

1-BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for: one valuable item stolen, a week as a warlord's pet/mascot, a month's work doing scavenging or similar.

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; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a year's tribute to a warlord; bribes, fees and gifts sufficient to get you into almost anyone's presence.

1-ADDITIONAL RULES

When **scavenging in the ruins**, roll+sharp.

On a 10+, choose two and find an oddment worth 1-barter. On a 7-9, choose one and find an oddment worth 1-barter.

- You find it quickly.
- You find it with relatively little trouble.
- You find an item that is valuable.
- You find an item that is hi-tech.

HARM

When a character gets hurt, the player marks segments in her harm countdown clock. Mark one full segment for each 1-harm, starting with the segment 12:00 to 3:00.

Typically, when a character takes harm, it's equal to the harm rating of the weapon, attack, or mishap, minus the armor rating of the character's armor. This is called *harm as established*.

PERIPHERAL MOVES

When you **suffer harm**, roll+harm suffered (after armor, if you're wearing any). On a 10+, the MC can choose 1:

- *You're out of action: unconscious, trapped, incoherent or panicked.*
- *It's worse than it seemed. Take an additional 1-harm.*
- *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.*

On a miss, the MC can nevertheless choose something from the 7-9 list above. If she does, though, it's instead of some of the harm you're suffering, so you take -1harm.

When you **inflict harm on another player's character**, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you hurt someone, they see you more clearly.

Introducing

THE FERAL KID

You ain't got nothing, you ain't got no family, you just got you.

a character playbook for

APOCALYPSE WORLD

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www.apocalypse-world.com

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CREATING A FERAL KID

To create your feral kid, choose name, look, stats, moves, establishment, gear, and Hx. Choose in any order you like.

NAME

Kid, Boy, Girl, Heya, Tiny, Scratch, Dirt, Annie, Rich, Daisy, Sammy, Knives.

STATS

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

MOVES

You get all the basic moves. You get **little**, and then choose 2 feral kid 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 1, 2, or all three:

- Choose who you admire the most, tell them Hx +3.
- Choose someone who is most like the parent you want, tell them Hx +3.
- Someone helped you out when you were hungry, tell them Hx+2.

Everyone else, you stay distant from. Tell them Hx -1.

On the others' turns:

- If you picked a person to admire or a person who is like a parent, whatever number those people tell you, add 1 and write that down.
- Everyone else, subtract 1 and write that down - you keep your distance from everyone else.

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

Boy, girl, concealed, or ambiguous.

Animal skin wear, scavenge wear, utility wear, or ragged wear.

Dirty face, innocent face, feral face, hopeful face, or sunburnt face.

Open eyes, distant eyes, hard eyes, sad eyes, or squinting eyes.

Tough body, skinny body, dirty body, chubby body, or beaten body.

GEAR

You get clothes appropriate to your look (worth armour-1 if you want), and one freaky weapon.

Freaky weapons (choose 1):

- Stainless steel boomerang (2-harm close/far returns messy) and an armored glove.
- Scythe on a chain (2-harm hand/close area messy)
- Hatchet with spikes (2-harm hand messy)
- Sawn-off shotgun (3-harm close messy loud)
- Grenades (3-harm close area messy loud)
- Gloves with knives on them (3-harm hand messy)
- Speargun (3-harm close slow 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.

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

HARM

countdown

12

9 3 6

stabilized

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

HX

help or interfere; session end

FERAL KID SPECIAL

When you have sex with another character, you've grown up. Choose a new playbook immediately (just like the ungiven future advance).

IMPROVEMENT

- experience** ○○○○>>>improve
- __ get +1hard (max hard+2)
 - __ get +1hot (max hot+2)
 - __ get +1sharp (max cool+2)
 - __ get +1weird (max weird+3)
 - __ get a new feral kid move
 - __ get a new feral kid move
 - __ get 2 gigs (detail) and moonlighting
 - __ get followers 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.

FERAL KID MOVES

- **Little:** When you squirm through a tiny space, roll +Cool. On 10+, you can get in and/or out of some place without being seen. On a 7-9, choose 2:
 - you get in;
 - you get out;
 - you aren't spotted;
 - you escape your bonds.
- **Just do it:** When you just attack someone, without considering the consequences, roll +Cool instead of +Hard for your first go aggro or seize by force roll.
- **Fast little bugger:** If you have less than 2 armor, you count as having 2 armor.
- **Player:** You can roll +Cool instead of +Hot when you manipulate someone.
- **Hungry:** When someone helps you - offers food, shelter or healing - without hope of payment, you mark experience. If they are a PC, they gain +1 Hx with you.
- **Harmless:** When you act all vulnerable and helpless, or surrender in battle, roll +Hot. On 10+ hold 3, on 7-9 hold 1. Spend your hold 1 for 1 to:
 - if you suffer harm, you suffer one less harm
 - make someone hesitate when they act against you
 - give someone who is helping you +1 on a roll
 - take +1 on a move to escape the danger
 On a miss, nobody is taken in by your act - you're marked as a threat right away. If you act violently or inflict harm, you lose all your remaining hold.

- **I'm helping!** When someone is in a spot, you can roll +Cool. On a 10+, you are there with everything you need and in a good position. On a 7-9, you're there but (choose one):
 - you're unprepared;
 - you are in the line of fire;
 - you take -1 forward.

OTHER MOVES

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