

ARMOR

Your suit is a powered exoskeleton driven by direct neural connection, like needles into your skull or something. By default it has 3 armor and a weapon mount (or two). It never counts as a vehicle for the no shit driver move.

Choose your armor's look:

Hi-tech, Military, Biomechanical, Jury-rigged, Chunky, Construction, Delicate, Fluid.

Choose a strength:

Efficient, Strong, Stealth, Active Camo, Unstoppable, Reliable, Fast, Night-vision, Tall.

Choose a weakness:

Breakdowns, Guzzler, Deafening, Slow, Exotic fuel, Fucking heavy.

Pick it's armament, either one crazy big weapon or two serious weapons.

Crazy big weapons:

- Railgun: 3-harm hi-tech far
- MG: 3-harm close/far area messy
- Grenade launcher: 4-harm close area messy
- Rocket launcher: 4-harm far area messy loud

Serious weapons:

- Rifle: 2-harm far loud
- Shotgun: 3-harm close messy
- SMG: 2-harm close area loud
- Flamethrower: 3-harm close area fire
- Power fist: 3-harm hand messy

BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one hard assault on a fortified position; one group led through hostile territory; one month's employment as tank on hand.*

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: *restoration of a damaged suit to working order, a month's maintenance of your suit well-used but not damaged; a night in high luxury & company; any weapon, gear or fashion not valuable or hitech; 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.*

LOOK

STRENGTH

WEAK

WEAPON

WEAPON

WEAPON

Introducing

THE JUGGERNAUT

You and the machine, you are one. When you climb inside you are its brain, it's your body. You are untouchable and indestructible. Nothing can stand against you: bullets bounce off, warlords leave you alone, raiders get out of your way. You are a god of flesh, metal and devastation.

Outside the machine, you're just a chump like the rest of them.

a character playbook for

APOCALYPSE WORLD

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ADDITIONAL RULES

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.



CREATING A JUGGERNAUT

To create your juggernaut, choose your name, look, stats, moves, armor, gear and Hx. Choose in any order you like.

NAME

Heavy, Wolf, Gunhead, Chomp, Squaddie, Hardware, UNPC, Mark IV, Teeth.

Chuck, Sarge, Jane, Ace, Snafu, Bill, Lucky, Terri, Lois, Maverick, Sam.

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get **Beast of War** and then choose a second Juggernaut 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, choose 1:

- You like to drink and party when you're not in your suit, everyone gets Hx+1.
- You don't make a thing about being friendly, everyone gets Hx=0.

On the others' turns, pick 1, 2 or all 3:

- One of them helped you out when your suit was broken down. Whatever number they tell you, write down +3.
- One of them once fought beside you. Whatever number they tell you, add +1 and write it down.
- One of them once found you vulnerable and away from your suit when things had gone south. Whatever number they tell you, subtract 1 and write it down.

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, ambiguous.

Utility bodysuit, hi-tech bodysuit, military bodysuit, scrounged bodysuit.

Pale face, tough face, pudgy face, thin face, young face, worried face, angry face.

Haunted eyes, staring eyes, sharp eyes, moving eyes, remote eyes, lost eyes, innocent eyes, eager eyes.

Small body, thin body, wasted body, wiry body, meek body.

GEAR

In addition to your armor, you have:

- Oddments worth 2 barter
- Clothing suited to your look (maybe a jacket to go over the bodysuit)
- A small handy weapon

Small handy weapons (choose 1):

- .38 revolver (2-harm close reload loud)
- 9mm (2-harm close loud)
- big knife (2-harm hand)

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 highlight

countdown

12
9 3
6
 stabilized

shattered (-1cool)

crippled (-1hard)

disfigured (-1hot)

broken (-1sharp)

HX
help or interfere; session end

JUGGERNAUT SPECIAL

When you have sex with another character, if they are a PC then they get +1 Hx with you. PC or NPC, they take 1 hold over you, because you have to work through what it means to you and all. They can spend the hold to give you +1 or -1 on a roll you make when you are not in your suit.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1cool (max cool+2)
- __ get +1hard (max hard+2)
- __ get +1weird (max weird+2)
- __ get a new juggernaut move
- __ get a new juggernaut move
- __ add a new serious weapon to your suit
- __ get 2 gigs (detail) and moonlighting
- __ get an armory (workspace, detail) and crew
- __ 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.

JUGGERNAUT MOVES

● **Beast Of War:** When you are in your suit, roll +Sharp instead of +Hard to **seize by force** or **go aggro**. Additionally, you count as a small gang when in battle, as long as you are in your suit.

○ **I See It All:** Improve your Sharp from +2 to +3.

○ **Chaos Antenna:** You can use augury, but only in the heat of battle.

○ **Well Ventilated Brain:** When you **open your brain to the psychic maelstrom**, roll +Sharp instead of +Weird.

○ **Spyfly:** You have a little flying drone that you can use to recon things remotely. You need to pay attention to control it, otherwise it just hovers. When you try to find something out with it, roll +Sharp. On 10+, ask the MC 3 and on 7-9 ask 1:

- where is a particular person, vehicle or place?
- what's the best way to get from here to there?
- what's something new it spotted?
- what is a particular person or group doing?

On a miss, it's got lost, caught, or smashed up.

○ **Walk Through Walls:** You have tools to break walls, fortifications or other structures. When you try to smash through something, roll +Hard. On a 10+ you batter your way through okay, on a 7-9 choose one:

- you collapse it onto yourself and are briefly trapped;
- it's too strong to knock down;
- it's going to take some time.

On a miss, you'll probably be stuck or trapped halfway through.

○ **Heavy Fucking Armor:** Take some armor and give it +1 armor.

○ **All Tuned Up:** When you get the chance to spend some time tinkering and tuning before an op, roll +Sharp: On a 10+ hold 3, on 7-9 hold 1. You can spend your hold one for one to take +1 on a roll during that op. On a miss, something's gonna break down, the MC decides what and when.

OTHER MOVES