

LIBRARY

You have a library of Golden Age maps and books that have been heavily notated and written in.

- Choose 2 options:
- ☐ comprehensive

☐ portable

☐ huge amount of space

☐ hidden

☐ vast bank of knowledge

☐ luxe

☐ duplicate documents you can occasionally sell

☐ pristine

☐ research assistants (Tails & Wall)

☐ booby-trapped

- And choose 1 frailty:
- ☐ coveted

☐ vulnerable

☐ messy

☐ fragile books

☐ requires power

☐ incomplete

- Some places your library details (feel free to include more):
- Dog's Head

• the Flytrap

• the Pits

• the Ghost Plain

• the Goldburn Hill

• North San Boston

• the Underworld

• Bumper Bay

• the Last Forest

• the Zelda

• the Portfolio

• the Water Steps

• Nine Hells

• Great Green Gas Station

• Livingroom

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; 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.

THE SCHOLAR

Back in the Golden Age, everybody was happy and everybody had enough. That's what the hoopla-heads say anyway. The truth wasn't that shiny, but they sure as shit had more and better than we do now. You know this for a fact because you've actually read honest-to-god books from back then.

All the gear and ideas from the Golden Age are still around waiting for someone with the brains to come along and find them. You’ve just got to know where to look.

a character playbook for

APOCALYPSE WORLD

by David Heeney

@2k+10 D. Vincent Baker

www.apocalypse-world.com

ADDITIONAL RULES

FOLLOWERS

By default you have around 20 followers, loyal to you but not fanatical, and they have their own lives apart from you (fortune+1, surplus: 1-barter, want: desertion).

Characterize them: your cult, your family, your students, your scene, your staff.

- Choose 2:
- Your followers are dedicated to you. Surplus: +1barter, and replace want: desertion with want: hunger.

• Your followers are involved in successful commerce. +1fortune.

• Your followers, taken as a body, constitute a powerful psychic antenna. Surplus: +augury.

• Your followers are joyous and celebratory. Surplus: +party.

• Your followers are rigorous and argumentative. Surplus: +insight.

• Your followers are hard-working, no-nonsense. Surplus: +1barter.

• Your followers are eager, enthusiastic, and successful recruiters. Surplus: +growth.

- Choose 2:
- You have few followers, 10 or fewer. Surplus: -1barter.

• Your followers aren’t really yours, more like you’re theirs. Want: +judgment.

• Your followers rely entirely on you for their lives and needs. Want: +desperation.

• Your followers are drug-fixated. Surplus: +stupor.

• Your followers disdain fashion, luxury and convention. Want: +disease.

• Your followers disdain law, peace, reason and society. Surplus: +violence.

• Your followers are decadent and perverse. Want: +savagery.

FORTUNES

Fortune, surplus and want all depend on your followers.

At the beginning of the session, roll+fortune. On a 10+, your followers have surplus. On a 7–9, they have surplus, but choose 1 want. On a miss, they are in want. If their surplus lists barter, like 1-barter or 2-barter, that’s your personal share.



CREATING A SCHOLAR

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

NAME

Egghead, Brain, Pinky, The Head, Book, Word, Deacon, Dean, Monkey, Touch, Moon, Cloudy

LOOK

Man, woman, ambiguous, concealed, or transgressing

Casual, robes, Golden Age uniform, or appropriate environmental gear

Old face, worn face, curious face, open face, or closed face

Bright eyes, cagey eyes, hard eyes, or kind eyes

Tall body, short body, thin body, or soft body

Glasses, gimpy limb, hearing aid, or speech impediment

STATS

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

MOVES

You get all the basic moves. You get *librarian* and two more scholar 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, choose a character you think is smarter than they look; tell that player Hx+2.

Tell everyone else Hx+1 if you share your recovered knowledge easily or Hx-1 if you keep the knowledge for your own purposes.

On the others’ turns, choose the oldest character; whatever number that player tells you, add +1 to it instead.

Everyone else, write whatever number they tell you, as you take people at face value.

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

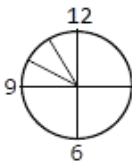
WEIRD

open your brain

highlight

HARM

countdown



stabilized

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

HX

help or interfere; session end

SCHOLAR SPECIAL

When you and another character have sex, you manipulate them as though you’d rolled a 10+ to either go with you on, or stay the fuck away from, your next expedition.

IMPROVEMENT

experience ○○○○>>>improve

- __get +1cool (max +2)
- __get +1hard (max +2)
- __get +1hot (max +2)
- __get +1weird (max +2)
- __get a scholar move
- __get a scholar move
- __remove the frailty of your library
- __get followers (detail) and *fortunes*
- __get a move from another playbook
- __get a move from another playbook

- __get +1 to any stat (hot, 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

SCHOLAR MOVES

● *Librarian*: when you consult your library regarding a region, roll+sharp. Tell the MC that the region is a landscape threat and choose how far away and dangerous the region is:

- far away but relatively safe.
- close but dangerous.
- on the other side of some obstacle.

On a hit the MC will draw you a map and answer questions about the location. On a 10+, ask 3 questions. On a 7-9, ask 1:

- who lived here in the Golden Age, and who lives here now?
- who wants to exploit this area?
- what dangers exist in this region?
- what does this region offer me?
- what has been done most recently here?
- what’s the most valuable thing here?

On a miss the MC will not draw you a map but is free to reveal whatever information they choose; accuracy not guaranteed.

○ *Archeologist*: when you scavenge in a Golden Age ruin, a dangerous territory, or a region described in your library, roll+sharp. On a hit, you find something worth 1-barter. On a 10+, pick 2. On a 7-9, pick 1:

- you find it quickly.
- you find it without getting attacked or into trouble.
- you find an item that is valuable.
- you find an item that is hi-tech.

○ *Book Learning*: you can roll to read a sitch from maps, books or secondhand accounts without actually being there.

○ *Ear to the Ground*: when you meet someone important (your call), roll+sharp. On a hit, you’ve heard about them, the MC will tell you one thing. On a 10+, you get +1 Forward with them. On a miss, you describe what you’ve heard and the MC will (secretly) decide whether or not it’s true.

○ *Intellectual*: you get +1 Sharp (Sharp +3).

○ *Let’s Meet The Real You*: when you roll to manipulate another character, roll+sharp instead of +hot.

○ *Professor*: when a character comes to you for advice, consult your library and tell them what you think is the best course of action. If they follow your advice, they take +1 ongoing in that task and you mark an experience circle.

OTHER MOVES