

PACK OF ANIMALS

You have a pack of 3-12 violent animals. Give all of them names. Choose the kind of animals they are:

- lupine
- feline
- bovine
- avian
- reptilian
- insectoid
- mutant

Choose one of these profiles:

- Ferocity +2, health +1, 1-armor, instincts+1
- Ferocity +2, health +2, 0-armor, instincts+1
- Ferocity +1, health +2, 1-armor, instincts+1
- Ferocity +2, health +1, 2-armor, instincts+2

Choose their strengths, as many as their ferocity:

Fast, huge, strong, quick reflexes, tireless, camouflage, intimidating, keen senses, stealthy, omnivore.

Your pack is trained to attack. Choose their additional training, as many as their health:

Search, hunt, scout, guard, perform, labor, travel, steal.

Choose their weaknesses, as many as their instincts:

Flighty, savage, slow, broken, frightening, forgetful, stubborn, lame, mad, sickly.

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.

PACK NAMES	
FEROCITY	TRAINING
HEALTH	
ARMOR	STRENGTHS
INSTINCTS	
WEAKNESSES	

Introducing

THE WRANGLER

We each contain a ruthless predator within, call it ambition or rage but it is there. Only with full control of this beast can we survive. That's why we have laws, so we don't bite each others' throats. The rule of law is all that seperates us from the howling within. But the alphas make the laws and the other packmates follow, and the one holding the leash is often mistaken for the alpha.

Somewhere between humanity and the beasts, instincts must be wrangled to conform to law. Or is it the other way around?

a character playbook for

APOCALYPSE WORLD

by Tim Franzke
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THE WRANGLER

ADDITIONAL RULES

HARM

When a character gets hurt, the player marks segments in her harm countdown clock. Mark one full segment for each 1-harm, starting with the segment 12:00 to 3:00.

Typically, when a character takes harm, it's equal to the harm rating of the weapon, attack, or mishap, minus the armor rating of the character's armor. This is called *harm as established*.

When you **suffer harm**, roll+harm suffered (after armor, if you're wearing any). On a 10+, the MC can choose 1:

- *You're out of action: unconscious, trapped, incoherent or panicked.*
- *It's worse than it seemed. Take an additional 1-harm.*
- *Choose 2 from the 7-9 list below.*

On a 7-9, the MC can choose 1:

- *You lose your footing.*
- *You lose your grip on whatever you're holding.*
- *You lose track of someone or something you're attending to.*
- *You miss noticing something important.*

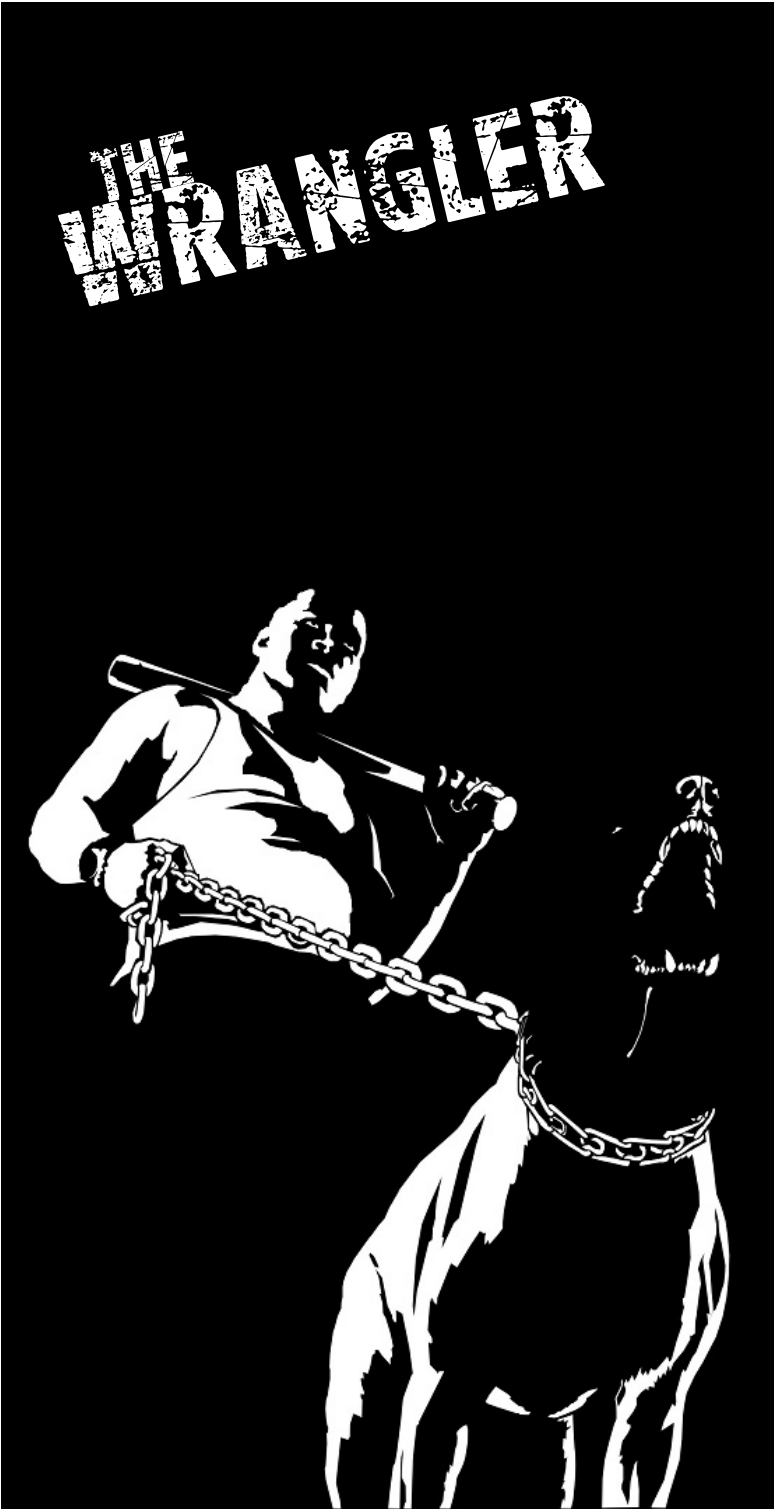
On a miss, the MC can nevertheless choose something from the 7-9 list above. If she does, though, it's instead of some of the harm you're suffering, so you take -1harm.

When you **inflict harm on another player's character**, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you hurt someone, they see you more clearly.

GIGS

- Tend herd (2-barter / they've gone missing)
- _____



CREATING A WRANGLER

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

NAME

Argos, Fang, Lockjaw, Beethoven, Rex, Marley, Bolt, Concorde, Flash, Hidalgo

LOOK

Man, woman, ambiguous, or transgressing.

Sonya, Spirit, Artax, Cisco, Rigel, Sadie, Nala, Marlin, Sarafina, Kenai, Naveen

Fur wear, shredded wear, leather wear, circus trainer wear, or flashy wear.

Flik, Remy, Lams, Sheba, Friskies, Milk-Bone, Kibbles, Avoderm

Scarred face, bestial face, tattooed face, rugged face, broken face, or wild face.

STATS

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

Hawkish eyes, squinting eyes, mad eyes, weary eyes, or hounded eyes.

Muscular body, scarred body, crooked body, or hard body.

MOVES

You get all the basic moves. You get **command** and then choose a second wrangler move.

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 don't really get people individually.

On the others' turns:
• Choose one of them who was with you when you tamed your first beast, whatever number they tell you, give it +1 and write it next to the character's name.
• Choose one of them who attacked one of your animals recently, whatever number they tell you, give it +1 and write it next to the 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.

Animal control weapon (choose 1):
• tranquilizer gun (s-harm far reload)
• whip (1-harm hand close)
• chain (2-harm hand area)

Human control weapon (choose 1):
• .38 revolver (2-harm close reload loud)
• machete (3-harm hand messy)
• 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

COOL

☐ highlight

HARD

☐ highlight

HOT

☐ highlight

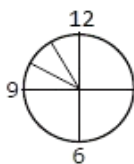
SHARP

☐ highlight

WEIRD

HARM

countdown



☐ stabilized

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

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

WRANGLER SPECIAL

When you and another character have sex, they smell a bit like you (and you smell a bit like them). They can use the **command** move once.

IMPROVEMENT

- experience* ○○○○☺>>>*improve*
- __get +1hard (max hard +3)
 - __get +1sharp (max sharp +2)
 - __get +1cool (max cool +2)
 - __take another Wrangler move
 - __take a move from another playbook
 - __get a breeding pit and training ground (acts as a **workspace** for your pack)
 - __get a gang (detail) and **pack alpha**
 - __get a herd (+valuable) and 2 gigs (tend herd, +1 you detail) and **moonlighting**
 - __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

WRANGLER MOVES

● **Command**: when you work with your pack of animals in something they are trained in
...and you do something under fire, add your pack's ferocity to your roll.
...and you go aggro, add your pack's ferocity to your roll.
...and you seize something by force, add your pack's ferocity to your roll.
...and you read a situation or pack, add your pack's ferocity to your roll.
...and you seduce someone, add your pack's health to your roll.
...and you take harm, you can add your pack's armor to your armor but they take the harm.
If you work with your animals and someone interferes with you, they add your pack's instinct to their roll.

○ **Animalspeak**: you can talk to animals and can use moves on them like on humans. Your pack gives you +insight.

○ **Pack order**: when you read a group of people as though you would read a person, roll+hard. On a 10+, hold 3. On a 7-9, hold 1. You may spend your hold to ask questions, 1 for 1:
• Who is the pack alpha?
• Who is the pack omega?
• How can I damage this pack?
• Who in this pack is easiest to manipulate?
• Who is fighting with the pack alpha for power?

○ **Primal howl**: when you howl like a beast that stalks the night you get the effects of going aggro on all enemies within earshot with the demand being "flee in terror". If they suck it up they take s-harm.

○ **Safety in numbers**: when you open your brain to the psychic maelstorm and are in the protection of your pack you can roll+hard instead of +weird.

○ **Well trained**: choose another training for your pack of animals.

GEAR & BARTER

OTHER MOVES

GANG