

RUIN RUNNER GEAR

Practical weapons (choose 2):

- sawed-off (3-harm close reload loud messy)
- 9mm pistol (2-harm close loud)
- big knife (2-harm hand)
- crowbar (2-harm hand messy)

Nomad gear (choose 2):

- multitool
 - Choose an extra option on a hit with **Good enough!**
- remote detonator (hi-tech)
 - With reasonable foresight or planning, any terrain is considered dangerous and inflicts +1harm.
- pack animal (valuable alive)
- bolthole
 - A small, hidden shelter with supplies to last a couple days.
- detailed maps
 - Some battered and antique, some rough and hand-drawn, giving +1 forward when navigating terrain.
- hidden cache
 - Oddments worth 3-barter hidden far away from prying eyes.

GEAR & BARTER

BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for: *obtaining a particular and hard-to-find object, a week spent gathering supplies of a specific type, or a month's casual employment dragging back whatever crap you happen upon out there.*

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: *any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; 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 ajangle and expect to find hi-tech or luxe eternal.

Introducing

THE RUIN RUNNER

Choppers need bikes. Drivers need cars, gunluggers need guns, hardholders need armor and rebar and whatnot. Who the fuck knows what savvyheads need down in their shops. Trouble is, folks ain't makin stuff like they used to in Apocalypse World. So you gotta go out there and find it, or something near enough.

And for someone who knows where to look, it's all just sitting there for the taking ...

a character playbook for

APOCALYPSE WORLD

Based on "The Scrapper"
by Jeff Russell

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.

LANDSCAPE THREATS

You can't use these — they're the MC's — but you might find them interesting.

Landscapes:

- Prison (impulse: to contain, to deny egress)
- Breeding pit (impulse: to generate badness)
- Furnace (impulse: to consume things)
- Mirage (impulse: to entice and betray people)
- Maze (impulse: to trap, to frustrate passage)
- Fortress (impulse: to deny access)



CREATING A RUIN RUNNER

To create your ruin runner, choose name, look, stats, moves, gear, and Hx.

NAME

Finger, Grub, Paydirt, Michael, Kay, Trashcan, Thirds, Hairshirt, Kentucky, Abby, Braham, Grips, Lester, J-cat, Gabe, Earnest, Nickles, Spencer, Warble, Gaz, Plumtree, or Lowdown.

STATS

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

MOVES

You get all the basic moves. You get **Scavenger** and 2 other runner 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 1, 2 or all 3:
- One of them has travelled with you in the wastes. Tell that player Hx+2.
 - One of them used to be your lover. Tell that player Hx+1.
 - One of them once sent you on a wild goose chase. Tell that player Hx-1.
 - Tell everyone else Hx=0.

On the others' turns:

- For everyone, whatever number they tell you, write it next to the 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, ambiguous, transgressing, or concealed.

Utility wear, scrounged wear, mismatched wear, or casual wear.

Weathered face, bony face, grimy face, friendly face, or crooked face.

Quick eyes, hard eyes, darting eyes, squinting eyes, weary eyes, calculating eyes, bright eyes, or sharp eyes.

Strong hands, scarred hands, nimble hands, calloused hands, or steady hands.

Sturdy body, wiry body, fat body, slight body, bent body, or energetic body.

GEAR

- You get:
- 2 practical weapons
 - 2 nomad gear
 - oddments worth 3-barter
 - fashion suitable to your look including at your option a piece worth 1-armor (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

IMPROVEMENT highlight

EXPERIENCE ○○○○○>>>improve

countdown

12

9 3

6

stabilized

shattered (-1cool)

crippled (-1hard)

disfigured (-1hot)

broken (-1sharp)

HX **help or interfere; session end**

RUNNER SPECIAL

If you and another character have sex, they gain 1-hold. They can spend it to have you arrive, right there, anytime.

IMPROVEMENT

experience ○○○○○>>>improve

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

RUNNER MOVES

- **Scavenger**: when you dig through remnants of the old times, roll+sharp. On a 10+, choose 3. On a 7-9, choose 1:
 - you find something worth 1-barter
 - you avoid serious trouble
 - you find a salvage-rich area, giving you +1forward the next time you return
 - you're quick about it

- **Good enough!**: when you try to repair something, roll+sharp. On a 10+, choose 3. On a 7-9, choose 1:
 - it'll work more than once or twice
 - you don't cause serious long-term damage to it
 - you don't take -1forward with it 'cause it's crap
 - you don't have to strip something else for parts

- **Pack rat**: when you search your pack for something, roll+sharp. It has to be something that would fit. On a 10+, you happen to have just the thing, or close enough. On a 7-9, you happen to have something pretty close, but it might be worse for wear. On a miss, you used to have just the thing, but it turns out you traded it to somebody in exchange for something shiny.

- **Canny**: when you try to seduce or manipulate someone, roll+sharp instead of +hot.

- **They'd be crazy to follow us in here**: you can roll +sharp to get the effects of going aggro, without going aggro. You and your enemy have to be in dangerous terrain, but you don't have to interact in any way. If the enemy forces your hand, the landscape counts as a weapon (2-harm AP far area).

- **An eye for detail**: you get +1sharp (sharp+3).

HOLD

OTHER MOVES