

■SYMBOL OF AUTHORITY

You have a symbol of authority, the foundation on which your righteousness lies:

○ a slip of paper from a local hardholder

○ a rusty metal insignia of old

○ a sword (3-harm hand)

○ a tattoo of _____

If you lose it, you can get a new symbol - but it must be something else. If all four options are lost, you are shit out of luck.

Stop or I'll shoot!: when you use your symbol to declare your authority, roll+hard. On a hit, they have to choose: submit or fight right now. On a 10+, you decide how they submit; or you get the drop on them. On a miss, they are unimpressed - and so are any spectators..

■BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for one act of murder, extortion or other violence; one week's employment as bodyguard or gang leader; one month's employment as thug-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: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; 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 SHIELDBEARER

Even in Apocalypse World, there are those who uphold the laws of old, who dispatch justice in their wake, who see the difference between right and wrong. Charged by a higher authority or by their own moral convictions to pass judgment and deliver retribution, the Shieldbearer walks the scorched earth and rides the poisonous waves of Apocalypse World.

a character playbook for

APOCALYPSE WORLD

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■ADDITIONAL RULES

ADVANCED READ A PERSON

On a 12+, hold 3, but spend them 1 for 1 to ask any question you want, not limited to the list.

ADVANCED SEDUCE

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.)

MOONLIGHTING & GIGS

Moonlighting: you get 2-juggling. Whenever there's a stretch of downtime in play, or between sessions, choose a number of your gigs to work. Choose no more than your juggling. Roll+cool. On a 10+, you get profit from all the gigs you chose. On a 7-9, you get profit from at least 1; if you chose more, you get catastrophe from 1 and profit from the rest. On a miss, catastrophe all around. The gigs you aren't working give you neither profit nor catastrophe. Whenever you get a new gig, you also get +1juggling.

Paying gigs on screen:

Investigating (1-clue / in too deep)

- Profit: the MC can choose whether to come in on the end of the successful gig, or let the whole gig happen in summary, off-screen.
- Catastrophe: the MC can come in on the moment when the gig goes south, or you can summarize the gig going south and come in on the aftermath.



CREATING A SHILDBEARER

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

NAME

Aelia, Tacita, Valeria, Terror, Phrick, Jii, Wiyé, Zetta, Caledonia, Cornelius.

LOOK

Woman, man, ambiguous, transgressing or concealed.

Julius, Longinus, Gaius, Faraway, Arby, Tom, Ray, Dangle, Boggie, Fickle.

Heavy coat, rugged jacket, vest, or chains and leather.

STATS

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

Broad-brimmed hat, weathered hat, helmet, or tin-foiled hat.

Stern face, kindly face, chiseled face, scarred face, or hidden face.

Watchful eyes, weary eyes, old eyes, oneeyed, or mad eyes.

Long body, sturdy body, lean body, curvy body, or old body.

MOVES

You get all the basic moves. You also get 2 Shieldbearer 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:
 • Tell everyone Hx=0. You are a stranger to their ways.

On the others' turn:
 • Choose the character most likely to turn up in your path. Whatever number that player tells you, give it +1 and write it next to the character's name. Be ever vigilant.
 • Choose the character which you find most honourable. Whatever number that player tells you, give it -1 and write it next to the character's name. The innocent does not concern you.

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.

GEAR

You get:
 • 1 custom firearm
 • 1 symbol of authority
 • oddments worth 1-barter
 • 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

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

SHILDBEARER SPECIAL

When you and another character have sex, you forgive them their sins and crimes. If they also bring an injustice to you, you **do the right thing** and you must help them, whether you have the move or not.

IMPROVEMENT

experience ○○○○● >>> improve

__get +1cool (max +2)
 __get +1hot (max +2)
 __get +1sharp (max +3)
 __get +1weird (max +2)
 __get a new shieldbearer move
 __get a new shieldbearer move
 __get 2 gigs (investigating+1) and **moonlighting**
 __get a gang (detail) of deputies 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

SHILDBEARER MOVES

○ **A coat, a hat and a gun:** when you spend time following a lead, roll+sharp. On a hit, you're on track and you get face to face with the one who did it, or one that knows who did. On 10+, choose two. On 7-9, choose one:

- someone offers you a bribe worth 1-barter
 - you find 1-clue
 - they don't know you know; or they won't get to you first
- On a miss, you leave yourself vulnerable.

○ **Ain't no trinket:** when you use your symbol of authority to **manipulate** someone, roll+sharp instead of +hot.

○ **Deep blue eyes:** when you **seduce** someone it is advanced. When you do, you may also ask one question as if you've **read that person**.

○ **Do the right thing:** whenever someone comes to you with proof of an injustice or a crime and you decide to help them, they mark experience and you take +1ongoing to any roll you make bringing the wrongdoer(s) to justice.

○ **Get a rope:** when you speak to another PC of an injustice, roll+sharp. On 10+, hold 2. On 7-9, hold 1. You can spend hold, 1 for 1, to make that PC **help** or **interfere** with you, their choice. As they do, you mark Hx with them. On a miss, they have 1 hold over you on the same terms.

○ **Shield of conviction:** when you fight for the sake of somebody else's life or innocence, you get +1armor.

○ **Steely-eyed stare:** when you **read a person** it is advanced, and you can also always ask "are you guilty of a crime?" even on a miss.

CUSTOM FIREARM

Base (choose 1):
 • handgun (2-harm close reload loud)
 • shotgun (3-harm close reload loud messy)
 • rifle (2-harm far reload loud)

Options (choose 2):
 • ornate (+valuable)
 • antique (+valuable)
 • semiautomatic (-reload)
 • 3-round burst (close/far)
 • automatic (+area)
 • silenced (-loud)
 • ap ammo (+ap)
 • scoped (+far, or +1harm at far)
 • big (+1harm)
 • hi-powered (+1harm)

YOUR PIECE

OTHER MOVES