

KID GEAR

You get:

- fashion suitable to your look (you detail)

Makeshift weapons (choose 1):

- rusty pipe (2-harm hand)
- hidden knife (2-harm hand)
- slingshot (1-harm close reload)
- spray can of mace (s-harm hand)

Scrounged gear (choose 2):

- stolen goods
Purloined oddments worth 2-barter.

- a pet (alive)

A barely-tamed animal with which you have forged an uneasy truce. Other folks may not find it so cute or friendly. Your choice and yours to detail.

- collection of torn comic books
- battered wind-up music box (valuable)
- lucky charm (worn)

Keeps you safe as though you had 1-armor. Lose it and you're acting under fire.

GEAR & BARTER



BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for: *obtaining a specific valuable object, a week spent keeping your eyes on someone or something, a month's casual employment as an apprentice or general gofer.*

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: *any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; 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 a jangle and expect to find hi-tech or luxe eternal.

Introducing

THE KID

In the golden age, children grew up loved and well-fed and inside a fucking home, with a family and all that. Now, you're lucky if your parents don't sell you for a bottle. As for a mentor, a home, or some respect? In Apocalypse World, that's all shit you've got to fight for, 'cause nothing comes free. You, child, what are you willing to risk for it?

a character playbook for

APOCALYPSE WORLD

based on playbooks by
Mike Sands & Khimus

ADDITIONAL RULES

PUT ASIDE CHILDISH THINGS

When advancing to a new playbook, you may decide it's time to grow up. If you do, it's time to **put aside childish things** and leave behind some features of the Kid playbook. Lose the moves **Little**, **Harmless** and **Hungry** (if you have them) as well as any other features you and the MC agree upon. Then proceed to get all the crap belonging to your new playbook, as usual.

On the other hand, you may choose a new playbook while remaining a child; in Apocalypse World kids can be smart, tough and capable. Keep all your Kid moves and feel free to hold onto those childish things as long as you can. You can always still **put aside childish things** later.

BARTER PERIPHERAL MOVES

When you **give 1-barter to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you **go into a holding's bustling market**, looking for some particular thing to buy, and it's not obvious whether you should be able to just go buy one like that, roll+sharp. On a 10+, yes, you can just go buy it like that. On a 7-9, the MC chooses one of the following:

- *it costs 1-barter more than you'd expect*
- *it's available, but only if you meet with a guy who knows a guy*
- *damn, I had one, I just sold it to this guy named Rolfball, maybe you can go get it off him?*
- *sorry, I don't have that, but maybe this will do instead?*

When you **make known that you want a thing and drop jingle to speed it on its way**, roll+barter spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7-9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.



CREATING A KID

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

NAME

Kid, Boy, Girl, Junior, Shorty, Bobby, Jimmy, Sally, Jenny, Newt, Kenny, Grub, Fetch, Annie, Squirt, Tyke or Ritchie.

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get **Little**, and choose any 3 other 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 3:

- One of them stood up for you once. Tell that player Hx+2.
- One of them taught you something neat. Tell that player Hx+2.
- One of them can't stand the sight of you. Tell that player Hx-1.
- Tell everyone else Hx+1.

On the others' turns:

- Choose the character you most want to be like when you're older. Whatever number that character tells you, ignore it; write +3 instead.
- For everyone else, whatever number they tell you, give it +1 and write it next to the character's name. You can't get by without knowing what's what.

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, ambiguous, or concealed.

Scrounge wear, oversized wear, tattered wear, or casual wear.

Grimy face, innocent face, eager face, cute face, or hopeful face.

Hollow eyes, wide eyes, dark eyes, suspicious eyes, troubled eyes, darting eyes, or bright eyes.

Slim body, chubby body, emaciated body, tough body, or beaten body.

GEAR

You get:

- 1 makeshift weapon
- 2 scrounged gear
- fashion suitable to your look (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

do something under fire

COOL highlight

go aggro; seize by force

HARD highlight

seduce or manipulate

HOT highlight

read a sitch; read a person

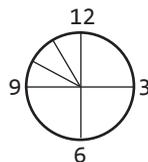
SHARP highlight

open your brain

WEIRD highlight

HARM

countdown



stabilized

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

HX
help or interfere; session end

KID SPECIAL

If you and another character have sex, your Hx with them on your sheet goes immediately to +3. If you have already marked 5 improvements, you may choose a new playbook and **put aside childish things**.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1hard (max hard+2)
- __ get +1hot (max hot+2)
- __ get +1sharp (max sharp+2)
- __ get +1weird (max weird+2)
- __ get a new kid move
- __ get a new kid move
- __ get 2 gigs (detail) and **moonlighting**
- __ get a gang (detail) and **leadership**
- __ 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.

KID MOVES

Little: you inflict -1harm with hand weapons.

Harmless: when you are the target of someone's aggressive or violent behaviour, roll+cool. On a 10+, they may not harm, punish, or humiliate you. On a 7-9, they may choose 1:

- inflict no more than 1-harm
 - confiscate one of your belongings
 - humiliate you, giving you -1forward with them until you even the score
- On a miss, they're not falling for it. This move is useless to you while you are engaged in aggressive or violent behaviour of your own.

Grubby little paws: when you try to steal something, roll+cool. On a 10+ you get both. On a 7-9, choose 1:

- you get it
 - you get away clean
- On a miss, neither.

Not the boss of me: when you receive good advice or instruction but act against it, mark experience. Take +1 forward while pursuing your own instincts instead.

Scram! name your escape route and roll+cool. 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.

Hungry: when someone helps you - offers food, shelter, protection or healing, for example - with no strings attached, they mark experience. If they are a PC, they gain +1Hx with you.

Quick study: when someone gives you proper detailed instruction in some specific task, take +1forward when undertaking that task on your own. If you merely assist them you help as though you had hit the roll with a 10+.

Old soul: you get +1cool (cool+3).

HOLD

OTHER MOVES