

■ YOUR DOG

Choose a name for your dog.

Choose a gender: Male, female, neutral.

The Dog has +2 harm (close), 0 armour, and +Loyal. It can be used for Seize/Aggro rolls like a Gang or Hold, or it can be used through the Tricks move.

Like a Gang or Hold, pick from several stats. Here's a few:

Strengths:

- * This dog's got bite. +1 Harm.
- * The Dog can speak. How is up to you +Verbose.

Weaknesses:

- * The dog is an unwashed cur, a living carpet of disease and muck. +Filthy.
- * Untamed and savage. +Feral.

■ BARTER

The original had no content for this. Just look at the other playbooks, it's mostly the same.

Introducing

THE BOY AND HIS DOG

You can remember the black nights spent dodging murder, then hunting the things that weren't trying to eat you. Afterwards, the two of you managed to pull in somewhere safe, keeping watch while the other slept. Alone, either one of you would be nothing more than a meal, but together you're nothing to be scoffed at. And while people will let you down, fuck you over, stab you in the back, your dog is the one person who will stick with you, through black nights and murder. In Apocalypse World, so many people are separated from love and warmth, but not you. You've got your best friend. You've got your dog.

a character playbook for

APOCALYPSE WORLD
82k+18 D. Vincent Baker
www.apocalypse-world.com

■ ADDITIONAL RULES

Converted to Tri-fold form from DragonRaven's original playbook. All content is credited to him.

Stock Photo from
neriah-stock.deviantart.com.
Photomanipulation by Ego, layout
by Ego (with help from d7's
Scribus Template).



CREATING A BOY & HIS DOG

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

NAME

Ace, Bandit, Blondie, Blood, Blue, Dog
Boy/Girl, Flint, Gibson, Harlan.

LOOK

Hunter, Kringer, Max, McCarthy, Queen,
Shepherd, Snarl, Terry, Trigger, Vic.

Boy, Girl, Man, Woman, Ambiguous.

Army surplus wear, furs and leather wear,
ratty luxe wear, badass ganger wear, rugged
ranger wear.

STATS

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

Filthy face, friendly face, weathered face,
cute face, thin face, quirky face.

Spiteful eyes, guarded eyes, sharp eyes,
twitchy eyes, expressive eyes, warm eyes.

Angular and bony body, wiry body, sturdy body,
chubby body, relaxed body, malnourished body,
fit body.

MOVES

You start off with A Boy Loves his Dog and
Tricks.

HX

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

List the other characters' names.

Go around again for Hx. On your turn,
choose one or both:

- You want to have sex with one of the
characters. Tell them Hx+2.
 - One character has never had a pet. Tell
them Hx-2.
- Tell everyone else Hx=0.

On the others' turns, pick one or both:
• Your dog thinks you should watch that
person. Whatever number they tell you,
give it +1.

• You've had to pack up with that
character, surviving through a particular
period of murder and starvation. Whatever
number they tell you, instead write +2.
Everyone else, write the number they tell
you.

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.

GEAR

You get oddments worth 1 barter.

Pick 2:

- 9mm (2 harm, close, loud)
- Hunting Rifle (2 harm, far, loud)
- Hunting Spear (2 harm, hand or close &
reload)
- Handspike (1 harm, AP, hand)
- Fuck-off knife (2 harm, hand)
- SMG (2 harm, close, area, loud)
- Many Knives (2-harm, hand, infinite)
- Dog Vest worth 1-armour.

Also, the Boy can choose to take armour
worth 1-armour.

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

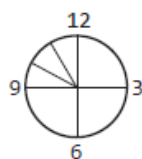
WEIRD

open your brain

☐ highlight

HARM

countdown



☐ stabilized

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

HX

help or interfere; session end

BOY AND DOG SPECIAL

If you and a character have sex, hold 2.
Either you or the other character can spend
the hold to compel the other to help, if
able, or to prevent the other from
interfering.

IMPROVEMENT

experience ○○○○○○>>>improve

- get +1cool (max cool+2)
- get +1hard (max hard+2)
- get +1hard (max hard+2)
- get +1weird (max weird+2)
- get a new Boy and Dog move
- get a new Boy and Dog move
- get 2 gigs (detail) and moonlighting
- get a move from another playbook
- get a move from another playbook

* If your dog dies, you can spend an
advance to gain a new one.

- 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.

BOY AND DOG MOVES

- **A Boy Loves His Dog:** While acoompanies by your
dog:

- * If you do something under fire, add your
dog's fierce.
- * If you try to do something by force, add
your dog's fierce.
- * If you go aggro, ad your dog's fierce to
your roll.
- * If you try to seduce or manipulate someone,
add your dog's friendly.
- * If you read a sitch or a person, add your
dog's alert.
- * If you try to open your mind to the psychic
maelstrom, add your dog's aberrant.
- * If you help or interfere with someone, add
your dog's alert.
- * If someone interfere's with you, add your
dog's dependent to their roll.

- **Tricks:** When you give your dog a command,
roll+Sharp. On a 10+, pick all 5. On a 7-9,
pick 3. On a fail, the dog does not or cannot
obey.

- * The dog obeys immediately.
- * The dog is not harmed or hindered.
- * The dog is not confused, distracted, or
frightened.
- * The dog performs particularly well.
- * The dog performs happily.

- **Scout:** cWhen you read a sitch, a success
will allow you to pick an additional
question. On a 10+, pick two questions
below. 7-9, pick one below. Still take +1
when acting on the answers as normal.
- * Who else has been here?
- * Where can I find _____?
- * Where is safety?
- * What happened here recently?
- * What is secretly going on?
- * How can I best hurt my enemies?

- **Best Friends:** When you help another PC,
mark XP.

- **DON'T FUCK WITH MY DOG:** When fighting
together, you and your dog act as a small
gang: 3-harm, 1 armour, hand/close.

- **Canine Intervention:** Your dog races to
perform a last second save when a NPC or PC
is about to take Harm. Describe how your
dog can come to the rescue. Roll +Sharp for
NPCs, +Hx for PCs. On a success, the dog
reaches in time. On a 10+: Halve the harm,
split the remainder between target and dog.
On a 7-9, subtract 1 and divide the rest
between target and dog. On a fail, both
take the full harm.

GEAR & BARTER

HOLD

OTHER MOVES