

FANS

By default you have about 50 Fans. They love you but they don't know you or live with you. They may live in distant communities from each other but will gather for your fights. By default they have (Surplus: +1barter, +growth. Want: +desertion

Pick two or three descriptions that fit your arena:

Bared flesh, Illusions of the far past, Barbed Wire, Spotlights, Live Hazards, Built hazards, Dirt and Muck

Arena weapons (Choose 2)

- * Ornate dagger (2-harm hand valuable)
- * Chain saw (3-harm hand autofire messy)
- * Mace (3-harm hand messy)
- * Spiked Knuckles (2-harm hand messy)
- * Silver Fire Axe (3-harm hand messy valuable)
- * Buzz Saw Glove (2-harm hand ap messy worn)
- * Chain Lasso (2-harm close)

Practical weapons (Choose 1)

- * 9mm (2-harm close loud)
- * Crowbar (2-harm hand messy)
- * Hidden knives (2-harm hand infinite)
- * Sawed off shotgun (3-harm close messy reload)

Choose 2:

- You have few fans, around 25. Surplus: -1barter
- Your show provides an escape from what is going on in the world. Surplus: +Stupor (but the drug is the show) and Want: +idle
- They take this shit seriously. Want: +reprisals
- Your fans are lunatics. Want: +savagery
- Your fans make a ruckus: Surplus: +violence

FANS

DESCRIPTION	SURPLUS	BARTER
	WANT	

HOLDGEAR & BARTER

Introducing

THE SPECTACLE

The worse off people are, the more their struggles are hopeless, the greater their need to watch bastards in even bloodier, more pointless struggles. You're that bastard and they love you with all of their hearts.

a character playbook for



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playbook by Sean Musgrave, source image by KL Yeam
image by Nathan Orlando Wilson

ADDITIONAL RULES

SURPLUS AND WANT

Barter (1-barter, -1barter, +1barter etc.): when your people are in surplus, you get this much barter to spend.

Growth: when your people are in surplus, their number grows. As a general rule, each period of surplus, they should grow a small but noticeable amount, around 10-15%.

Stupor: when your people are in surplus, they drug themselves into a stupor.

Violence: when your people are in surplus, they “celebrate” by going on violent rampages.

Anxiety: when your people are in want, they freak the hell out. They become paranoid, they hoard, they fear for their survival.

Desertion: when your people are in want, they ditch out on you. Figure on losing 10-15% per period of want.

Idle: when your people are in want, they don’t have anything useful to do with their time. They occupy themselves with whatever seems diverting: they act on their various threat impulses. See the fronts chapter for details, page 138.

Judgment: when your people are in want, they blame you and do not fuck around about it.

Reprisals: your past victims and enemies find a spot where your ass is vulnerable, and hit you there as hard as they can.

Savagery: when your people are in want, their society collapses. Social conventions and basic human relationships break down.

Acts of Worship: When you are in surplus, particular people take superficial action to display their devotion to you. Bowing before you, asking you to mark them, throwing themselves on you, etc. The acts will be extravagant and over the top but not for a prolonged duration.



THE SPECTACLE

CREATING A SPECTACLE

To create your spectacle, choose name, look, stats, moves, fans, arena, and Hx.

NAME

Crocodile, Matador, Slug, Captain Bloody Hands, Felon, Dandy, Seller, Pyramid, Endless Or Prime.

LOOK

Man, woman, androgyne, or concealed.
Showy scrounge wear, fetish wear, formal wear, showy vestaments, ancient armor, or sexy skimpy wear.
Pretty face, striking face, rugged face, scarred face, or lively face
Calculating eyes, shadowed eyes, indifferent eyes, judgemental eyes, hungry eyes, or caring eyes.
Sturdy body, wiry body, huge body, muscular body, athletic body or sensuous body
Partly shaved hair, elaborate fake hair, no hair, beautiful hair, multiple color hair.

STATS

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

MOVES

You get all the basic moves. You get **showman**, and then choose 2 more spectacle 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:
• One of them may think the fights are a barbaric waste of time. Tell their player Hx+3
• Tell everyone else Hx+1.

GEAR

In addition to your fans, detail fashion according to your look. Have some fashion that is 1-armor for fights. Get 2 arena weapons and a practical weapon.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5 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

HARD

☐ highlight

HOT

☐ highlight

SHARP

☐ highlight

WEIRD

☐ highlight

HARM

☐ highlight

do something under fire

go aggro; seize by force

seduce or manipulate

read a sitch; read a person

open your brain

HX

help or interfere; session end

SPECTACLE SPECIAL

If you and another character have sex, roll+The number of people you're having sex with after the first. On a hit, you all take +1 forward. On a miss, you're too much, you all take -1 forward.

IMPROVEMENT

experience ○○○○○>>>improve

__ get +1hard (max hard+3)

__ get +1hot (max hot+2)

__ get +1weird(max weird+2)

__ get a new spectacle move

__ get a new spectacle move

__ choose a new option for your fans

__ get followers (detail) and **fortunes**

__ get an establishment and **fingers in every pie**

__ 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.

SPECTACLE MOVES

• **Showman**: surplus and want depend on your fans. At the end of a **grand display of your skills**, roll+hot. On a 10+, you get surplus from your fans, on a 7-9, get surplus but also 1 want. On a miss get all of the Want.
○ **Hot Commodity**: When a **character other than you sets up a showy display of your skills for profit**, they roll+juggling.(or 0 if they have no juggling) On a hit, a special prize of 2 barter above normal can be made from the competition. On a 7-9, the MC chooses 1 or 2:
- The job is especially dangerous.
- The spectacle has to lose in order to get the prize.
- The spectacle is competing with someone the spectacle has history with.
- The job is somewhere treacherous or difficult to reach.
- The job is just gonzo, weird or embarrassing.
○ **Torrid**: When you **get hurt in a rough and tumble fight**, you can choose to replace 1 point of Harm with a +1 bonus to Hot(max+3) that lasts until the end of the session. You can't replace another point of Harm this way this session.
○ **Tactical Mind**: roll+Hard when Reading a Charged Sitch.
○ **Show off**: roll+Hard when Acting Under Fire as long as you have an audience.
○ **The world's a stage**: When you make a threat through a spectacle of violence, you can go aggro on people indirectly and to people who aren't present. They can't back off and forcing your hand results in s-harm.
○ **Moment of clarity** : When **everyone is watching and time seems to stand still**, choose a primal truth that you want to convey to the audience. Roll +weird. On a hit, they go do something about it, right now. On a 7-9, the truth only occurs to some people, and some people come away with a lie.

OTHER MOVES

BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for: *fighting an opponent in an arena, publicly announcing your faith in your employers, a threat delivered theatricly, one month's employment as a bouncer or figurehead.*
1-barter will cover a month's living expenses, if your tastes aren't too grand. 2-barter will allow you to live in showy luxury, as your fans expect. As a one-time expenditure, and very subject to availability, 1-barter might count for: *any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; 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 aangle and expect to find hi-tech or luxe eternal.