

THE LAGUNA DEVICE

It's a small button or pin, not much larger than an inch across, black with a white question mark upon. It's the Mystery Agent sigil, and it has—excuse me, *had*—the power to send aberrant personalities to the depths of ██████████ while keeping the Agent ██████████ from most kinds of ██████████. It is critical to remember that the Lacuna Device can only ██████████ if it is ██████████ before use. It also behooves an Agent to remember that he or she is only issued one (1) Device. If it is lost, you must fill out an incident report (Form ██████████) and review the circumstances with ██████████, ██████████, and a representative of Control.

Use instructions:

*Pin the button on that HP:
Make a wish and count to three.*

GEAR & BARTER

BARTER _____

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 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 AGENT

They told you in the ready-room what to expect. “Prague on a rainy night,” Mythography said. “Trenchcoats, cigarette smoke, and motorcars.” A Blue City, a ██████████, some kind of Lacuna. Perhaps a Mysterious Girl.

... but **this** place – it's too hot. Too bright. Too dry. Too dark. Too loud. Too wet. Too violent. And everyone – *everyone* – is a Hostile Personality. It makes you wonder if maybe [REDACTED] is [REDACTED].

>> *This is Control. You may experience intermittent static in the next few hours.*

a mostly-joking character playbook for

APOCALYPSE WORLD

bashed together by madu, with
apologies to baker & sorenson
(© the respective real authors)

ADDITIONAL RULES

[illegible]

CREATING AN AGENT

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

NAME

“Agent” plus one of: Chambers, Gardiner, Miner, Wagner, Chessman, Stuart, Warner.

Cleaver, Heard, Falconer, Faulkner, Killer, Key, Ward, Trapp, Miner, Smith.

STATS

Choose one set:

Force: Cool+1 Hard+2 Hot=0 Sharp=0 Weird=0

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

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

Balanced: Cool=0 Hard+1 Hot=0 Sharp+1 Weird+1

MOVES

You get all the basic moves plus **Lacuna Device**, plus 2 Agent moves. You begin with Blue Clearance (+1).

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. You’re a ████████.

On the others’ turns, choose 1, 2, or all 3.

- One of them knows something about this place that will ████████ you when the ████████ is ready for ████████. Whatever they tell you, add +1.
- One of them is almost *certainly* a spy for Control, or a Spider in a clever mask, or an extra-Hostile Personality. You think. Maybe. Whatever they tell you, subtract 1.

- One of them eerily resembles your Mentor. Whatever they tell you, ignore it and write Hx +2.

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, or ambiguous.

Somber luxe wear, low-key luxe wear, crisp dark luxe wear, black ████████ luxe wear.

Quirky face, narrow face, worried face, sober face, cold face, blank face, dour face, wan face, smirking face.

Calm eyes, crazy eyes, steady eyes, darting eyes, vacant eyes, clear eyes, hooded eyes, dreaming eyes, frightened eyes.

Lean body, twitchy body, still body, blocky body, curvy body.

GEAR

You get:

- a Lacuna Device
- 1 handy weapon
- fashion suitable to your look, which is to say a black two-piece suit, white shirt, sturdy black shoes, and a black tie.
- a pair of stylish sunglasses

Handy weapons (choose 1):

- 9mm (2-harm close loud)
- fighting knife (2-harm hand)
- magnum (3-harm close reload loud)
- 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

COOL

do something under fire

☐ highlight

HARD

go aggro; seize by force

☐ highlight

HOT

seduce or manipulate

☐ highlight

SHARP

read a sitch; read a person

☐ highlight

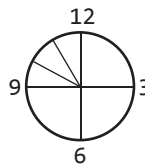
WEIRD

open your brain

☐ highlight

HARM

countdown



☐ stabilized

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

HX

help or interfere; session end

AGENT SPECIAL

If you and another character have sex, you incrementally become more a part of the Apocalypse World. Swap out one of your Agent moves (████████) for a move from another playbook - like, right now. Whatever move you pick, you’re stuck with that playbook until you’ve been fully assimilated.

IMPROVEMENT

experience ○○○○○>>>improve

- ___ get +1hard (max hard+3)
- ___ get +1cool (max cool+2)
- ___ get +1weird (max weird+3)
- ___ get +1sharp (max sharp+3)
- ___ get a new agent move
- ___ get a new agent move
- ___ get a gig (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)
- ___ wake up on the Slab (leaving AW behind)
- ___ create a second character to play
- ___ raise your clearance to Black, gain **augury**
- ___ choose 3 basic moves and advance them.
- ___ advance the other 4 basic moves.

AGENT MOVES

● **Lacuna Device**: when you pin the Lacuna Device on someone and turn it 1/4 turn to the right, roll +Clearance. On a 10+ hold 2; on a 7-9 hold 1. In the Blue City, so you hear, the Device would ████████ the ████████, dispatching your foe. Here, they just get sucked briefly into the psychic maelstrom and spit out an instant later. Spend hold 1 for 1 to:

- shift the target 1 range increment (hand to close, close to far, etc.)
- inflict Ψ-harm
- inflict 1-harm ap
- cause the target to drop or lose track of something important
- force complete ████████████████ of the target’s ████████ (only use ████████).

○ **Deep Blue Clearance**: your Clearance goes to +2. You may designate a single NPC as a Hostile Personality: you take +1 ongoing against them until they die, you revoke the designation, or ████████.

○ **Good Cardio**: at the beginning of the session, roll +Hard. On a 10+, hold 3. On a 7-9, hold 2. Spend 1 hold to reroll 1 die on an Agent move or an attempt to Go Aggro or Seize by Force.

○ **Aggression**: whenever you inflict harm, you may choose to inflict +1 harm: if you Seize a thing by Force, and it’s hand-sized, portable and vulnerable to breakage (a firearm or hi-tech item) you may declare it broken and useless, hit or miss.

○ **Intuition**: add your Clearance to *either* Read a Sitch *or* Person rolls.

○ **Logistics**: when you need a thing, hand-sized and worth no more than 1-barter, you can roll +Weird and pull it to you through the psychic maelstrom. On a 10+ it appears on your person – in a pocket, holster, etc. as appropriate. On a 7-9 it’s not quite what you hoped for – the wrong caliber, a butter knife instead of a boot knife. On a miss you get what you wanted, but it comes to you with clear hallmarks of the psychic maelstrom.

HOLD

OTHER MOVES