

TRIBE

You are a member of a tribe. This tribe worships, lives, fights, breeds and dies according to their particular set of beliefs and traditions. Choose the type of tribe you belong to, and choose one of it's traits for your own:

Child Tribe: you are the young survivors of a massacred tribe, or perhaps you exile members who reach the age of adulthood.

- Youthful Vitality: you may ignore the long-term effects of the first debility you suffer.
- Vulnerable: when a PC provides you with aid, protection, care or comfort, they may mark experience.

Savage Tribe: monstrous and cruel, your tribe preys upon its neighbours and conducts dark, bloody rituals.

- Cannibal: when you ritually consume the corpse of someone you have personally killed, mark experience.
- Viscious: when wielding a hand weapon (or your own teeth and nails) you inflict +1harm (+messy).

Decimated Tribe: your people are victims of a terrible slaughter and have been driven from their ancestral land. Only the very young, very old and infirm remain, and they now look to you for support. You gain 1-juggling and the obligation gig: *Protect the tribe* (nothing bad happens to them/ anxiety and desperation).

- Dream Quest: your Elders share their visions with you. Gain +insight.
- Guardian: whenever you protect the tribe from present danger or improve their lot, mark experience.

Nomadic Tribe: your tribe roams far and wide. You have met many different peoples and seen many curious things.

- Trophy: gain a piece of gear from another playbook, even if it's rare, hi-tech or valuable.
- Well-Versed: you may choose an additional sex move from another playbook. If you have sex, you choose which move applies.

Maelstrom Tribe: your tribe lives as much in the psychic maelstrom as it does the physical world. Its members often possess strange abilities.

- Shaman: with time, preparation and the cooperation of your tribe you gain +augury and may roll+weird as standard.
- Dreamer: gain one of the following moves: **bonefeel**, **things speak**, **visions of death**, **casual brain receptivity**, or **seeing souls**.

Wasteland Tribe: your people are hardy, capable, and pragmatic. They live in balance with the land and conduct regular trade with other settlements.

- Waste Not: when using **Wasteland Survival**, you have the additional choice: *gain 1-barter*.
- Helpful: when you provide aid or assistance to someone with no strings attached, you gain +1Hx (if it's a PC) or take +1 forward with them.

Introducing

THE TRIBAL

Gone are the old ways, and the good ol' days. What happens when you've forgotten how to speak, how to act, how to be 'civilized?' You reinvent yourself, and take what you can from the dead world. You've taken the scraps of memory left in the ruins, and from it, a new order - a new culture - has arisen. One that can survive the toxic air, the things that roam, and worst of all, other people.

When the last of your machines break down- when everyone's dying for a drop, you will thrive.

a limited edition character playbook for

APOCALYPSE WORLD

"The Tribal" playbook
originally created by
Dragonraven.

ADDITIONAL RULES

AUGURY

When you use your fellow tribesmen for **augury**, roll+weird. On a hit, you can choose 1:

- *Reach through the world's psychic maelstrom to something or someone connected to it.*
- *Isolate and protect a person or thing from the world's psychic maelstrom.*
- *Isolate and contain a fragment of the world's psychic maelstrom itself.*
- *Insert information into the world's psychic maelstrom.*
- *Open a window into the world's psychic maelstrom.*

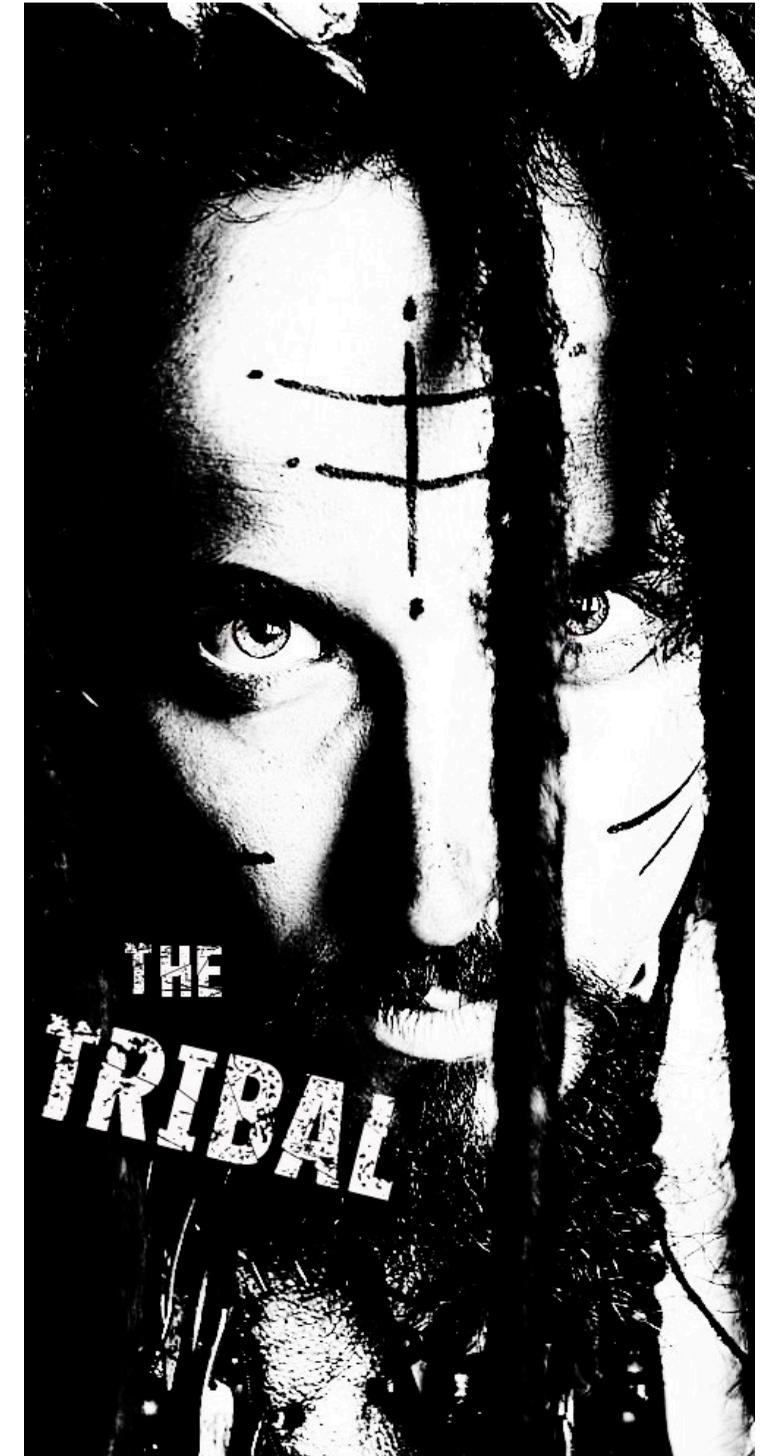
By default, the effect will last only as long as you maintain it, will reach only shallowly into the world's psychic maelstrom as it is local to you, and will bleed instability. On a 10+, choose 2; on a 7-9, choose 1:

- *It'll persist (for a while) without your actively maintaining it.*
- *It reaches deep into the world's psychic maelstrom.*
- *It reaches broadly throughout the world's psychic maelstrom.*
- *It's stable and contained, no bleeding.*

On a miss, whatever bad happens, your antenna takes the brunt of it.

INSIGHT

When you use your tribesmen for **insight**, ask your Elders 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.



CREATING A TRIBAL

To create your tribal, choose name, look, stats, moves, tribe, and Hx.

NAME

Pale Dog, Joe, Zog, Kurtz, Rags, Hunter, Bad Crow, Him, Her, No-No, Mojo, Gungadish, Monkeyboy, Noble, John.

STATS

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

MOVES

You get all the basic moves. You get **Wasteland Survival** and any one other tribal move. You also get one tribe trait.

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 or both:

- One of them once negotiated amicably with your tribal elders. Tell that player Hx+1.
- Members of your tribe have harassed one of them or someone they hold dear. Tell that player Hx+1.

Tell everyone else Hx-1. You have little common ground with outsiders.

On the others' turns, choose 1 or both:

- You helped one of them when they were lost, alone and hurting. Whatever number that player tells you, ignore it; write Hx+2 next to the character's name instead.
- One of them once cheated you or stole from you. Whatever number that player tells you, ignore it; write Hx+2 next to the character's name instead.
- Everyone else, whatever number they tell you, give it -1 and write it next to their character's name. People find your ways strange and confusing.

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.

Leather wear, fur wear, scrap wear, scrounge wear, vintage wear, rugged wear, or display wear.

Noble face, scarred face, tired face, crooked face, or weathered face.

Laughing eyes, serene eyes, wild eyes, pale eyes, or watchful eyes.

Lithe body, scarred body, tattooed body, gaunt body, or muscled body.

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

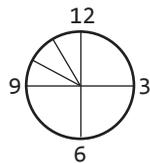
HOT highlight
 seduce or manipulate

SHARP highlight
 read a sitch; read a person

WEIRD highlight
 open your brain

HARM highlight

countdown



stabilized

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

HX
 help or interfere; session end

TRIBAL SPECIAL

If you and another character have sex, you may either take +1Hx with them and give them -1Hx with you, or you take -1Hx with them and give them +1Hx with you. What with the cultural difference and all.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1weird (max weird+2)
- __ get +1cool (max cool+2)
- __ get +1hot (max hot+2)
- __ get +1hard (max hard+2)
- __ get a new tribal move
- __ get a new tribal move
- __ get your second tribe trait
- __ 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.

TRIBAL MOVES

- **Wasteland Survival**: with preparation and the proper materials, you can create the necessities for life in the wastes. Choose a necessity: food, water, shelter, clothing, medicine, simple weapons or armor. Roll +Sharp. On a 10+ pick 3. On a 7-9, pick 2:
 - It can be fashioned quickly.
 - It will last for a while.
 - It is of good quality, capable of adding a minor effect.
 - It can supply up to a small gang.

- **Bushwack**: Prepare before going aggro or seizing by force, which could mean anything from hiding a weapon behind your back to setting snares or even just waiting until nightfall. Right before you make your move, roll +Sharp. On a 10+ pick 3, and on a 7-9 pick 1:
 - The enemy is vulnerable. You inflict either +1 or AP harm.
 - The enemy is disorganized. They inflict -1harm.
 - Your position is secure, and provides you with cover worth 1-armor.
 - The enemy is cut off, and may not retreat the same way they came.

- **Like a Hawk**: You get +1sharp (sharp+3)

- **Somewhere Out There**: Name a person, place, or thing out in the wastes that you want to find. Roll +sharp, and on a hit you know where it is. On a 10+ the MC will choose 2, and on a 7-9 the MC will choose 3:
 - It's far off.
 - It's in hostile territory.
 - It's not exactly where you thought.
 - It's been claimed.
 - It's in danger.
 - It's not what you expected.

- **Quick In**: While fighting with primitive weapons, you gain +1armor (to a maximum of +2).

- **In Every Cloud, A Sign**: When opening your brain to the psychic maelstrom, roll +Sharp instead of +Weird.

TRIBAL GEAR

You get:

- two primitive weapons
- fashion suitable to your look, including at your option a piece worth 1-armor
- oddments worth 1-barter

Primitive Weapons (choose 2)

- spear (3-harm hand/close)
- garrotte (2-harm AP intimate)
- war club (2-harm hand)
- machete (3-harm hand messy)
- bow (2-harm close reload)
- hatchet (2-harm hand/close)
- ceremonial dagger (2-harm hand valuable)
- throwing knives (2-harm close infinite)
- bolas (s-harm, close reload)