

COMPANION

Choose a companion:

- doll, stuffed animal, blanket, charm, or a piece of one. can take 1 harm. +2 companion. want: desertion
- pet animal. can take 2 harm. +1 companion. want: desertion, hungry
- hunted adult. can take 3 harm and carry weapons or armor. +0 companion. want: desertion, hungry, found
- invisible friend. can't be physically harmed, but can only take 1 harm from direct-brain-whisper-projection, etc. +0 companion. want: desertion

And choose two options

- is a "ghost" or is possessed by "ghost". +read dead person. want: +haunting
- is tough or armored. companion gets +2 armor
- is vicious or armed. +sic 'em, want: +savagery
- knows what's going on. +insight. want: +judgment
- loyal. +1 companion
- scrounges/lucky. +1 barter

Companion names: Spot, Yeller, Paws, Tiger, Beelzy, Monkey, Blankie, Casey, Jimmy, Dolly, Mister Bun, Baby, Arnie.

Dear MC: The companion counts as an ally as if the player rolled 12+ on advanced manipulate ...unless in want.

COMPANION MOVES

Insight: as per Hocus

Sic 'em: go aggro +1, 2 harm.

Read Dead Person: You can read a dead person if you're with their corpse / at their grave / at the place they haunt (up to the MC).

10+: ask 2 questions, they'll answer truthfully (as they see it)

7-9: ask 1 question, they'll answer truthfully (as they see it)

On a miss, they're haunting you.

COMPANION WANTS

Haunting:

Take -1 ongoing unless you're doing what the haunt wants, until you've done what they want.

Found:

Your companion is found by people hunting him.

NAME

COMPANION

HARM



TAGS

Introducing

THE ORPHAN

Apocalypse World ain't no place to have a kid. Maybe back in the day they would have been able to play on a playground, cuddle a doll, hug their momma. These days, they'll do whatever to survive, just like anyone else. Course, for a kid to survive in Apocalypse World, they're gonna need a friend.

a character playbook for

APOCALYPSE WORLD
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www.apocalypse-world.com

ADDITIONAL RULES

INSIGHT

When you use your followers for insight, ask your followers what they think your best course is, and the MC will tell you. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue that course but don't accomplish your ends, you mark experience.

ALLY

On a 12+, only if they're an NPC, they do it, and furthermore you change their nature. Choose one of the following; tell the MC to erase their threat type altogether and write it in instead.

- ally: friend (impulse: to back you up)
- ally: lover (impulse: to give you shelter & comfort)
- ally: right hand (impulse: to follow through on your intentions)
- ally: representative (impulse: to pursue your interests in your absence)
- ally: guardian (impulse: to intercept danger)
- ally: confidante (impulse: to give you advice, perspective, or absolution.)

This is serious business and don't risk the players' trust by fucking around with it. Take that NPC out of whatever front she's in, list her in a whole new place, home instead of the home front.

Furthermore, stop looking at this NPC through crosshairs. She has been set apart, safe from casual death, to a higher purpose.

By now the players are bone weary from knowing that every single NPC is, at her heart, only a potential threat to them. Now, this one person, they can breathe.

Image woodleywonderworks@flickr

THE ORPHAN

CREATING AN ORPHAN

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

NAME

Alfa, Cal, Davey, Dingo, Dog Boy, Dog Girl, Dogmeat, Max, Rex, Rocky, Huck, Jody, Soy, Billy, Lyre, Timmy, Fin, Ichi, Wolfboy, Kid, Newt, Conrad, Jase, Scratch, Annie, Daisy, Knives

STATS

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

MOVES

You get all the basic moves. You get **companion**, and then choose 2 more orphan 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 one or both:
 • One of them knew your parent. Tell that player Hx+2.
 • One of them was mean to or about your Companion. Tell that player Hx-2.
 Tell everyone else Hx-1. You haven't been around long enough to have a history.

On everyone else's turn, listen to what they tell you, and you can choose the following:

• One of them went out of their way to be nice to your Companion. Whatever number they tell you, add 1 to it. (Max+3)

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, hard to tell
 Tween, teen
 Scrounged clothes, dirty clothes, overlarge clothes, fatigues with rolled sleeves

Expressive face, dirty face, freckled face, sunburnt face, innocent face
 Shifty eyes, penetrating eyes, sad eyes, blaming eyes
 Gaunt body, quick body, small body, chubby body

GEAR

You start with the clothes on your back, your companion, and that's 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

STATS MOVES

COOL

do something under fire

highlight

HARD

go aggro; seize by force

highlight

HOT

seduce or manipulate

highlight

SHARP

read a sitch; read a person

highlight

WEIRD

open your brain

highlight

HARM

countdown

12

9 3 6

stabilized

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

HX

help or interfere; session end

ORPHAN SPECIAL

(Kid cannot be your second playbook.)

If you and another character have sex, or if your companion is killed or destroyed, you grow up. Take the "Change your character to a new playbook" improvement immediately.

IMPROVEMENT

experience ○○○○⊙>>>improve

__ get +1hard (max hard+2)
 __ get +1hot (max hot+2)
 __ get +1sharp (max sharp+3)
 __ get +1weird (max weird+3)
 __ get a new orphan move
 __ get a new orphan move
 __ get another option for your companion
 __ 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.

ORPHAN MOVES

- **Companion:** At the beginning of each session, roll+Companion. On a 10+, everything's hunky dory. On a 7-9, choose one want. On a miss, choose two wants.
Companion wants only last one session even if you don't resolve them in the fiction - if desertion, and you make your roll the next session, you find them / they come crawling back - if haunting, the -1 ongoing comes to an end.
- **Persistent Bugger:** Use sharp instead of hot to manipulate.
- **Creepy Kid:** +1 weird.
- **Scary Companion:** take an additional option for your companion.
- **Slippery:** you can get out of sticky situations and confinements. Works like eye-on-the-door, but can get you out of anything. (What's left behind will often be your companion, though ...)
- **I'm Your Little Monkey Wrench:** you can aid at +2 instead of +1.

GEAR & BARTER

OTHER MOVES

HOLD