

Introducing

THE BEAST

You have control of a giant monster (2-harm small gang 0-armor). If you ever lose control of your beast, you can regain control by either allowing it to indulge one of it's impulses or by acting under fire. Give your beast a name.

- Choose body:
- Humanoid. Impulse: mimicry.
 - Insect. Impulse: hoard.
 - Lizard. Impulse: consume.
 - Mammal. Impulse: mate.
 - Avian. Impulse: vanity.
 - Mutant. Impulse: shatter sanity.
 - Synthetic. Impulse: dissemble & analyze.

- Choose 2 abilities:
- breath weapon (fire/lightning/acid/etc., 2-harm far area). Impulse: show off.
 - claws (3-harm hand messy). Impulse: destroy.
 - superior cunning (+insight). Impulse: lead into danger.
 - heavily armored (2-armor). Impulse: to rest.
 - wings/burrowing/other unique movement. Impulse: escape.
 - camouflage. Impulse: to frighten.
 - psychic power (Ψ-harm ap close quiet). Impulse: to corrupt.

- Give your beast a personality:
- aggressive. Impulse: fight.
 - protective. Impulse: seeks attention.
 - energetic. Impulse: make mischief.
 - shy. Impulse: to hide.
 - creepy. Impulse: to butcher.

- How do you control it?:
- whips, threats and constant oversight. Impulse: retribution.
 - psychic link. Impulse: to follow the psychic maelstrom.
 - bribes of "special" food. Impulse: consume.
 - sheer luck, or you have no idea why it listens to you. Impulse: do random shit.
 - apocalypse electronics. Impulse: MC's prerogative.

YOUR BEAST

NAME

DESCRIBE ABILITIES:

HARM

countdown

12

9

3

6

○ stabilized

IMPULSES

HARM

ARMOR

Introducing

THE BEAST MASTER

The Apocalypse didn't just take away Society, Security and shiny things. It didn't just give us blazing deserts, a sky filled with smoke and the constant whispers in our heads. It gave us monsters too. Giant engines of destruction and unending horrors in the night. Sure we have enough firepower to keep them away for now, but some people catch them and bring them under control.

We call them the masters of the monsters.

a character playbook for

APOCALYPSE WORLD

by Tim Franzke & Patrick H. Downs
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www.apocalypse-world.com

ADDITIONAL RULES

BREEDING PIT / TRAINING GROUND

Choose which of the following your pit includes. Choose 3: a stable, a chemical laboratory, a controlled growing environment (greenhouse), skilled labor (Taarna, Quay, Jamy), a junkyard of raw materials, a mud spring, weird-ass electronica, a high fence, a surgical suite with medicine, giant chains and a collar, a track & field, a relic of the golden age past, booby traps.

- When you go into your pit and dedicate yourself to training your beast decide what and tell the MC. The MC will tell you “sure, no problem, but...” and then 1 to 4 of the following:
- it's going to take hours/days/weeks/months of work;
 - first you'll have to get/build/fix/figure out ____;
 - you're going to need ____ to help you with it;
 - it's going to mean exposing yourself (plus colleagues) to serious danger;
 - you're going to have to add ____ to your workplace first;
 - it's going to take several/dozens/hundreds of tries;

The MC might connect them all with “and,” or might throw in a merciful “or.” Once you've accomplished the necessities, you can go ahead and accomplish the thing itself. The MC will stat up a new move, give you a modifiation to your beast, or whatever it calls for.

BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand. A minimum of 2-barter is needed every month to cover your beast's care, maintenance, and/or feeding expenses.

As a one-time expenditure, and very subject to availablilty, 1-barter might count for: *a night in high luxury and company; any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; a week's hire of the protective companionship of a battlebabe or gunlugger; repair of a piece of hitech gear by a savvyhead; a year's tribute to a warlord; 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 oddmments ajangle and expect to find hi-tech or luxe eternal.



CREATING A BEAST MASTER

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

NAME

Ash, Bran, Dar, Dolittle, Hickup, Mono, Mordecai, Tai, Van

LOOK

Man, woman, ambiguous, or transgressing.

STATS

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

MOVES

You get all the basic moves. You get *fetch!* and then choose another beast master move.

HX

Everyone introduces their characters by name, look, and outlook. Take your turn.

GEAR

In addition to your beast, you get:
• 9mm (2-harm close loud)
• whip (1-harm hand close)
• 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.

IMPROVEMENT

Each time you improve, choose one of the options. Check it off; you can't choose it again.

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.

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

12

9

6

3

stabilized

shattered (-1cool)

crippled (-1hard)

disfigured (-1hot)

broken (-1sharp)

HX

help or interfere; session end

BEAST MASTER SPECIAL

When you and another character have sex, they hold 1. They can spend their hold any time to help or interfere with you when you're dealing with your beast, as though they rolled a 10+.

IMPROVEMENT

experience

>>>improve

get +1cool (max cool +2)

get +1hard (max hard +2)

get +1hot (max hot +3)

get +1sharp (max sharp +2)

take another beast master move

or remove one impulse

take another beast master move

or remove one impulse

take another beast master move

or remove one impulse

get a breeding pit and training ground

(acts as a **workspace** for your beast)

take a move from another playbook

take 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

BEAST MASTER MOVES

Fetch!

when you command your beast to do something or get something for you (a person, a vehicle, a weapon, etc.), roll+hot. On a 10+, the beast does exactly what you want or comes back with what you wanted, no problems. On a 7-9, choose 2:
• the beast doesn't do **exactly** what you wanted it to do, but its close (MC's call)
• the beast is distracted by one of it's impulses
• the beast has to fight someone or through something, its harmed

On a miss, one or more of it's impulses completely distract it from completing the task.

8th Wonder of the Apocalypse

your beast counts as a medium gang. Add the impulse: to crush.

Beast Rider

when you are in battle with your beast, you can go aggro or seize by force with roll+hot instead of +hard.

Law of the Wild

when you let your beast loose to indulge one of it's impulses without exerting commands or regaining control afterward, mark experience.

Milking the Locals

you've been using your beast to make some coin, tell the MC what it is. At the beginning of the session, roll+hot. On a 10+, things are going well, +2-barter. On a 7-9, there's been a hiccup in your routine and you've made nothing, or you can choose to squeeze 1-barter out of the hold but you've overstayed your welcome and a few people want you to leave. On a miss, the session starts with a mob of people coming to kill you and your beast.

Unleashed

when you make your beast display a show of power to intimidate a person or a group, roll+hot. On a 10+, hold 2. On a 7-9, hold 1. They can spend your hold, 1 for 1, by:
• giving you something you want
• fleeing as fast and far away from your beast as possible
• doing something you tell them to

For NPCs, while you have hold over them they can't act against you. For PCs, instead, they can spend your hold to act against you, but they're acting under fire. On a miss, they don't care about your display and the MC should trigger one of your beast's impulses, which it will follow until you regain control.

GEAR & BARTER

OTHER MOVES