

CABAL

Choose one of these profiles:

- Power+1 reach=0 trust+1 ambition+2
- Power+1 reach+1 trust+2 ambition+1
- Power+2 reach+1 trust=0 ambition+1
- Power=0 reach+2 trust+1 ambition+2

Choose the cabal's leader type:

- Slaver (impulse: to own/sell people)
- Hive queen (impulse: to consume/swarm)
- Prophet (impulse: to denounce/overthrow)
- Dictator (impulse: to control)
- Collector (impulse: to own)
- Alpha wolf (impulse: to hunt/dominate)

For each point of power, choose an **asset** the cabal possesses:

An odious brainer, a clever savvyhead, a fierce militia, or considerable wealth.

For each point of reach, choose an **asset** the cabal possesses:

A fleet of vehicles, a nearby safehouse, radio communications, or a second agent nearby.

For each point of trust, choose what **leverage** your cabal uses to ensure your loyalty (minimum 1):

Money, promises of power, blackmail, a cure for some affliction or loved ones held hostage.

TASKS

When assigned a task, your cabal expects you to complete it quickly and with as much discretion as possible. Complete a task successfully and you get +1trust (+2trust if it was risky). Failure means you get -1trust (again, -2trust if it was risky).

You may call upon your cabal to employ its resources on your behalf during the course of a task. You may make use of one **asset** for each point of trust the cabal possesses (assuming you have a positive trust score; if it's negative you're on your own). Compromising an **asset** or wasting resources without results will give you -1trust.

Trust cannot be raised higher than +3 or drop lower than -3. Any time your trust would increase beyond +3, it resets to trust+1 and you may call upon one of your cabal's **assets** for personal use (your bosses are happy with you). Any time your trust would drop below -3, it resets to trust-1 and the MC will have the cabal twist the screws, possibly by bringing its **leverage** into play or employing one of its **assets** against you (to teach you a lesson).

LEADER	
POWER	TRUST
AMBITION	REACH
ASSETS	
LEVERAGE	

Introducing

THE TURNCOAT

In a world filled with concrete compounds and gangs of gunluggers, hardholders war upon each other with abandon, making moves as hard and direct as they like. It's just that sometimes hard and direct won't get the job done. Sometimes they need a watchful eye, a deft hand, a knife in the dark. Sometimes they need someone like you.

Who knows? If you keep your target in sight, your employers happy and the locals in the dark, you just might get out alive.

a character playbook for

APOCALYPSE WORLD

by Nick Doyle with
thanks to Michael Pfaff.

ADDITIONAL RULES

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.

COVERT GEAR

You possess two:

- poison syringe (3-harm ap tag)
- silenced 9mm (2-harm close hi-tech)
- 3-barter for bribes
- deep ear plugs (worn, hi-tech) [brainer]
- garrote (2-harm ap intimate)
- miniaturized radio (hi-tech)
- explosive charge (4-harm area messy timer)
- blackmail information, *treat as leverage when manipulating*



THE TURNCOAT

CREATING A TURNCOAT

To create your turncoat, choose name, look, stats, moves, cabal, and Hx.

NAME

Connor, Doyle, Flemming, Six, Fisher, Born, Jack, Boris, Sterling, or Chuck.

Simone, Tara, Harriet, Emma, Sarah, Natasha, Modesty, Lana, or Mallory.

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get **Intrigue!** and any two other turncoat 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-1. Your life depends on keeping secrets.

On the others' turns, for each, ask yourself: are they going to get in the way of you carrying out your work?

- If not: whatever number that player tells you, write it next to the character's name.
- If they are: whatever number that player tells you, give it +1 and write it next to the character's name. They have your attention.

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, ambiguous, or transgressing.

Luxe wear, utility wear, scrounge wear, casual wear, or scavenge wear.

Friendly face, open face, worn face, soft face, handsome face, or honest face.

Cool eyes, calculating eyes, clear eyes, sharp eyes, appraising eyes, or guarded eyes.

Sturdy body, slim body, wiry body, fat body, tall spare body, or stocky body.

GEAR

You get:

- 1 handy weapon
- 2 covert gear
- oddments worth 2-barter
- fashion suitable to your look including at your option a piece worth 1-armor(you detail)

Handy weapons (choose 1):

- 9mm (2-harm close loud)
- big knife (2-harm hand)
- hunting rifle (2-harm far loud)
- machete (3-harm hand messy)
- magnum (3-harm close reload loud)
- sawed-off (3-harm close reload messy)
- stun gun (s-harm hand reload)

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

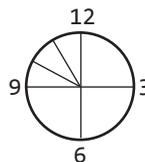
SHARP highlight

open your brain

WEIRD highlight

HARM

countdown



stabilized

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

HX
help or interfere; session end

TURNCOAT SPECIAL

If you and another character have sex, you can request some favour from the other character as though you had rolled 10+ on a manipulation move, and requiring no leverage on your part. They also get -1Hx with you. Guess they don't know you as well as they thought.

IMPROVEMENT

experience ○○○○○>>>improve

- __ get +1hard (max hard+2)
- __ get +1weird (max weird+2)
- __ get +1cool (max cool+3)
- __ get +1hot (max hot+2)
- __ get +1sharp (max sharp+2)
- __ get a new turncoat move
- __ get a new turncoat move
- __ get 2 gigs(detail) and **moonlighting**
- __ 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.

TURNCOAT MOVES

○ **Intrigue!**: your masters often call upon you to perform dangerous or unsavory tasks. At the start of the session, roll+ambition for your cabal. On a hit, you are assigned a task by your masters. On a 10+, the task is *risky*. On a 7-9 it is merely delicate, awkward or inconvenient. On a miss, you are expected only to keep your eyes open for interesting opportunities.

○ **Stick to your story**: when you manipulate or seduce someone, roll+cool instead of roll+hot.

○ **Knife in the dark**: when you attack from hiding or from a circumstance prepared by you in advance, your harm is armor piercing.

○ **Pants on fire**: whenever someone reads you with a move and asks you if you're telling the truth, the answer is always 'yes'.

○ **Slippery**: people must spend twice as much hold as usual to affect you or gain information about you (including through **read a person** or **read a sitch**). If they cannot pay this increased cost you remain unaffected by their move, or they receive no information pertaining to you. Additionally, characters may not carry +forward against you.

○ **Break and enter**: you are talented at gaining access to places you have no business being (eg. the hardholder's quarters, the armoury's grenade cache, or out of a locked cell). When you attempt to enter or exit such a place, roll+cool. On a 10+, choose 3. On a 7-9, choose 2:

- you get where you wanted to be.
- you remain undetected while getting there.
- you leave no trace of ever having been there.
- you stumble across something useful or interesting along the way.

○ **In the wind**: 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.

GEAR & FASHION

OTHER MOVES

HOLD