

COOT GEAR

You get:

- Oddments worth 1-barter
- Fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

An Old Gun that Suits You (choose 1):

- o Engraved Smith & Wesson Schofield (3-harm close reload loud valuable)
- o Chrome Desert Eagle (3-harm close loud valuable rare-ammo)
- o Sig Sauer P226 with Silencer (2-harm close unreliable)
- o Sawed-off 870 Super Mag (3-harm close messy valuable)

A Sharp Knife (choose 1):

- o Skinning Knife in a leather sheath (2-harm hand valuable)
- o Scaling Knife in a plastic sheath (2-harm hand valuable)
- o Switchblade (2-harm hand)
- o Butterfly Knife (2-harm hand)

A Hidden Weapon (choose 1):

- o Snubnose Revolver (2-harm close loud reload hidden)
- o Scalpel (3-harm intimate hi-tech hidden)
- o Small Dagger (1-harm hand hidden)

GEAR

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 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 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 a-jangle and expect to find hi-tech or luxe eternal.

Introducing

THE COOT

Nowadays it's pretty rare you see someone walking around that was alive before it happened. Sure, plenty of folks you meet look to be about a hundred, but it ain't time that wore them down.

Once in a great while, you may come across an old codger that came by his gray hair the old fashioned way – by living a long time. Most of 'em are obviously crazy, driven mad by who knows what part of the psychic feedback that rushes in at unguarded moments. Most of the rest have been crippled by mistakes (made by them or others) when they weren't spry enough anymore to get out of the way.

But there are a few old-timers that remain nimble and seem to have held onto most of their wits. Along the way they've picked up some tricks that keep them breathing in the newly harsh world. It's likely that they have some memory of the before times, but they aren't necessarily willing to talk about it. No, they're just trying to make their way, same as everyone else, relying on what they have and what they can get.

a fan-made character playbook (v2.0) for

APOCALYPSE IN WORLD

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ADDITIONAL RULES

Additional Firearm Tags

A **hidden** weapon is just that – a small, easily concealed weapon that will not be found in a quick pat-down, but will in a semi-thorough search.

unreliable (mechanical, constraint): at the beginning of each session, roll+sharp. On a 10+, you're lucky, no penalty this time. On a 7-9, hold +1, on a miss, hold +2. The MC can spend one of these hold at any time to have the weapon malfunction instead of fire, requiring a reload.

rare-ammo (mechanical, constraint): at the beginning of each session, roll+sharp. On a 10+, you've got plenty of ammo for now. On a 7-9, you have enough ammo for one firefight/battle. On a miss, you've got jack for ammo this time around.



CREATING A COOT

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

NAME

Jeb, Bent, Dag, Coon, Skiff, Walnut, H.D., Jersey, Fish, Wash, Duke, Dust

Mia, Font, Gin, Anis, Mae, Fox, Amali, Albany, Carmel, Lake, Noely, Vita

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get **Remembering the Time Before**, and then choose 2 more coot 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 think is wisest. Tell that player Hx+1.
- Tell everyone else Hx-1. You keep your own counsel.

On the others' turns:

- Choose one character the likes of which you've known many times. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- Everyone else, whatever number they tell you, write it down unless it's less than 0; then just write HX=0. You've known a lot of people over the years, and no one is a completely closed book to you anymore.

LOOK

Man, woman, withered, indistinct

Casual wear, utility wear, worn-out wear, vintage wear, or scrounge wear.

Wrinkled face, wise face, rough face, open face, tired face.

Clear eyes, penetrating eyes, suspicious eyes, sharp eyes, weary eyes, laughing eyes.

Bent body, wiry body, chunky body, slight body, lanky body.

GEAR

You get:

- 1 Old Gun that Suits You
- 1 Sharp Knife
- 1 Hidden Weapon
- 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	<i>do something under fire</i> <input type="radio"/> highlight
HARD	<i>go aggro; seize by force</i> <input type="radio"/> highlight
HOT	<i>seduce or manipulate</i> <input type="radio"/> highlight
SHARP	<i>read a sitch; read a person</i> <input type="radio"/> highlight
WEIRD	<i>open your brain</i> <input type="radio"/> highlight

HARM

countdown

12

9 3 6

stabilized

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

HX

help or interfere; session end

COOT SPECIAL

For some reason or another, whether it's age, an injury, or something else (you detail), you are either uninterested in sex or simply not able to do it.

If you try and seduce someone, take -1, and figure out what you're going to do when you can't follow through on their expectations.

IMPROVEMENT

experience ○○○○⊙ >improve

- ___ get +1cool (max cool+2)
- ___ get +1hard (max hard+2)
- ___ get +1hard (max hard+2)
- ___ get +1weird (max weird+2)
- ___ get a new coot move
- ___ get a new coot move
- ___ get 2 gigs (detail) and moonlighting
- ___ 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

COOT MOVES

● **Remembering the Time Before:** when you try to identify, ken, or determine the value of some artifact from the time before (something that most folk nowadays wouldn't know from their ass), roll+Sharp.

On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 2:

- Who or what made this?
- What is its purpose?
- How do I work it?
- What's wrong with this, and might it be fixed?
- What's it likely to be worth to someone who can use it?
- What part of it is most valuable to sell if were in pieces?

○ **Looks Harmless Enough:** when you try to manipulate another player's character, roll+Hx instead of roll+hot. An NPC, roll+Sharp instead of roll+hot.

○ **Crazy like a Fox:** You get +1 Sharp (Sharp +3).

○ **Play it Like You've Cracked:** When you go aggro on a PC, roll+Hx instead of roll+hard. An NPC, roll+Sharp instead of roll+Hard.

○ **Seen it Before:** At the beginning of the session, roll+sharp. On a 10+, hold 2. On a 7-9, hold 1. At any time, you may spend a hold to take +1 forward on one roll+cool.

○ **Spot an Out:** Name your escape route and roll+sharp. 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.

HOLD

OTHER MOVES