

SYMBOL OF AUTHORITY

You get one symbol of authority, the foundation on which your righteousness lies:

- ☐ a slip of paper from a local hardholder
- ☐ a rusty metal insignia of old
- ☐ a sword (3-harm hand)
- ☐ a tatoo of _____

If you lose it, you can get a new symbol - but it must be something else. If all four options are lost, you are shit out of luck.

GEAR AND BARTER

BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for one act of murder, extortion or other violence; one week's employment as bodyguard or gang leader; one month's employment as thug-on-hand.

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; the material costs of resuscitation by an angel; repair of a piece of hi-tech gear by a savvyhead; 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.

Introducing

THE SHIELDBEARER

Even in Apocalypse World, there are those who up-hold the laws of old, who dispatch justice in their wake, who see the difference between right and wrong. Charged by a higher authority or by their own moral convictions to pass judgment and deliver retribution, the Shieldbearer walks the scorched earth and rides the poisonous waves of Apocalypse World.

a custom made character playbook for

APOCALYPSE WORLD

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ADDITIONAL RULES

ADVANCING MOVES

Starting at your 6th improvement, you can choose to advance a few of the basic moves. Advancing moves means adding a new clause to it, for when you hit with a 12+. With *deep-blue stare*, you advance *read a person* before your 6th improvement.

When you *read a person*, roll +sharp. On 10+, hold 3. On a 7-9, hold 1. While you're interacting with them, spend your hold 1 for 1 to ask their player questions, 1 for 1:

- is your character telling the truth?
- what's your character really feeling?
- what does your character intend to do?
- what does your character wish I'd do?

On 12+, hold 3, but spend them 1 for 1 to ask any question want, not limited to the list.



CREATING A SHIELDBEARER

To create your shieldbearer, choose name, looks, stats, moves, gear, and Hx.

NAME

Aelia, Tacita, Valeria, Terror, Phrick, Jii, Wiye, Zetta, Caledonia, Cornelius, Julius, Longinus, Gaius, Faraway, Arby or Tom.

STATS

Choose one set:

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

MOVES

You get all the basic moves. You also get 2 shieldbearer moves.

Hx

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

List the other character's names.

Go around again for Hx. On your turn:

- Tell everyone Hx=0. You are a stranger to their ways.

On the others' turn:

- Choose the character most likely to turn up in your path. Whatever number that player tells you, give it +1 and write it next to the character's name. Be ever vigilant.
- Choose the character which you find most honourable. Whatever number that player tells you, give it -1 and write it next to the character's name. The innocent does not concern you.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is the most interesting, and highlight it. The MC will have you highlight a second stat too.

LOOK

Woman, man, ambiguous, transgressing or concealed.

Heavy coat, rugged jacket, vest, or chains and leather.

Broad-brimmed hat, weathered hat, helmet, or tin-foiled hat.

Stern face, kindly face, chiseled face, scarred face, or hidden face.

Watchful eyes, weary eyes, old eyes, one-eyed, or mad eyes.

Long body, sturdy body, lean body, curvy body, or old body.

GEAR

You get:

- 1 reliable weapon
- 1 symbol of authority
- oddments worth 1-barter
- fashion to suit your look (your detail)

Reliable weapons (choose 1):

- .38 revolver (2-harm close reload loud)
- big knife (2-harm hand)
- hunting rifle (2-harm far loud)
- stun gun (s-harm hand reload)

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	☐ highlight <i>do something under fire</i>
	<i>go aggro; seize by force</i>
HARD	☐ highlight <i>seduce or manipulate fire</i>
HOT	☐ highlight <i>read a sitch; read a person</i>
SHARP	☐ highlight <i>open your brain</i>
WEIRD	☐ highlight

HARM

countdown
12

9

3

6

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

Hx

SHIELDBEARER SPECIAL

When you and another character have sex, you forgive them their transgressions, malfeasances and faults. If they also bring an injustice, you must *get shit done*, and you must decide to help them.

IMPROVEMENT

experience ○○○○○○ >> *improve*

☐ get +1hard (max hard+3)
☐ get +1hot (max hot+2)
☐ get +1weird (max weird+2)
☐ get 1 option for your custom weapon (if any)
☐ get a new shieldbearer move
☐ get 2 gigs (detail) and *moonlighting*
☐ get a gang (detail) of deputies and *leadership*
☐ 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

SHIELDBEARER MOVES

○ *Getting shit done*: Whenever someone comes to you with an injustice, and you decide to help them, they mark experience and you may take +1 to any roll you make bringing the transgressors to justice.

○ *Ain't no trinket*: If you use your symbol of authority when *seducing or manipulating someone*, roll +sharp instead of +hot.

○ *Keeper of the old ways*: When you proclaim the truths of old to another PC, roll +hard. On 10+, hold 2. On 7-9, hold 1. You can spend hold, 1 for 1, to make that PC *help or interfere with you*, their choice. As they do, you mark Hx.
On a miss, you take -1ongoing till you take a bullet with their name on or till they show their true colors.

○ *Gunslinger*: You get a custom firearm (detail). Whenever you use it to *go aggro on someone*, take +1.

○ *Deep-blue stare*: Advance *read a person*.

○ *Shield of conviction*: When you do battle for the sake of someone not you, you gain 1-armor.

OTHER MOVES

HOLD

CUSTOM FIREARMS

Base (choose 1):

- handgun (2-harm close reload loud)
- shotgun (3-harm close reload loud messy)
- rifle (2-harm far reload loud)

Options (choose 2):

- ornate (+valuable)
- antique (+valuable)
- semiautomatic (-reload)
- 3-round burst (close/far)
- automatic (+area)
- silenced (-loud)
- ap ammo (+ap)
- scoped (+far, or +1harm at far)
- big (+1harm)
- hi-powered (+1harm)

YOUR PIECE