

APOCALYPSE WORLD

NAME

LOOK

HX

GEAR AND BARTER

stats highlight

COOL
act under fire

HARD
seize by force, go aggro

HOT
seduce or manipulate

SHARP
read a situation or person

WEIRD
open your brain

HOLDS



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

OPERATOR

- ☐ **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 1; if you chose more, you get catastrophe from the other or others. 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.
- ☐ **Easy to trust:** when you try to seduce or manipulate another player's character, roll+**Hx** instead of roll+hot. An NPC, roll+cool instead of roll+hot.
- ☐ **Eye on the door:** 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.
- ☐ **Opportunistic:** when you interfere with someone who's rolling, roll+**cool** instead of roll+Hx. Asshole.
- ☐ **Reputation:** when you meet someone important (your call), roll+**cool**. On a hit, they've heard of you, and you say what they've heard; the MC will have them respond accordingly. On a 10+, you take +1forward for dealing with them as well. On a miss, they've heard of you, but the MC will decide what they've heard.

If you and another character have sex, get a new obligation gig: keeping [their name] happy (you keep them happy / you fucking blow it). If you and the same character have sex again, don't get duplicate gigs. Just the first time.

CREW

GIGS

experience ○○○○○○

OPERATOR IMPROVEMENT

- ☐ +1cool (max cool+3)
- ☐ +1hard (max hard+2)
- ☐ +1sharp (max sharp+2)
- ☐ a new operator move
- ☐ a new operator move
- ☐ +1 gig and you may change your crew
- ☐ +1 gig and you may change your crew
- ☐ abandon an obligation for good
- ☐ a move from another character type
- ☐ a move from another character type
- ☐ retire your character (to safety)
- ☐ create a second character to play
- ☐ change your character to a new type
- ☐ choose 3 moves and expand them
- ☐ expand the other 4 moves
- ☐ +1 to any stat (max +3)

MORE MOVES