

YOUR DOG

NAME

Name your Dog.

If your Dog attacks someone, by default it does 1-harm and has 0-armor. Your Dog has a full countdown clock for taking harm.

Choose it's Strengths, up to 2:
Bloodhound, Clever, Fast, Fierce, Friendly, Healthy, Huge, Independent, Obedient, Small

Choose it's Looks, up to 2:
Compact, Huge, Mangy, Mutie, Mutty, Pretty, Sleek, Well-Bred

Choose one Weakness:
Filthy, Fickle, Horny, Lazy, Loud, Mean, Sickly, Slow

If your Dog dies, you can spend an Improvement to get a new one.

STRENGTHS

LOOKS

WEAKNESS

HARM

ARMOR

HARM

countdown

12

9

6

3

stabilized

GANG

Introducing

THE BOY & HIS DOG

No matter where you go, you're always alone in this world. Sure, there's other people, but they all have their own wants and needs and they're looking out for number one. Not you. You've got a true friend. You've got a Dog.

a character playbook for

APOCALYPSE WORLD

by Willow Palecek
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www.apocalypse-world.com

ADDITIONAL RULES

INSIGHT

When you use your Dog for *insight*, your Dog will indicate the best course, 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.

HARM & HEALING

Harm before 6:00 heals automatically with time. Harm after 9:00 gets worse with time, unless stabilized. If the player marks the segment 11:00 to 12:00 , it means that the character's dead but can still be revived. Any harm past that and the character's dead for reals.

When you *heal another player's character's harm*, you get +1Hx with them (on your sheet) for every segment of harm you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

When you *inflict harm on another player's character*, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you heal someone, you see them more clearly. When you hurt someone, they see you more clearly.

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 availabilty, 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 oddments ajangle and expect to find hi-tech or luxe eternal.



CREATING A BOY & HIS DOG

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

NAME

Alfa, Basset, Bruno, Buddy, Bull, Buster, Cal, Davey, Dingo, Doberman, Dog Boy, Dog Girl, Dogmeat, Husky, Max, Mutt, Pa, Rex, Rocky, Scooter, Spots, Terry, Whisper

LOOK

Boy, girl, or ambiguous.

STATS

Choose one set:

- Cool +1, Hard -1, Hot +0, Sharp +2, Weird +1
- Cool +1, Hard +0, Hot +1, Sharp +2, Weird -1
- Cool -1, Hard +1, Hot +0, Sharp +2, Weird +1
- Cool +0, Hard +2, Hot -1, Sharp +2, Weird -1

MOVES

You get all the basic moves. You get ***bond of loyalty*** and ***tricks***, and then choose 2 boy & his dod moves.

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 closer to animals than people. But if someone else has an animal (like a pet or something), tell them Hx+1. You get along with other animal people.

On the others' turns, listen to what they tell you, and choose one or both of the following:

- One of them went out of their way to be nice to your Dog. Whatever number they tell you, add +1 to it.
- One of them was mean to your Dog. Whatever number they tell you, ignore it, and write down Hx-2.

For everyone else, take the number they tell you and give it -1. You're closer to animals than people.

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.

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

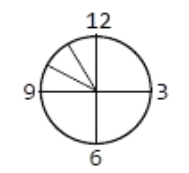
WEIRD

open your brain

☐ highlight

HARM

countdown



☐ shattered (-1cool)

☐ crippled (-1hard)

☐ disfigured (-1hot)

☐ broken (-1sharp)

HX

help or interfere; session end

BOY & DOG SPECIAL

If you and another character have sex, you fall in love with them. If they are a PC, whenever they would use the seduce or manipulate move against you, they treat the roll as if it was an automatic 10+. If they are an NPC, whenever they ask you to do something, you mark xp if you do it, and it's acting under fire if you don't.

IMPROVEMENT

experience ○○○○○>>>improve

☐ get +1cool (max cool +2)

☐ get +1hard (max hard +2)

☐ get +1hard (max hard +2)

☐ get +1sharp (max sharp +3)

☐ get +1weird (max weird +2)

☐ get a new boy & his dog move

☐ get a new boy & his dog move

☐ get a gang (of dogs) and ***pack alpha***

☐ 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

BOY & HIS DOG MOVES

☒ ***Bond of Loyalty***: when someone inflicts Harm on your Dog, you gain an equal amount of Hx with them. When someone Heals your dog, you gain an equal amount of Hx with them. If someone kills your Dog, they set their Hx with you to -3.

☒ ***Tricks***: when you give your Dog a command, roll+sharp. On a hit, the Dog does it. On a 10+, pick two. On a 7-9, pick one:

- your Dog performs particularly well.
- someone your Dog is helping gains +1 forward.
- your Dog isn't harmed or hindered.

On a fail, the Dog will refuse the command, or will fail to carry it out.

☐ ***Animal Lover***: when you read an animal, roll+sharp. On a hit, you may ask them questions as if you had used the read a person move on them.

☐ ***Dog Wisdom***: when you are with your Dog and wonder about what your Dog thinks is the best course of action, gain +insight.

☐ ***DON'T FUCK WITH MY DOG***: when you and your Dog fight together, you count as a small gang with 3-harm and 1-armor.

☐ ***Get 'Em, Boy!***: when you use your Dog to go aggro or seize by force, add +1 to your roll. Increase the harm your Dog does by +1.

☐ ***Somewhere Over the Wasteland***: name a person, place, or thing. Roll+sharp. On a 10+, you know exactly where it is. Choose one from the list, and the MC chooses 1 more. On a 7-9, you have a pretty good idea where to find it. Choose one, and the MC chooses 2 more. On a miss, you only have a vague idea where to find it, and the MC chooses 3, and picks one of those to have double effect.

- it's in dangerous territory.
- it's far, away.
- it's already been claimed.
- it's not quite what you expected.
- it's in danger.

☐ ***Tough Doggie***: your Dog gains +1armor.

GEAR & BARTER

OTHER MOVES