

BARTER

If you're charging someone wealthy for your services, 1-barter (plus expenses) is the going rate for one month's employment as a special advisor or operative. You might also charge 1-barter for a single use of your current ritual if it's not costly to you to perform.

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; 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.

GEAR & BARTER

MYSTIC FOCUS

POWER

Introducing

THE WITCH

In Apocalypse World there are folk who can do things -- things that others can't, maybe even things that no one could do back in the Before. Isn't that special? Since the dawn of time, there've been those that could do stuff the rest couldn't. The old woman who knew things she shouldn't. The man who could be in two places at once. This psychic miasma isn't new; it's just louder now.

An unofficial character playbook for

APOCALYPSE WORLD

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MYSTIC FOCUS

Your mystic focus is the center of your arcane power. As your source of power, it is a crucial element in your rituals. Maybe it's your totem bag, a spot where two ley lines cross or whatever. Detail your focus, note its tags and determine its power limit:

By default, a mystic focus has a power limit of 2.

Choose a size: ○ small +portable, power limit-1; ○ large and heavy +awkward, power limit+1; ○ location +stationary, power limit+3

Choose 0-3 of the following, each includes power limit+1: +conspicuous, +independent, +vulnerable, +well-known, need:to-be-heated, need:to-be-worn, need:frequent-attention, need:blood, (other tags or needs that your MC approves are fine, too)

Your focus starts the first session half-full (round up).

Examples:

Java's focus is this huge book of maps -- like three feet tall by two feet wide and maybe two inches thick. You know books from the old days with their cloth and cardboard covers? This one has two metal plates wrapped in leather or skin or some shit instead. And Java draws pictures and words in human blood over the old-time maps of places that probably never were. +awkward, need:blood, power limit=4, starting power=2.

Marten carries the jawbone of an ass. It's small enough to fit in a cargo pocket of his pants. But everyone knows it's his source of power -- the damned thing hums. +portable, +conspicuous, +well-known, power limit=3, starting power=2.



