid notice.
- Adaptive camo surfacing
When an enemy reads a situation by looking or asking other people, remove "what is my enemy's true position?"
- Contact-deflective surfacing
When an enemy reads a situation by listening or using electronics, remove "what is my enemy's true position?"

Targeting systems

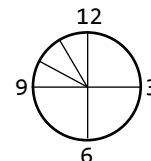
- Target recognition-reflex system
Add +1 to all attack and combat moves.
- Pinpoint targeting system
Add +1harm to all weapon systems.

Weapon systems

- Mark 1 ammo countdown segment for each firing.
- Biodisruption Impulse projector (5-harm close/far area loud)
- High-energy resonator ("tuna in a can") (3-harm close/far loud)
Target a vehicle. Vehicle takes no harm. Full harm blows through to passengers.
- Magnefusion projector (6-harm far)
AP against vehicle armor.



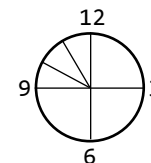
DAMAGE



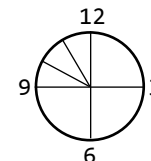
MOVES

In baseline
Charge up
At charge 12:00
Hard shutdown
Cover ground
Force an entrance
At ammo 12:00

CHARGE



AMMO

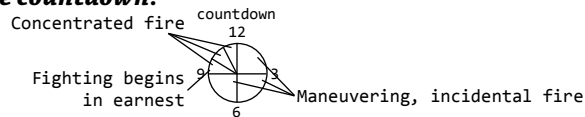


LARGE-SCALE BATTLES

OPTIONAL BATTLE MOVES

You may find these useful and advantageous, so if you want to use them, ask the MC to bring them into play.

Battle countdown:



Incidental fire means 0-harm or 1-harm (ricochets connecting, bullets spun by cover, bullets fired from far-off on dim chance). **Concentrated fire** means the enemy's full harm, as established by their weapons and their numbers, as normal.

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

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

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

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

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

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

LARGE-SCALE WEAPONS

- **50cal mg** (5-harm far area messy braced)
- **50cal sniper** (5-harm far loud braced)
- **rpg** (6-harm far area messy)
- **anti-tank missile** (7-harm far loud av)
- **light mortar** (7-harm far reload area messy braced)
- **heavy mortar** (8-harm far reload area emplaced)

AV: It's intended to target vehicles or large structures, not at individual human targets.

Braced: It can't be fired while held, but must be braced in a stable position for firing.

Emplaced: It's mounted on a vehicle or structure, and can't easily be moved or removed.

LARGE-SCALE HARM

HARM & VEHICLES

When a vehicle suffers...

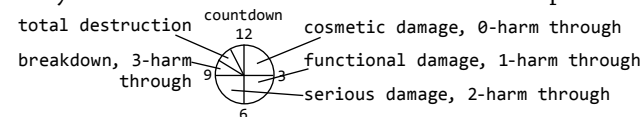
1-harm: cosmetic damage. Bullet holes, broken glass, smoke. 0-harm can blow through to passengers.

2-harm: functional damage. Fuel leak, shot-out tires, engine stall, problems with steering, braking or acceleration. Can be field-patched. 1-harm can blow through to passengers.

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

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 passengers.

5-harm and more: total destruction. Full harm can blow through to passengers, plus they can suffer additional harm if the vehicle explodes or crashes.



Whether harm blows through to a vehicle's driver and passengers, doesn't blow through, or just hits them too without having to blow through, depends on the MC's judgment of the circumstances and the vehicle.

HARM & BUILDINGS

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.

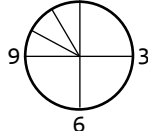
9-harm and more: destruction. Full harm can blow through to inhabitants, plus they can suffer additional harm as the building or structure collapses.

Again, whether harm blows through to a building's inhabitants depends on the MC's judgment of the circumstances and the building.

NAME -

LOOK

STATS MOVES

COOL	do something under fire
	<input type="radio"/> highlight
HARD	go aggro; seize by force
	<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>6</p> <p><input type="radio"/> stabilized</p> <p><input type="radio"/> shattered (-1cool)</p> <p><input type="radio"/> crippled (-1hard)</p> <p><input type="radio"/> disfigured (-1hot)</p> <p><input type="radio"/> broken (-1sharp)</p>

HX help or interfere; session end

TOUCHSTONE SPECIAL

If you and another character have sex, if you love them, all's well and my blessings. If you don't love them, permanently scribble out an improvement option you haven't taken. Don't scribble out "change your character to a new type."

IMPROVEMENT

experience ○○○○>>>improve

- ___ get +1hard (max hard+3)
- ___ get +1cool (max cool+2)
- ___ get +1hot (max hot+2)
- ___ get +1sharp (max sharp+2)
- ___ get a new touchstone move
- ___ get a new touchstone move
- ___ get a followers (detail) and **fortunes**
- ___ get a gang (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 type
- ___ choose 3 basic moves and advance them.
- ___ advance the other 4 basic moves.

THE TOUCHSTONE

Introducing

THE TOUCHSTONE

At the earliest reaches of living memory, the world collapsed. Cities raged, burned, or just died in agony, starved, fell silent. The sky howled. Not everyone who remembers it remembers it the same way. People forgot who they were, where they had come from, what they could make.

Now, in this world of filth and blindness, there are a few with new vision. They go among us at war, indomitable and doomed, hoping and fighting for something better.

TOUCHSTONE MOVES

● **Visionary**: when you share your vision of the future with another player's character, roll+hard. On a 10+, hold 3 over them. On a 7-9, hold 2 over them. Whenever you like, you can spend your hold, 1 for 1, to have them mark experience. On a miss, they hold 1 over you, on the same terms.

○ **Know your enemy**: when you open your brain to the world's psychic maelstrom, roll+hard instead of roll+weird.

○ **Clear-eyed**: when you read a person, roll+hard instead of roll+sharp.

○ **Towering presence**: when you give someone an order or a warning, roll+hard. On a hit, they choose:

- They do it, following your order or heeding your warning.
- They freeze.
- They back away, hands where you can see them.
- They attack you.

On a 10+, take +1forward against them as well. On a miss, they do what they like and you take -1forward against them.

○ **Long history**: choose a move from another playbook. (During initial character creation, choose it from a playbook that isn't otherwise in play.)

○ **Indomitable**: when you go into battle, roll+hard. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1, but take -1forward. During the battle you can spend your hold 1 for 1 to:

- Name an npc within your reach. You kill, disable or disarm them (MC's choice).
- Name a character within your reach. You redirect their attack to another character within your reach, or else to nowhere — into the ground or a wall or the sky.
- Name a character on the scene, but outside your reach. You cross the distance between you before they have time to adjust or react.
- Name a character within your reach. While you keep fighting, you intercept any attack directed at them and they suffer no harm.
- Ignore all harm to yourself from an incoming attack.

OTHER MOVES

TOKEN OF HOPE

You carry one:

- a symbol of the radiant, loving sun
- a symbol of sweet pure water
- a symbol of human purpose and achievement
- a symbol of abundant, healthy, growing things
- a symbol of the past that could yet be reborn
- a symbol of the future that is only now becoming possible
- a symbol of healing

What is it?

It's just a symbol, replaceable. It's precious for what it means, not what it is.

When you **go among people, offering hope**, they respond by giving you food, shelter, companionship, trust, and any small thing you need, worth 1-barter or less, generously or grudgingly according to their nature.

When you **go among people, exploiting their hope**, they respond by giving you food, shelter, companionship, trust, any small thing you need, or even straight-up jingle, worth 1- or 2-barter. They won't suffer you forever.

When you **go among people, acting with hope**, they respond by spreading your name everywhere they go, to everyone they meet, with admiration, revulsion, fear, or contempt, according to their nature.

GEAR & BARTER

BARTER

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

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

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

CREATING A TOUCHSTONE

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

NAME

Fraze, Garber, MB, Alonzo, Queue, Hurricane, Rhyme, Humpty Dumpty.

Road, Sun, Eliza, Pandora, Shar, Mom, Guru, Sister, Clarity, Cassa, Morgana, Burn.

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get **visionary**, and then choose 2 more touchstone moves.

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, tell everyone Hx+1. You're an open book.

On the others' turns, for each, ask yourself: is there a place for them, as they are, in the future you hope for?

- If there is: whatever number that player tells you, write it next to the character's name.
- If there is not: whatever number that player tells you, give it +1 and write it next to the character's name. They have your attention.

At the end, find the character 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.

Utility wear, survival wear, comfort wear.

Weatherbeaten face, scarred face, grim face, sober face, lined face, mournful face, striking face, sweet face.

Calm eyes, faraway eyes, steady eyes, caring eyes, laughing eyes, clear eyes, narrow eyes, scorched eyes, sad eyes.

Thin body, restless body, still body, solid body, curvy body.

GEAR

You get:

- a token of hope
- 2 handy weapons
- oddments worth 1-barter
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Handy weapons (choose 2):

- 9mm (2-harm close loud)
- big knife (2-harm hand)
- hunting rifle (2-harm far loud)
- machete (3-harm hand messy)
- magnum (3-harm close reload loud)
- sawed-off (3-harm close reload messy)
- stun gun (s-harm hand reload)

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.

SUPPLEMENTAL: WALKINGSUIT

A walkingsuit 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 walkingsuit sheet represents the reactor energy that these actions consume. When the charge countdown reaches 12:00, the walkingsuit has reached the operational limits of its reactor and needs to be cooled back down to baseline to recharge. The process of charging a walkingsuit up from baseline, or cooling it back down to baseline, takes only a second or two.

WALKINGSUIT MOVES

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

When you charge up a walkingsuit, 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 walkingsuit's charge countdown has reached 12:00, it cools automatically down to baseline. To charge it up again, you'll need to charge it up again.

When your walkingsuit goes into hard shutdown, roll+agility. On a 10+, all 3. On a 7–9, choose 2. On a miss, choose 1:

- Your walkingsuit slows to a stop instead of freezing immobile at this precise moment.
- Your walkingsuit lands in a stable, balanced position instead of falling awkwardly.
- Your walkingsuit maintains its baseline comms and sensor activity instead of leaving you deaf and dumb.

When you use your walkingsuit 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. 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 walkingsuit 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 walkingsuit'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.

Remember the optional battle moves: **provide covering fire**, **maintain an untenable position or course**, **stay the fuck down**, **follow through on someone else's move**.

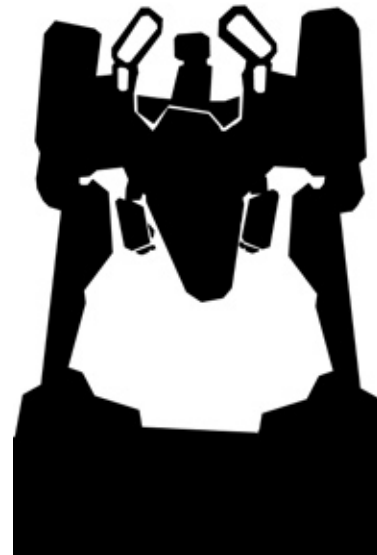
WALKINGSUIT (HUMAN CONFIGURATION)

This is a walkingsuit as though created by humans, not space dolphins. MC, you may choose whether to have it appear in your game, and if so, under what circumstances.

WALKINGSUIT

A walkingsuit is a vehicle. By default, your walkingsuit has power+2 agility+1 2-armor. Choose a configuration and then systems.

- **Assault configuration**: 1 armor system, 1 targeting system, 1 weapon system, 1 systems of your choice.
- **Incursion configuration**: 1 flight system, 1 stealth system, 1 weapon system, 1 systems 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.

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.

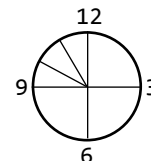
Weapon systems

- 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)
- RPG (6-harm far area messy)
For mounted weapons, mark 1 ammo countdown segment for each firing.

All walkingsuit systems are hi-tech.



DAMAGE



MOVES

In baseline

Charge up

At charge 12:00

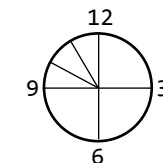
Hard shutdown

Cover ground

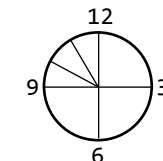
Force an entrance

At ammo 12:00

CHARGE



AMMO

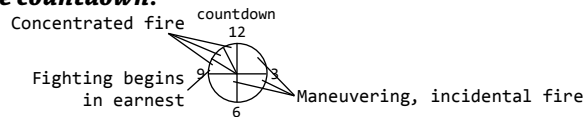


LARGE-SCALE BATTLES

OPTIONAL BATTLE MOVES

You may find these useful and advantageous, so if you want to use them, ask the MC to bring them into play.

Battle countdown:



Incidental fire means 0-harm or 1-harm (ricochets connecting, bullets spun by cover, bullets fired from far-off on dim chance). **Concentrated fire** means the enemy's full harm, as established by their weapons and their numbers, as normal.

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

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

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

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

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

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

LARGE-SCALE WEAPONS

- **50cal mg** (5-harm far area messy braced)
- **50cal sniper** (5-harm far loud braced)
- **rpg** (6-harm far area messy)
- **anti-tank missile** (7-harm far loud av)
- **light mortar** (7-harm far reload area messy braced)
- **heavy mortar** (8-harm far reload area emplaced)

AV: It's intended to target vehicles or large structures, not at individual human targets.

Braced: It can't be fired while held, but must be braced in a stable position for firing.

Emplaced: It's mounted on a vehicle or structure, and can't easily be moved or removed.

LARGE-SCALE HARM

HARM & VEHICLES

When a vehicle suffers...

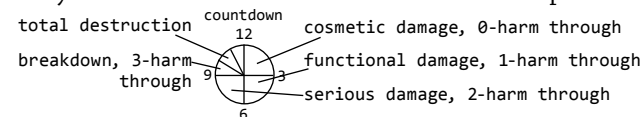
1-harm: cosmetic damage. Bullet holes, broken glass, smoke. 0-harm can blow through to passengers.

2-harm: functional damage. Fuel leak, shot-out tires, engine stall, problems with steering, braking or acceleration. Can be field-patched. 1-harm can blow through to passengers.

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

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 passengers.

5-harm and more: total destruction. Full harm can blow through to passengers, plus they can suffer additional harm if the vehicle explodes or crashes.



Whether harm blows through to a vehicle's driver and passengers, doesn't blow through, or just hits them too without having to blow through, depends on the MC's judgment of the circumstances and the vehicle.

HARM & BUILDINGS

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.

Again, whether harm blows through to a building's inhabitants depends on the MC's judgment of the circumstances and the building.

-CHARACTER MOVE REFERENCE-

A devil with a blade (maestro d')
A higher standard (solace)
A no shit driver (driver; car req'd)
Acquisitive eye (hoarder)
Agent/combatant (space marine mammal)
Alive in the world (solace)
An arresting skinner (skinner)
An understanding (solace)
Appraising eye (hoarder)
Artful & gracious (skinner)
As one (faceless; mask req'd)
Battle-hardened (gunlugger)
Beastly (faceless)
Battlefield grace (angel)
Battlefield instincts (gunlugger)
Bloodcrazed (gunlugger)
Bonefeel (savvyhead)
Breathtaking (skinner)
Broad influence (the Macaluso)
Casual brain receptivity (brainer)
Charismatic (hocus)
Clear-eyed (touchstone)
Collector (driver)
Combat veteran (quarantine)
Cooperative (solace)
Dangerous & sexy (battlebabe)
Daredevil (driver)
Dashiell Hammet got nothing (marmot)
Deep brain scan (brainer)
Deep insights (savvyhead)
Direct-brain whisper projection (brainer)
Disarming presense (solace)
Disciplined engagement (quarantine)
Divine protection (hocus)
Everybody eats, even that guy (maestro d')
Eye on the door (operator)
Eager to know (quarantine)
Easy to trust (operator)
Fat reserves (marmot)
Fingers in every pie (maestro d')
Fingertips throughout (the Macaluso; secret society req'd)
Fortunes (hocus; followers req'd)
Frenzy (hocus)
Fuck this shit (gunlugger)
Fucking thieves (chopper; gang req'd)
Fucking wacknut (hocus)
Good in the clinch (driver)
Greed (hoarder; hoard req'd)
Healing touch (angel)
Hibernation (marmot; fat reserves req'd)
Hypnotic (skinner)
Ice cold (battlebabe)
Impossible reflexes (battlebabe)
In-brain puppet strings (brainer)
Indomitable (touchstone)

Infirmiry (angel)
Insano like Drano (gunlugger)
Inspiring (quarantine)
Juggernaut (faceless)
Just give me a motive (maestro d')
Know your enemy (touchstone)
Leadership (hardholder; gang req'd)
Long history (touchstone)
Lost (skinner)
Luck (the Macaluso)
Martyr (the Macaluso)
Merciless (battlebabe)
Money is power (hoarder)
Moonlighting (operator)
My other car is a tank (driver)
Norman (faceless; mask req'd)
Nose for murder (marmot)
NOT TO BE FUCKED WITH (gunlugger)
Oftener right (savvyhead)
Oh yeah! (faceless)
On it (marmot)
Opportunistic (operator)
Pack alpha (chopper; gang req'd)
Perfect instincts (battlebabe)
Pit bull (faceless)
Prepared for the inevitable (gunlugger)
Preternatural at-will brain attunement (brainer)
Professional compassion (angel)
Radiant (solace)
Rasputin (faceless)
Reality's fraying edge (savvyhead; workspace req'd)
Reputation (operator)
Rock bottom (marmot)
Scent of blood (faceless)
Seeing souls (hocus)
Self-possessed (solace)
Shared eyes (the Macaluso)
Sixth sense (angel)
Spooky intense (savvyhead)
Sticky fingers (hoarder)
Sustaining influence (the Macaluso; secret society req'd)
Things speak (savvyhead)
Touched by death (angel)
Towering presence (touchstone)
Visionary (touchstone)
Walkingsuit Calibration (space marine mammal; walkingsuit req'd)
Wealth (hardholder; holding req'd)
Weather eye (driver)
Unnatural lust transfixion (brainer)
Visions of death (battlebabe)
You call this hot? (maestro d')

A devil with a blade (maestro d'): when you use a blade to go aggro or seize something by force, roll+hot instead of roll+hard.

A higher standard (solace): at the end of the session, when you would normally choose a character who knows you better, instead, consider each of the other players' characters and decide whether or not they were good people. All that were, tell them to add +1 to their Hx with you on their sheet. You can tell none of them, any of them, or all of them, as you see fit. If this brings them to Hx+4, they mark experience and reset to Hx+1, as always.

A no shit driver (driver; car req'd): when behind the wheel...

...if you do something under fire, add your car's power to your roll.

...if you try to seize something by force, add your car's power to your roll.

...if you go aggro, add your car's power to your roll.

...if you try to seduce or manipulate someone, add your car's looks to your roll.

...if you help or interfere with someone, add your car's power to your roll.

...if someone interferes with you, add your car's weakness to their roll.

Acquisitive eye (hoarder): when you see, hear about, or otherwise come to know of a thing you want, roll+weird. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 2:

- How can I make this mine?
- Who will stand in my way?
- Will my hoard accept it?
- Who will try to take it from me once it's mine?
- What is this truly worth?

On a miss, your face and body language betray your interest in the thing to anyone who's paying attention.

Agent/combatant (space marine mammal): you get all the Space Marine Mammal missions. You have contact with a dolphin orbital echo/drop platform. Each time you complete a mission, you can call for resupply. During play, the MC may have your superiors contact you with information relevant to your missions.

Alive in the world (solace): when you take your bearings in a landscape or a settlement, ask 1:

- Where could I hide here?
- If I had to make a stand here, where would be best?
- What does this place or these people have to offer me?
- How could I gain access to this place's or these people's secrets?
- How could I gain the undivided attention of all present?
- How could I best become accepted as a part of this place or these people?
- What or who is the source of the most pain here?

Whenever acting on the answer requires a roll, take +1. If you'd like to ask further questions, roll+sharp. On a 10+, ask 2 more. On a 7-9, ask 1 more. On a miss, ask 1 more, but you stand musing, and if time's urgent you stand musing too long.

An arresting skinner (skinner): when you remove a piece of clothing, your own or someone else's, no one who can see you can do anything but watch. You command their absolute attention. If you choose, you can exempt individual people, by name.

CHARACTER MOVE REFERENCE

An understanding (*solace*): at the beginning of the session, name another player's character. If neither you nor they inflict any harm on anyone during the session, then at the end of the session, you both mark experience.

Appraising eye (*hoarder*): when you read a situation, on a hit, in addition to your other questions, you may ask this:

- *What's the most beautiful, the rarest, or the most valuable thing here?*

When you read a person, on a hit, in addition to your other questions, you may ask this:

- *What's the best thing your character owns, or the best thing your character's carrying?*

Artful & gracious (*skinner*): when you perform your chosen art — any act of expression or culture — or when you put its product before an audience, roll+hot. On a 10+, spend 3.

On a 7–9, spend 1. Spend 1 to name an NPC member of your audience and choose one:

- *this person must meet me*
- *this person must have my services*
- *this person loves me*
- *this person must give me a gift*
- *this person admires my patron*

On a miss, you gain no benefit, but suffer no harm or lost opportunity. You simply perform very well.

As one (*faceless; mask req'd*): attempts by other PCs to seize your mask by force, or to get you to remove or give away your mask by going aggro or seduction/manipulation, are at -2. NPCs will never succeed at unmasking you against your will unless you are completely at their mercy.

Beastly (*faceless*): you get +1hard (hard+3).

Battle-hardened (*gunlugger*): when you act under fire, roll+hard instead of roll+cool.

Battlefield grace (*angel*): while you are caring for people, not fighting, you get +1armor.

Battlefield instincts (*gunlugger*): when you open your brain to the world's psychic maelstrom, roll+hard instead of roll+weird, but only in battle.

Bloodcrazed (*gunlugger*): whenever you inflict harm, inflict +1harm.

Bonefeel (*savvyhead*): at the beginning of the session, roll+weird. On a 10+, hold 1+1. On a 7–9, hold 1. At any time, either you or the MC can spend your hold to have you already be there, with the proper tools and knowledge, with or without any clear explanation why. If your hold was 1+1, take +1forward now. On a miss, the MC holds 1, and can spend it to have you already be there, but somehow pinned, caught or trapped.

Breathtaking (*skinner*): you get +1hot (hot+3).

Broad influence (*the Macaluso*): add a person to your secret society.

Casual brain receptivity (*brainer*): when you read someone, roll+weird instead of roll+sharp. Your victim has to be able to see you, but you don't have to interact.

Charismatic (*hocus*): when you try to manipulate someone, roll+weird instead of roll+hot.

Clear-eyed (*touchstone*): when you read a person, roll+hard instead of roll+sharp.

Collector (*driver*): you get 2 additional cars.

Combat veteran (*quarantine*): you get +1cool (cool+3).

Cooperative (*solace*): when you help someone who's making a roll, add +2 to their roll instead of +1. When someone helps you when you're making a roll, they add +2 to your roll instead of +1.

Dangerous & sexy (*battlebabe*): when you enter into a charged situation, roll+hot. On a 10+, hold 2. On a 7–9, hold 1. Spend your hold 1 for 1 to make eye contact with an NPC present, who freezes or flinches and can't take action until you break it off. On a miss, your enemies identify you immediately as their foremost threat.

Daredevil (*driver*): if you go straight into danger without hedging your bets, you get +1armor. If you happen to be leading a gang or convoy, it gets +1armor too.

Dashiell Hammet got nothing (*marmot*): when you take harm, make this move instead of making the normal harm move. Roll+harm taken. On a 10+, choose 2. On a 7–9, choose 1:

- *It's not so bad. Take -1harm.*
- *Someone present lets slip 1-clue.*
- *Take +1forward against your attacker.*

Treat a miss on this move as a 7–9 hit on the normal harm move.

Deep brain scan (*brainer*): when you have time and physical intimacy with someone — mutual intimacy like holding them in your arms, or 1-sided intimacy like they're restrained to a table — you can read them more deeply than normal. Roll+weird. On a 10+, hold 3. On a 7–9, hold 1. While you're reading them, spend your hold to ask their player questions, 1 for 1:

- *what was your character's lowest moment?*
- *for what does your character crave forgiveness, and of whom?*
- *what are your character's secret pains?*
- *in what ways are your character's mind and soul vulnerable?*

On a miss, you inflict 1-harm (ap) upon your subject, to no benefit.

Deep insights (*savvyhead*): you get +1weird (weird+3).

Direct-brain whisper projection (*brainer*): you can roll+weird to get the effects of going aggro, without going aggro. Your victim has to be able to see you, but you don't have to interact. If your victim forces your hand, your mind counts as a weapon (1-harm ap close loud-optional).

Disarming presense (*solace*): when you want to disarm a charged situation, start speaking or singing and roll+hot. On a hit, no one present can commit violence while they can see you or hear your voice. On a 10+, furthermore, if any of your fellow players' characters leave the situation peacefully, they mark experience as well. On a miss, no one present can commit violence against anyone but you.

Disciplined engagement (*quarantine*): 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.

CHARACTER MOVE REFERENCE

Divine protection (*hocus*): your gods give you 1-armor. If you wear armor, use that instead, they don't add.

Eager to know (*quarantine*): 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.

Easy to trust (*operator*): when you try to seduce or manipulate another player's character, roll+Hx instead of roll+hot. An NPC, roll+cool instead of roll+hot.

Everybody eats, even that guy (*maestro d'*): when you want to know something about someone important (your call), roll+hot. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 1:

- *how are they doing? what's up with them?*
- *what or who do they love best?*
- *who do they know, like and/or trust?*
- *when next should I expect to see them?*
- *how could I get to them, physically or emotionally?*

Eye on the door (*operator*): name your escape route and roll+cool. On a 10+ you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.

Fat reserves (*marmot*): you start with 0-fat reserves. When you regard a cache or store of food, ask the MC how many barter it's worth; she'll tell you. When you gorge yourself on nuts, berries and cheetos, roll+the barter value of the food you consume. On a 10+, choose 2. On a 7-9, choose 1:

- *You get 1-fat reserves.*
- *You don't immediately take a nap.*
- *You don't get in trouble for eating all the food.*

On a miss, choose 1 anyway, but take (1-harm ap loud stinky) today, and (1-harm ap loud stinky) again tomorrow, for food poisoning.

Fingers in every pie (*maestro d'*): put out the word that you want a thing — could be a person, could be somethin somethin, could even be just a thing — and roll+hot. On a 10+, it shows up in your establishment for you, like magic. On a 7-9, well, your people make an effort and everybody wants to please you and close is close, right? On a miss, it shows up in your establishment for you with strings wicked attached.

Fingertips throughout (*the Macaluso; secret society req'd*): when 3 or more of your secret society convene and act together, you can expand your reach through the world's psychic maelstrom. +Augury.

Fortunes (*hocus; followers req'd*): fortune, surplus and want all depend on your followers. At the beginning of the session, roll+fortune. On a 10+, your followers have surplus. On a 7-9, they have surplus, but choose 1 want. On a miss, they are in want. If their surplus lists barter, like 1-barter or 2-barter, that's your personal share.

Frenzy (*hocus*): When you speak the truth to a mob, roll+weird. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1 for 1 to make the mob:

- *bring people forward and deliver them.*
- *bring forward all their precious things.*
- *unite and fight for you as a gang (2-harm 0-armor size appropriate).*
- *fall into an orgy of uninhibited emotion: fucking, lamenting, fighting, sharing, celebrating, as you choose.*
- *go quietly back to their lives.*

On a miss, the mob turns on you.

Fuck this shit (*gunlugger*): name your escape route and roll+hard. On a 10+, sweet, you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.

Fucking thieves (*chopper; gang req'd*): when you have your gang search their pockets and saddlebags for something, roll+hard. It has to be something small enough to fit. On a 10+, one of you happens to have just the thing, or close enough. On a 7-9, one of you happens to have something pretty close, unless what you're looking for is hi-tech, in which case no dice. On a miss, one of you used to have just the thing, but it turns out that some asswipe stole it from you.

Fucking wacknut (*hocus*): you get +1weird (weird+3).

Good in the clinch (*driver*): when you do something under fire, roll+sharp instead of roll+cool.

Greed (*hoarder; hoard req'd*): when you're defending your hoard, your greed makes you unstoppable. Being in the presence of your hoard counts as 2-armor — if your hoard is under attack. (If someone's just trying to kill you and it happens to be around your hoard, not so much.)

Healing touch (*angel*): when you put your hands skin-to-skin on a wounded person and open your brain to them, roll+weird. On a 10+, heal 1 segment. On a 7-9, heal 1 segment, but you're acting under fire from your patient's brain. On a miss: first, you don't heal them. Second, you've opened both your brain and theirs to the world's psychic maelstrom, without protection or preparation. For you, and for your patient if your patient's a fellow player's character, treat it as though you've made that move and missed the roll. For patients belonging to the MC, their experience and fate are up to the MC.

Hibernation (*marmot; fat reserves req'd*): when you hibernate, spend all your fat reserves and roll+fat reserves spent. On a 10+, the MC chooses 3. On a 7-9, the MC chooses 2:

- *You maintain some fat reserves after all. Keep 1-fat reserves.*
- *No NPCs fuck with your shit.*
- *You have strange dreams. Open your brain, but roll+weird+fat reserves spent(!).*
- *Your subconscious grapples with your experiences. Mark experience.*
- *Your subconscious pieces things together. Get 1-clue.*

On a miss, the MC chooses 1 anyway, but you wake up ravenous. Take -1ongoing until you gorge yourself.

When you miss a session, you automatically hibernate. The MC rolls for you.

CHARACTER MOVE REFERENCE

Hypnotic (*skinner*): when you have time and solitude with someone, they become fixated upon you. Roll+hot. On a 10+, hold 3. On a 7–9, hold 2. They can spend your hold, 1 for 1, by:

- *giving you something you want*
- *acting as your eyes and ears*
- *fighting to protect you*
- *doing something you tell them to*

For NPCs, while you have hold over them they can't act against you. For PCs, instead, any time you like you can spend your hold, 1 for 1:

- *they distract themselves with the thought of you. They're acting under fire.*
- *they inspire themselves with the thought of you. They take +1 right now.*

On a miss, they hold 2 over you, on the exact same terms.

Ice cold (*battlebabe*): when you go aggro on an NPC, roll+cool instead of roll+hard. When you go aggro on another player's character, roll+Hx instead of roll+hard.

Impossible reflexes (*battlebabe*): the way you move unencumbered counts as armor. If you're naked or nearly naked, 2-armor; if you're wearing non-armor fashion, 1-armor. If you're wearing armor, use it instead.

In-brain puppet strings (*brainer*): when you have time and physical intimacy with someone — mutual or 1-sided — you can plant a command inside their mind. Roll+weird. On a 10+, hold 3. On a 7–9, hold 1. At your will, no matter the circumstances, you can spend your hold 1 for 1:

- *inflict 1-harm (ap)*
- *they take -1 right now*

If they fulfill your command, that counts for all your remaining hold. On a miss, you inflict 1-harm (ap) upon your subject, to no benefit.

Indomitable (*touchstone*): when you go into battle, roll+hard. On a 10+, hold 3. On a 7–9, hold 2. On a miss, hold 1, but take -1forward. During the battle you can spend your hold 1 for 1 to:

- *Name an npc within your reach. You kill, disable or disarm them (MC's choice).*
- *Name a character within your reach. You redirect their attack to another character within your reach, or else to nowhere — into the ground or a wall or the sky.*
- *Name a character on the scene, but outside your reach. You cross the distance between you before they have time to adjust or react.*
- *Name a character within your reach. While you keep fighting, you intercept any attack directed at them and they suffer no harm.*
- *Ignore all harm to yourself from an incoming attack.*

Infirmity (*angel*): you get an infirmary, a workspace with life support, a drug lab and a crew of 2 (Shigusa & Mox, maybe). Get patients into it and you can work on them like a savvyhead on tech (cf).

Insano like Drano (*gunlugger*): you get +1hard (hard+3).

Inspiring (*quarantine*): when another player's character rolls+Hx to help you, they mark experience.

Juggernaut (*faceless*): take -2 on all "when you suffer harm" rolls.

Just give me a motive (*maestro d'*): name somebody who might conceivably eat, drink, or otherwise ingest something you've touched. If it's an NPC, roll+hard; a PC, roll+Hx. On a 10+, they do, and suffer 4-harm (ap) sometime during the next 24 hours. On a 7–9, it's 2-harm (ap). On a miss, some several people of the MC's choice, maybe including your guy maybe not, get it, and all suffer 3-harm (ap).

Know your enemy (*touchstone*): when you open your brain to the world's psychic maelstrom, roll+hard instead of roll+weird.

Leadership (*hardholder; gang req'd*): when your gang fights for you, roll+hard. On a 10+, hold 3. On a 7–9, hold 1. Over the course of the fight, spend your hold 1 for 1 to make your gang:

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

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

Leave no one behind (*quarantine*): 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+.

Long history (*touchstone*): choose a move from another playbook. (During initial character creation, choose it from a playbook that isn't otherwise in play.)

Lost (*skinner*): when you whisper someone's name to the world's psychic maelstrom, roll+weird. On a hit, they come to you, with or without any clear explanation why. On a 10+, take +1forward against them. On a miss, the MC will ask you 3 questions; answer them truthfully.

Luck (*the Macaluso*): 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+, mark experience for each other's beginning-of-session move that also hits with a 10+. On a miss, give -2 to everyone else making a beginning-of-session move.

Martyr (*the Macaluso*): when you take a blow for another player's character, mark experience. When anyone of your secret society dies, mark experience.

Merciless (*battlebabe*): when you inflict harm, inflict +1harm.

Money is power (*hoarder*): when you help or interfere with someone, after you've rolled, you can:

- *Spend 1-barter to change your miss into a 7–9 hit, or your 7–9 hit into a 10+ hit;*
- *Spend 1-barter to give +2 (helping) or -3 (interfering) instead of +1 or -2.*

The jingle doesn't go anywhere, or it goes into the world's psychic maelstrom. Either way this isn't commerce, it's power.

CHARACTER MOVE REFERENCE

Moonlighting (*operator*): you get 2-juggling. Whenever there's a stretch of downtime in play, or between sessions, choose a number of your gigs to work. Choose no more than your juggling. Roll+cool. On a 10+, you get profit from all the gigs you chose. On a 7–9, you get profit from at least 1; if you chose more, you get catastrophe from 1 and profit from the rest. On a miss, catastrophe all around. The gigs you aren't working give you neither profit nor catastrophe. Whenever you get a new gig, you also get +1juggling.

My other car is a tank (*driver*): you get an additional car. Give it mounted machine guns (3-harm close/far area messy) or grenade launchers (4-harm close area messy) and +1armor.

Norman (*faceless; mask req'd*): you seek the advice of your mask. Roll+weird to see what it directs you to do. On a 10+ mark experience and take a +1 if you do as your mask wishes. On a 7–9, take a +1 if you do what it wants and act under fire if you don't. On a miss, it has its own agenda and act under fire if you don't follow it.

Nose for murder (*marmot*): when you sniff out a clue or follow a lead, roll+sharp. On a 10+, the MC chooses 1:

- *An accomplice or witness confesses their guilty conscience to you.*
- *The guilty party confesses to you or attacks you.*
- *Choose 2 from the 7–9 list below.*

On a 7–9, the MC chooses 1:

- *You uncover the next clue. Get 1-clue.*
- *Someone threatens you or acts guilty.*
- *Someone leaves you a message or asks to talk with you in private.*
- *Someone offers you a bribe worth 1-barter.*

On a miss, you get nothing but the attention of bad people.

NOT TO BE FUCKED WITH (*gunlugger*): in battle, you count as a gang (3-harm gang small), with armor according to the circumstances.

Oftener right (*savvyhead*): when a character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the doing, and you mark an experience circle.

Oh yeah! (*faceless*): roll+hard to smash your way through scenery to get to or away from something. 10+, the scenery moved or smashed and you get what you want. On a 7–9 you get what you want and smash or move the scenery, but take 1-harm (ap), and are disoriented and under fire in follow-up actions, leave something behind, or take something with you. Think smashing through walls or pushing through burned out husks of cars.

On it (*marmot*): you get **moonlighting** and 2 gigs: **foraging** (1-fat reserves / starving) and **investigating** (1-clue / in too deep). You can add 1-juggling and an obligation gig if you like.

Opportunistic (*operator*): when you interfere with someone who's rolling, roll+cool instead of roll+Hx. Asshole.

Pack alpha (*chopper; gang req'd*): when you try to impose your will on your gang, roll+hard. On a 10+, all 3. On a 7–9, choose 1:

- *they do what you want*
- *they don't fight back over it*
- *you don't have to make an example of one of them*

On a miss, someone in your gang makes a dedicated bid to replace you for alpha.

Perfect instincts (*battlebabe*): when you've read a charged situation and you're acting on the MC's answers, take +2 instead of +1.

Pit bull (*faceless*): whenever you take a debility, name the person you hold most responsible. Take +1 ongoing to all rolls versus them, forever. (All rolls with them directly as a target count, of course. Rolls against their family and friends, minions, or property may count, in the MC's judgment. MCs, remember your job is to make Apocalypse World seem real and keep the characters' lives interesting, not deny the PCs bonuses.)

Prepared for the inevitable (*gunlugger*): you have a well-stocked and high-quality first aid kit. It counts as an angel kit (cf) with a capacity of 2-stock.

Preternatural at-will brain attunement (*brainer*): you get +1weird (weird+3).

Professional compassion (*angel*): you can choose to roll+sharp instead of roll+Hx when you help someone who's rolling.

Radiant (*solace*): advance **seduce or manipulate** for all the players' characters.

Rasputin (*faceless*): shot, stabbed, and poisoned, you just keep coming. When you are being scary as fuck and coming at someone, you get +1-armor. You still get shot and stabbed, bleeding just doesn't bother you that much anymore.

Reality's fraying edge (*savvyhead; workspace req'd*): some component of your workspace, or some arrangement of components, is uniquely receptive to the world's psychic maelstrom (+augury). Choose and name it, or else leave it for the MC to reveal during play.

Reputation (*operator*): when you meet someone important (your call), roll+cool. On a hit, they've heard of you, and you say what they've heard; the MC will have them respond accordingly. On a 10+, you take +1forward for dealing with them as well. On a miss, they've heard of you, but the MC will decide what they've heard.

Rock bottom (*marmot*): when you indulge in vice, roll+cool. On a 10+, the choose 3. On a 7–9, choose 2:

- *You get 1-fat reserves.*
- *Someone present lets slip 1-clue.*
- *You don't wake up in a difficult sitch.*
- *You don't suffer the aftereffects (-1ongoing for the entire next day).*

On a miss, hell, choose 1 anyway.

Scent of blood (*faceless*): at the beginning of the session, roll+weird. On a 10+ hold 1+1. On a 7–9 hold 1. At any time, you or the MC can spend your hold to have you at the scene of a battle (a real battle, not intimate violence between a couple people). On a miss, the MC holds 1, and can spend it to have you there and pinned down.

CHARACTER MOVE REFERENCE

Seeing souls (*hocus*): when you help or interfere with someone, roll+weird instead of roll+Hx.

Self-possessed (*solace*): when you highlight stats, the MC doesn't get to highlight one. Instead, you choose one to highlight for yourself.

Shared eyes (*the Macaluso*): when you read a situation, roll+weird instead of roll+sharp.

Sixth sense (*angel*): when you open your brain to the world's psychic maelstrom, roll+sharp instead of roll+weird.

Spooky intense (*savvyhead*): when you do something under fire, roll+weird instead of roll+cool.

Sticky fingers (*hoarder*): when you give someone a gift, roll +Weird. On a 10+, it comes back to you within a week. On a 7-9, it comes back to you eventually, with strings attached. On a miss, you can never own it again.

Sustaining influence (*the Macaluso; secret society req'd*): When anyone of your secret society dies, erase their information from your playbook and create a new person to replace them. Use the same secret society segment or an unused one.

Things speak (*savvyhead*): whenever you handle or examine something interesting, roll+weird. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 1:

- *who handled this last before me?*
- *who made this?*
- *what strong emotions have been most recently nearby this?*
- *what words have been said most recently nearby this?*
- *what has been done most recently with this, or to this?*
- *what's wrong with this, and how might I fix it?*

Treat a miss as though you've opened your brain to the world's psychic maelstrom and missed the roll.

Touched by death (*angel*): whenever someone in your care dies, you get +1weird (max +3).

Towering presence (*touchstone*): when you give someone an order or a warning, roll+hard. On a hit, they choose:

- *They do it, following your order or heeding your warning.*
- *They freeze.*
- *They back away, hands where you can see them.*
- *They attack you.*

On a 10+, take +1forward against them as well. On a miss, they do what they like and you take -1forward against them.

Unnatural lust transfixion (*brainer*): when you try to seduce someone, roll+weird instead of roll+hot.

Visionary (*touchstone*): when you share your vision of the future with another player's character, roll+hard. On a 10+, hold 3 over them. On a 7-9, hold 2 over them. Whenever you like, you can spend your hold, 1 for 1, to have them mark experience. On a miss, they hold 1 over you, on the same terms.

Visions of death (*battlebabe*): when you go into battle, roll+weird. On a 10+, name one person who'll die and one who'll live. On a 7-9, name one person who'll die OR one person who'll live. Don't name a player's character; name NPCs only. The MC will make your vision come true, if it's even remotely possible. On a miss, you foresee your own death, and accordingly take -1 throughout the battle.

Walkingsuit calibration (*space marine mammal, walkingsuit req'd*): when you charge up a walkingsuit, roll+power instead of roll+weird.

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

Weather eye (*driver*): when you open your brain to the world's psychic maelstrom, roll+sharp instead of roll+weird.

You call this hot? (*maestro d'*): when you do something under fire, roll+hot instead of roll+cool.

CHARACTER MOVES BY STAT

COOL

Combat veteran (quarantine)
Eye on the door (operator)
Easy to trust (operator)
Ice cold (battlebabe)
Moonlighting (operator)
Opportunistic (operator)
Reputation (operator)
Rock bottom (marmot)
You call this hot? (maestro d')

ANTI-COOL

Battle-hardened (gunlugger)
Good in the clinch (driver)
Spooky intense (savvyhead)

HARD

Battle-hardened (gunlugger)
Beastly (faceless)
Battlefield instincts (gunlugger)
Clear-eyed (touchstone)
Fuck this shit (gunlugger)
Fucking thieves (chopper; gang req'd)
Indomitable (touchstone)
Insano like Drano (gunlugger)
Just give me a motive (maestro d')
Know your enemy (touchstone)
Leadership (hardholder; gang req'd)
Oh yeah! (faceless)
Pack alpha (chopper; gang req'd)
Towering presence (touchstone)
Visionary (touchstone)
Wealth (hardholder; holding req'd)

ANTI-HARD

A devil with a blade (maestro d')
Ice cold (battlebabe)

HOT

A devil with a blade (maestro d')
Artful & gracious (skinner)
Breathtaking (skinner)
Dangerous & sexy (battlebabe)

Disarming presense (solace)
Everybody eats, even that guy (maestro d')
Fingers in every pie (maestro d')
Hypnotic (skinner)
You call this hot? (maestro d')

ANTI-HOT

Charismatic (hocus)
Easy to trust (operator)
Unnatural lust transfixion (brainer)

SHARP

Alive in the world (solace)
Appraising eye (hoarder)
Good in the clinch (driver)
Nose for murder (marmot)
Professional compassion (angel)
Sixth sense (angel)
Weather eye (driver)

ANTI-SHARP

Casual brain receptivity (brainer)
Clear-eyed (touchstone)
Shared eyes (the Macaluso)

WEIRD

Acquisitive eye (hoarder)
Bonefeel (savvyhead)
Casual brain receptivity (brainer)
Charismatic (hocus)
Deep brain scan (brainer)
Deep insights (savvyhead)
Direct-brain whisper projection (brainer)
Frenzy (hocus)
Fucking wacknut (hocus)
Healing touch (angel)
In-brain puppet strings (brainer)
Lost (skinner)
Luck (the Macaluso)
Norman (faceless; mask req'd)
Preternatural at-will brain attunement (brainer)
Scent of blood (faceless)

Seeing souls (hocus)
Shared eyes (the Macaluso)
Spooky intense (savvyhead)
Sticky fingers (hoarder)
Things speak (savvyhead)
Touched by death (angel)
Unnatural lust transfixion (brainer)
Visions of death (battlebabe)

ANTI-WEIRD

Battlefield instincts (gunlugger)
Know your enemy (touchstone)
Sixth sense (angel)
Walkingsuit configuration (spcae marine mammal; walkingsuit req'd)
Weather eye (driver)

HX

A higher standard (solace)
Cooperative (solace)
Easy to trust (operator)
Ice cold (battlebabe)
Inspiring (quarantine)
Just give me a motive (maestro d')

ANTI-HX

Leave no one behind (quarantine)
Opportunistic (operator)
Professional compassion (angel)
Seeing souls (hocus)

MULTIPLE STATS

A no shit driver (driver; car req'd)

HARM & ARMOR

Battlefield grace (angel)
Bloodcrazed (gunlugger)
Daredevil (driver)
Dashiell Hammet got nothing (marmot)
Disciplined engagement (quarantine)
Divine protection (hocus)
Impossible reflexes (battlebabe)

Juggernaut (faceless)
Martyr (the Macaluso)
Merciless (battlebabe)
NOT TO BE FUCKED WITH (gunlugger)
Pit bull (faceless)
Rasputin (faceless)

NO STATS

Agent/combatant (space marine mammal)
An arresting skinner (skinner)
An understanding (solace)
As one (faceless; mask req'd)
Broad influence (the Macaluso)
Collector (driver)
Eager to know (quarantine)
Fat reserves (marmot)
Fingertips throughout (the Macaluso; secret society req'd)
Fortunes (hocus; followers req'd)
Greed (hoarder; hoard req'd)
Hibernation (marmot; fat reserves req'd)
Infirmity (angel)
Long history (touchstone)
Money is power (hoarder)
My other car is a tank (driver)
Oftener right (savvyhead)
On it (marmot)
Perfect instincts (battlebabe)
Prepared for the inevitable (gunlugger)
Radiant (solace)
Reality's fraying edge (savvyhead; workspace req'd)
Self-possessed (solace)
Sustaining influence (the Macaluso; secret society req'd)

ADDITIONAL RULES SUMMARY

LARGE-SCALE WEAPONS

- **50cal mg** (5-harm far area messy braced)
- **50cal sniper** (5-harm far loud braced)
- **rpg** (6-harm far area messy)
- **anti-tank missile** (7-harm far loud av)
- **light mortar** (7-harm far reload area messy braced)
- **heavy mortar** (8-harm far reload area emplaced)

LARGE-SCALE WEAPON TAGS

AV: It's intended to target vehicles or large structures, not at individual human targets.

Braced: It can't be fired while held, but must be braced in a stable position for firing.

Emplaced: It's mounted on a vehicle or structure, and can't easily be moved or removed.

HARM & BUILDINGS

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.

Again, whether harm blows through to a building's inhabitants depends on the MC's judgment of the circumstances and the building.

Ψ-HARM

A person suffers Ψ-harm from exposure to the world's psychic maelstrom. It might be first exposure, as in the case of people released from stasis, or it might be some subsequent unusual exposure.

When an NPC suffers Ψ-harm, the MC creates her as a threat if necessary, and then chooses any or all:

- *She aggressively pursues her threat impulse. Make moves on her behalf as hard and as direct as you can.*
- *Her sanity shatters. She is incoherent, raving, raging or unresponsive, alive but gone.*
- *She abruptly changes threat type.*

For players' characters, 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.