

YOUR BLUE BOX

You've got the key to a blue box that is somehow connected to the world psychic maelstrom and will only let a key holder in.

What does it look like? Choose 1:

- Card board box
- Barrel
- Phone booth
- Photo booth
- Sheet metal box
- Wooden box
- Freight container

WANT

What is so special about it? Choose 2:

- It's bigger on the inside
- It defends itself against intruders (2-harm hand area messy)
- It's got a spare key
- You don't have a key, you ARE a key
- It will let a key holder AND guests in

Also, what does it want? Choose 1:

- Sexual energy
- Psychic energy
- vital energy

When your blue box is in want, you cannot use any of your moves that involve it.

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 & company; any weapon, gear or fashion not valuable or hi-tech; the material costs of 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 ajangle and expect to find hi-tech or luxe eternal.

Introducing

THE MAN IN A BOX

In the Golden Age, there was this guy you could only see through a screen, at a precise time of the day. He lived in a box and he could travel long distances in a blink of an eye.

Today, in this apocalypse world, you may meet this guy and you no longer need a screen to see him. He seems to make sense of the world psychic maelstrom, and maybe he'll help you understand if only you can get all the gibberish he speaks.

An not so serious character playbook for

APOCALYPSE WORLD

With thanks to apologies to
D. Vincent Baker and the BBC

ADDITIONAL RULES

Ψ-HARM

A person suffers Ψ-harm from exposure to the world's psychic maelstrom. It might be first exposure, as in the case of people released from stasis, or it might be some subsequent unusual exposure.

When an NPC suffers Ψ-harm, the MC creates her as a threat if necessary, and then chooses any or all:

- She aggressively pursues her threat impulse. Make moves on her behalf as hard and as direct as you can.
- Her sanity shatters. She is incoherent, raving, raging or unresponsive, alive but gone.
- She abruptly changes threat type.

For players' characters, when you **suffer Ψ-harm**, roll+Ψ-harm suffered (typically, roll+1). On a 10+, the MC can choose 1:

- You're out of action: unconscious, trapped, incoherent or panicked.
- You're out of your own control. You come to yourself again a few seconds later, having done I-don't-know-what.
- 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.
- You take a single concrete action of the MC's choosing.

On a miss, you keep it together and overcome the Ψ-harm with no effect.



CREATING THE MAN IN A BOX

To create your man in a box, choose name, look, stats, moves, blue box, gear, and Hx.

NAME

Doctor, Professor, Bishop, Master, Mentor, Teacher or Director

Sarg, Sir, Lord, Captain, Caesar, Lady, Rodin or Synapse

STATS

Cool+1 hard-1 hot+1 sharp+2 weird=0
Cool+2 hard-1 hot=0 sharp+2 weird-1
Cool=0 hard+1 hot+1 sharp+2 weird-1
Cool+1 hard+1 hot=0 sharp+2 weird-1

MOVES

You get all the basic moves. You get *allons-y* and another doctor's 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 or 2:

- One of them saw you coming with your blue box. Tell that player Hx+1
- One of them you'd like to bring along for a ride. Tell that player Hx+2
- You keep to yourself with the others. Tell everyone else Hx-1.

On the others' turns:

- Your blue box told you about one of them. Whatever number they tell you, write Hx+2 next to their character's name.

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 or ambiguous

Vintage wear, tweed wear, colourful wear or casual wear

Handsome face, old face, tired face, unlighted face or aristocratic face

Sharp eyes, kinky eyes, deep eyes, thoughtful eyes or laughing eyes

Slim body, sturdy body, bony body, fat body or angular body

GEAR

In addition to your blue box, detail your personal fashion. You also get oddments worth 1-barter and one of these:

- a screwieid (Ψ-harm ap hand hi-tech loud-optional)
- a weirdo badge (+1 to manipulate while brandishing it)

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

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

stabilised

shattered (-1 cool)

crippled (-1 hard)

disfigured (-1 hot)

broken (-1 sharp)

HX

help or interfere; session end

MAN IN BOX SPECIAL

If you and another character have sex, they become a key to your blue box until you have sex with another character.

IMPROVEMENT

experience ○ ○ ○ ○ ○ > > *improve*

___ get +1sharp(max sharp +3)

___ get +1hard (max hard+2)

___ get +1cool (max cool+2)

___ get +1weird (max weird+2)

___ get a new man in a box move

___ get a new man in a box move

___ get 2 gigs (detail) and *moonlighting*

___ add something special to your blue box

___ 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.

MAN IN A BOX MOVES

● *Allons-y*: when you are in your blue box and you twiddle that knob-a-thing, roll+sharp to move through the World Psychic Maelstrom. On 10+, choose 3. On 7-9 choose 2:

You're close to where you wanted to go

You're blue box isn't in want

You do not suffer Ψ-harm

Nobody sees you coming

On a miss, well you don't get to choose any of the above and you moved only a few feet away or a few miles the other way.

○ *Understand weirdness*: when you are in your blue box and you look through the thing-a-screen-bob, roll+sharp to open you mind to the psychic maelstrom instead of rolling+weird.

○ *Come on! Do it, sweet Blue Box*: when you are in your blue box and you fiddle with the wobbly-jiggle it gets connected in a weird way to the World Psychic Maelstrom. Your blue box gets +augury. Also, unless you hit a 10+ your blue box is in want after performing an augury.

○ *Talk your way out*: when you try to seduce or manipulate someone in a charged situation, roll+sharp instead of +hot.

○ *Now's a good time to run*: name your escape route and roll+sharp. On a 10+ you're running. 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.

○ *Aren't I clever*: when you talk your plan out loud using technical gibberish, roll+sharp. On a 10+ you and all those you included in your plan get +1forward. On a 7-9, you get +1forward, but those included in your plan didn't quite follow your thought, they get -1forward. On a miss, it did sound like a good idea, but the MC gets to make a move as hard as he sees fit.

OTHER MOVES

GEARS & BARTER

HOLDS