

# APOCALYPSE WORLD

NAME

LOOK

HX

GEAR AND BARTER

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

stats

highlight

COOL

act under fire

☐

HARD

seize by force, go aggro

☐

HOT

seduce or manipulate

☐

SHARP

read a situation or person

☐

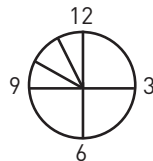
WEIRD

open your brain

☐

HOLDS

HARM



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

## GUNLUGGER

experience ○○○○○○

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

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

WEAPONS

## GUNLUGGER IMPROVEMENT

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

MORE MOVES