

■ DOG

You're a psychic dog: when travelling (or sleeping) you do not take up a seat (or a bed). You can eat and live off a lot of things that normal humans wouldn't or couldn't. Any NPCs who follow you get +tele-radar. When you **read a person** you can always ask "what was the last thing this person ate?" even on a missed roll.

When you **read a situation** you can always ask "who do I know that has been here recently?" even on a missed roll.

■ HUMAN COMPANION

Give them a name:

Arlis, Katy, Travis, Vic, Jimmy, Wash, Spike, Dorothy, Rasha, Nelra, Fess, Kimmy, Jux, Lem, Styles, Ricky, Kev, Albert, Jackie, Squirt

Your human companion always has +tele-radar, and a full countdown clock for taking harm. They also carry:

- a common weapon
- fashion suitable to their look, including a piece worth 1-armor (you detail)
- oddments worth 1-barter

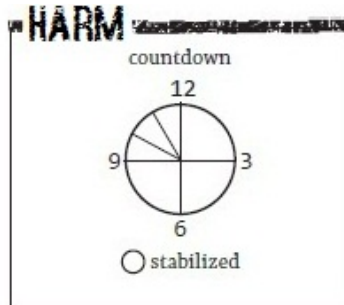
Common weapons:

- big knife (2-harm hand)
- crowbar (2-harm hand messy)
- machete (3-harm hand messy)
- hunting rifle (2-harm far loud)

Then choose 1 or 2 personality quirks:

- resourceful and manages supplies efficiently, but also a thief, always thinking about the next score
- fastidious and picky, tries to keep clean and well-groomed
- violent, quick to anger and gets into fights easily
- conformist, part of a gang, and a little meek on their own
- terrified about the world, savors every moment like it's their last
- greedy and miserly, a real Scrooge!
- naive but arrogant, spends a lot of time insulting others
- cheerful and gregarious, but also graceless and filthy
- fearless and optimistic, but kind of stupid and always forgets things

NAME _____



Introducing

THE DOG

Everybody's got to eat, and humans have most of the food. It's win-win as far as you're concerned because most people seem to like you just because of what you are, without even being able to get to know you. You do have this one unique ability, and it can help when foraging and stealing food just isn't working for you. Man's best friend. If they only knew.

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THE
DOG

■ ADDITIONAL RULES

TELE-RADAR

Anyone with the +tele-radar tag can hear your telepathic thoughts. You can speak to them and they can hear you as long as they are within normal hearing distance of your voice, regardless of other ambient noises or if you are separated by glass, wood, metal, or concrete. You cannot, however, hear their thoughts, and you must be able to hear them speak in order to communicate back and forth.

You can give a character the +tele-radar tag by doing one of the following:

- bite them
- save their life
- successfully **open your brain at them** while they're staring at you
- successfully use **let sleeping dogs lie** or **moon dog** on them

PCs who receive the tag lose it whenever their Hx with you resets, they attempt to **open their brain** and roll a miss, or they inflict harm upon you, whichever happens first.

NPCs will, in general, try to reject the tag out of fear or strangeness, especially if you haven't established a strong bond with them already. In any case, the tag is removed from an NPC at the end of every session. The tag can be reacquired in the usual ways.

A GANG (OF DOGS)

Detail as normal, but assume they always have +tele-radar (just like your human companion), and they're dogs so they'll have unique impulses.

■ BARTER

1-barter will cover a month's living expenses for both you and your human companion, 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; 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 DOG

To create your dog, choose name, look, stats, moves, companion, and Hx.

NAME

Blood, Buddy, Dog, Duke, George, Nose, Rocky, Rover, Spot, Zoo

Alba, Bailey, Bella, Cashus, Darcy, Diesel, Kit, Shadow, Suzy, Woofy

STATS

Choose one set:
 • Cool +0, Hard +2, Hot -1, Sharp +3, Weird -1
 • Cool +1, Hard +1, Hot -2, Sharp +3, Weird +1
 • Cool +1, Hard -1, Hot +0, Sharp +3, Weird +1
 • Cool +1, Hard +0, Hot +1, Sharp +3, Weird -1

MOVES

You get all the basic moves. You get a **friend in the wasteland** and one more dog move.

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+2. Everybody knows you're a dog!

On the others' turns, whatever number they tell you, add +1. You learn a lot because people treat you like you're *just* a dog.

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

Male, female, or neutered.

Afghan, beagle, bulldog, chihuahua, cockerspaniel, great dane, hound, husky, mongrel, poodle, pug, terrier.

Albino, bi-colored fur, black fur, brown fur, mottled fur, reddish fur, white fur.

Broken coat, smooth coat, longhair coat, wavy coat, wiry coat.

GEAR

You get nothing. But you always have your:
 • bite (1-harm hand implanted)

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 highlight
do something under fire

HARD highlight
go aggro; seize by force

HOT highlight
seduce or manipulate

SHARP highlight
read a sitch; read a person

WEIRD highlight
open your brain

HX
help or interfere; session end

DOG SPECIAL

When you and another character have sex, you both mark experience, but they get +judgment until either you die or they suffer 3 segments of harm.

HARM

countdown

12
9 3
6

stabilized

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

IMPROVEMENT

experience ○○○○⊙ >>> improve

__ get +1cool (max +2)
 __ get +1hard (max +2)
 __ get +1hot (max +2)
 __ get +1weird (max +2)
 __ get a new dog move
 __ get a new dog move
 __ get a new dog move
 __ get a gang (of dogs) and **pack alpha**
 __ get a move from another playbook
 __ get a move from another playbook

__ get +1 to any stat (hot, 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

DOG MOVES

● **A Friend in the Wasteland:** you have a human companion who follows you and does things for you. You don't control them, they have their own personality, but they are loyal and obedient for the most part. They don't act against you, they will strive to keep you safe and fed, and do whatever you ask of them, as long as it doesn't put them in danger. Whenever you use a move against your companion, you always roll+sharp. Anyone who kills your human companion sets their Hx with you to -3.

○ **Ears up, nose down:** name a thing you want that could conceivably be nearby (a gallon of gas, a key, etc.), and roll+sharp. On a 10+, you know exactly where it is and it's easy to get to. On a 7-9, you have a pretty good idea where to find it, but choose 1 complication from the list below. On a miss, you only have a vague idea where to find it, and all 3 are true:
 • it's in somebody else's possession
 • it's not quite what you expected
 • it's in danger

○ **Junkyard dog:** when you bite someone, you inflict 3-harm and it is +messy. You can, at your option, also inflict +disease.

○ **Lassie come home:** at the beginning of the session, roll+sharp. On a 10+, you hold 2. On a 7-9, hold 1. At any time, you can spend your hold to show up and attempt to *help* or *interfere* with another character in the manner of your choosing, with or without any clear explanation why. On a miss, your human companion has run off somewhere and you don't know where. You won't see them during this session and you can't replace them either.

○ **Let sleeping dogs lie:** when another character sleeps in your presence, you can hear their dreams. Roll+weird. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold to ask the player questions from the following list, 1 for 1:
 • what do you feel the most guilty about?
 • what would make you happy?
 • what are you most frightened of?
 • who has hurt you the most?
 • what is most important to you?
 On a miss, your subject takes 1-harm (ap) when they wake up.

○ **Moon dog:** when you open your brain to the world's psychic maelstrom, you can share your vision with anybody who is touching you.

○ **Third nostril:** when you open your brain to the world's psychic maelstrom, roll+sharp instead of roll+weird.

OTHER MOVES