

SUITCASE OF SECRETS

You carry something in your suitcase connected to the apocalypse and it drives you purposefully forward. (choose 1):

- a book filled with names
- a small device that glows
- a gun that shoots something other than bullets
- thousands of slips of green paper
- a mask made of human skin and a knife carved from bone
- a gigantic insect
- black and white photographs
- dozens of objects (you detail; could be coffee cups, lighters, cassette tapes, cell phones, etc.)

What is it?

By default, your suitcase always holds 0-secrets. At the beginning of the session, roll+weird. On a 10+, choose 3. On a 7-9, choose 2:

- Your suitcase holds 1-secret. Choose this again for 2-secrets, or 3-secrets.
- Your suitcase can obscure you from scrutiny. Anyone who reads you is acting under fire.
- Your suitcase is always in hand and deflects others attacks. +1armor.
- Your suitcase is a curious object. Anybody who sees it today must open their brain or suffer -1ongoing for the rest of the session.
- Activate the want of a hold, gang or followers.
- Give a hold, gang or followers a temporary want of your choice.

On a miss, the MC will ask you a question. Answer truthfully.

Whenever any player's character attempts to go aggro, seize by force, or read a person against you, subtract your suitcase's secrets from the roll.

When you consult the suitcase, roll+secret. On a 10+, hold 2. On 7-9, hold 1. You can spend your hold 1-for-1 from the following list:

- Your suitcase has food inside. Enough to feed one person for one day.
- Your suitcase has a weapon inside (tell the MC it's either a distinctive weapon or a weapon that gives pause, your call, and the MC will give you something suitable).
- Your suitcase impresses, awes, or frightens everyone present. They will now treat you with admiration, fear, or revulsion, as appropriate.
- Take +1forward on your next roll.
- While you look into your suitcase it is a conduit to the psychic maelstrom. You may open your brain and treat it as though you rolled 10+.

On a miss, the MC is encouraged to make a hard and direct move.

SUITCASE

SECRETS

Introducing

THE WOLF

The world is a dangerous place filled with smoke and mirrors, it's a steaming pile of crap where others bicker and fight over meaningless twaddle. They circle each other like dogs, waiting to bite the closest friend with a leg up. You're in this world too, but you see through the smoke, you're above the crap, and you have the leash. You just have to teach them all who's really in charge.

a character playbook for

APOCALYPSE IN A WORLD

by Patrick H. Downs
inspired by the Solace
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www.apocalypse-world.com

ADDITIONAL RULES

AUGURY

When you use your suitcase for augury, roll+weird.

On a hit, you can choose 1:

- Reach through the world's psychic maelstrom to something or someone connected to it.
- Isolate and protect a person or thing from the world's psychic maelstrom.
- Isolate and contain a fragment of the world's psychic maelstrom itself.
- Insert information into the world's psychic maelstrom.
- Open a window into the world's psychic maelstrom.

By default, the effect will last only as long as you maintain it, will reach only shallowly into the world's psychic maelstrom as it is local to you, and will bleed instability. On a 10+, choose 2; on a 7-9, choose 1:

- It'll persist (for a while) without your actively maintaining it.
- It reaches deep into the world's psychic maelstrom.
- It reaches broadly throughout the world's psychic maelstrom.
- It's stable and contained, no bleeding.

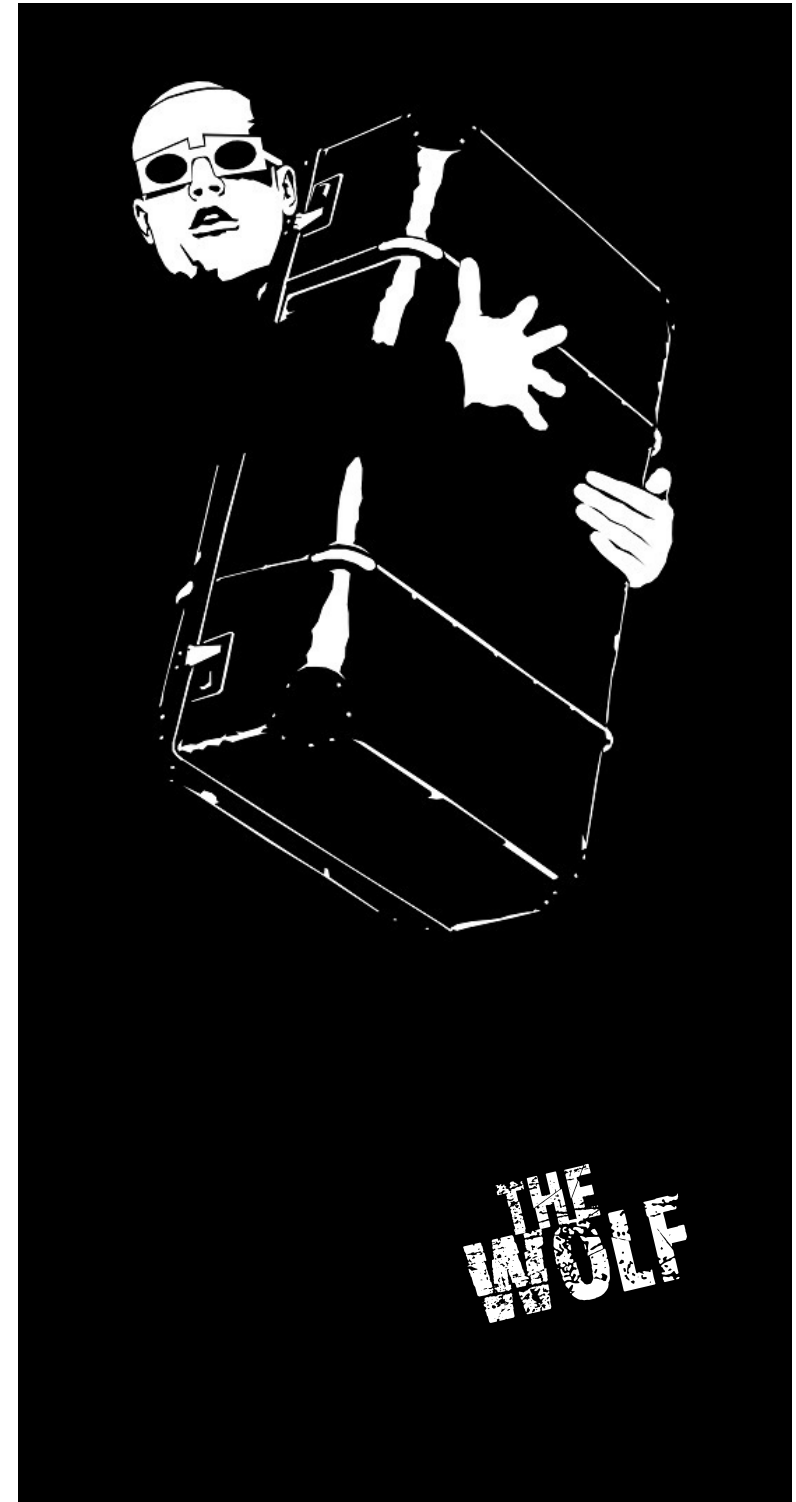
On a miss, whatever bad happens, your suitcase takes the brunt of it.

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 availablilty, 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 WOLF

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

NAME

Clyde, Defoe, Dwayne, Flyboy, Joker, Jonah, Maniac, Pinky, Pooch, Zist

LOOK

Man, woman, ambiguous, transgressing, or concealed.

Ariel, Beatrix, Bobbie, Cleo, Cora, Hildy, Jo, Maddy, Paramour, Xeniar

Casual wear, fashionable wear, fetish wear, or environmental wear appropriate to the local environment.

STATS

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

Broken face, calm face, lovely face, ugly face, scarred face, or wild face.

Calm eyes, laughing eyes, clear eyes, piercing eyes, or wild eyes.

Curvy body, slim body, fat body, skinny body, or tall body.

MOVES

You get all the basic moves. Choose 2 wolf 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 closed off.

On the others' turns, for each, ask yourself: can I twist them to my purpose? can I use them to sow chaos and discord?

• If either answer is yes: whatever number that player tells you, give it +1 and write it next to their character's name. They're part of your pack, whether they know it or not.

• If both answers are no: whatever number that player tells you, write it next to their character's name.

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.

GEAR

You get:
• 1 handy weapon
• oddments worth 1-barter
• a suitcase full of secrets
• fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Handy weapons (choose 1):
• 9mm (2-harm close loud)
• big knife (2-harm hand)
• hunting rifle (2-harm far loud)
• machete (3-harm hand messy)
• magnum (3-harm close reload loud)
• sawed-off (3-harm close reload messy)

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

do something under fire

COOL

☐ highlight

go aggro; seize by force

HARD

☐ highlight

seduce or manipulate

HOT

☐ highlight

read a sitch; read a person

SHARP

☐ highlight

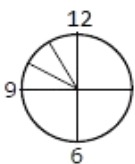
open your brain

WEIRD

☐ highlight

HARM

countdown



☐ stabilized

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

HX

help or interfere; session end

WOLF SPECIAL

When you and another character have sex, you can let their sex move activate, or you may cancel it and then use it for yourself.

IMPROVEMENT

experience ○○○○○>>>improve

- __get +1cool (max cool +3)
- __get +1sharp (max sharp +2)
- __get +1weird (max weird +2)
- __get a new wolf move
- __get a new wolf move
- __get followers (detail) and **fortunes**
- __get a gang (detail) and **leadership**
- __add **augury** to your suitcase
- __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

WOLF MOVES

○ **Bluesight**: When you open your brain to the psychic maelstrom, roll +cool instead of +weird.

○ **Duck hunt**: At the beginning of the session, roll+weird. On a 10+, hold 2. On a 7-9, hold 1. At any time, you can spend your hold to avoid 1 segment of damage inflicted upon you. On a miss, the MC will tell you about somebody new who wants you dead.

○ **Expert eye**: When you read a person, roll +cool instead of +sharp.

○ **He's got a gun!**: When you're in a tense situation, you can say something crazy or sudden and roll+cool. On a hit, other people present react with violence before doing anything else. Choose options. On a 10+, choose 3. On a 7-9, choose 2:
• you are not targeted in the initial exchange
• somebody takes a blow meant for you
• you get away from the fight
• name one of the characters present, if they strike first they mark experience, if it's an NPC they definitely strike first
• name one of the player's characters that is not present, they show up and start the fight, if they don't want to they're acting under fire
On a miss, nobody needs to start fighting if they don't want to and you are no longer exempt from getting hit first if they do.

○ **Howling in the wind**: At the end of the session, when you would normally choose a character who knows you better, instead, consider each of the other players' characters and decide whether or not they helped to destroy something of stability and goodness. All that did, tell them to add +1 to their Hx with you on their sheet. You can tell none of them, any of them, or all of them, as you see fit.

○ **Taking care of business**: At the beginning of the session, name another player's character. If they inflict harm on anyone other than you or their self during the session, then at the end of the session, you both mark experience.

○ **Wary prey**: At the beginning of the session, the MC highlights playbooks first then hands them to other players per highest Hx. In the case of ties the MC chooses who to give the playbook to, unless you are tied with somebody else for highest Hx, the playbook must be passed to you. After highlighting is finished, everybody marks Hx+1 with you on their playbook.

GEAR & BARTER

OTHER MOVES