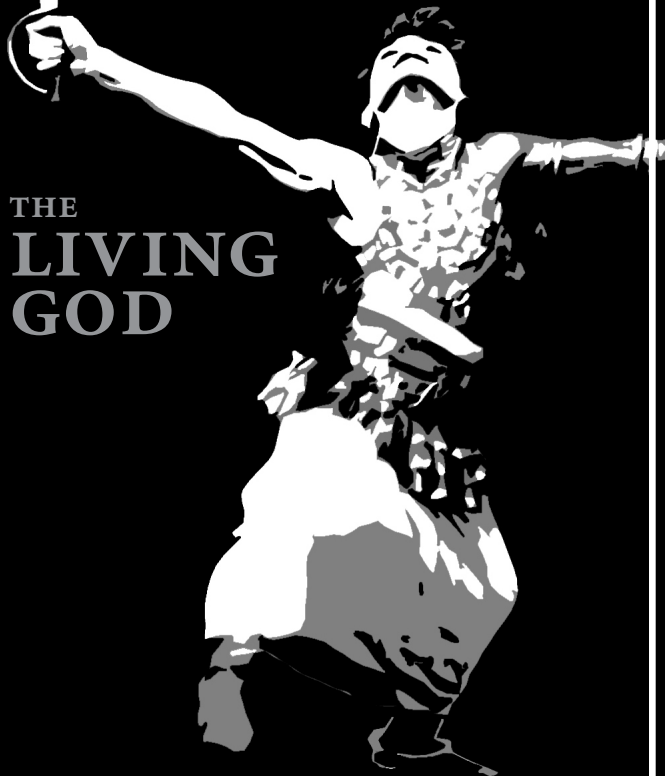




A HOCUS SUPPLEMENT FOR
APOCALYPSE WORLD

THE
**LIVING
GOD**



Folks will tell you there's no gods left in Apocalypse World. They'll say there are no messengers to tell us of heaven's plan, because there is no one up there to make one. But maybe they're wrong.

Once you have lost your followers—renounced them, consumed them, led them to their deaths—you get this move:

Gifts: Fortune, surplus, and want all depend on you now. At the beginning of the session, roll+weird with results as per *Fortunes* (cf). The people around you now receive your surplus and want, with the MC choosing appropriate traits for each community. You do not receive a personal share of barter, rather—when you have surplus—hold 1. You may spend your hold to leave or enter a scene, just like that.

Then, you can take the following as either new hocus moves or moves from another playbook:

Nothing lasts forever: When you attempt to change your current community's fortunes, you must first turn their surplus into want. Then, freely adjust either their surplus or want options—or add a new option. These changes take effect starting next session.

God of war: The people around you always get surplus: +violence and want: +savagery. When you have surplus, choose 1:

- When you commit or incite violence, take +1.
- When you inflict harm, inflict +1harm.
- When you take harm, take -1harm.

Nearest thing to heaven: The people around you always get surplus: +stupor and want: +desperation. When you have surplus, you have access to augury and insight.

Third eye open: Roll+Hx to *read a charged situation* involving another PC, regardless of distance. On a hit, the MC will give you an impression of what's going on, plus the answers to your questions.