

CREATING A BATTLEBABE

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

NAME

Snow, Crimson, Shadow, Azure, Midnight, Scarlet, Violetta, Amber, Rouge, Damson, Sunset, Emerald, or Ruby.

Raksha, Kickskirt, Kite, Monsoon, Smith, Beastie, Baaba, Melody, Mar, Tavi, Absinthe, or Honeytree.

STATS

Choose one set:

- Cool+3 Hard-1 Hot+1 Sharp+1 Weird=0
- Cool+3 Hard-1 Hot+2 Sharp=0 Weird-1
- Cool+3 Hard-2 Hot+1 Sharp+1 Weird+1
- Cool+3 Hard=0 Hot+1 Sharp+1 Weird-1

MOVES

You get all the basic moves. Choose 2 battlebabe moves.

You can use all the battle moves, but when you get the chance, look up ***standing overwatch***, ***boarding a moving vehicle***, and the ***subterfuge*** moves.

GEAR

You get:

- 2 custom weapons
- oddments worth 4-barter
- fashion suitable to your look, including at your option fashion worth 1-armor or body armor worth 2-armor (you detail)

If you’d like to start play with a vehicle or a prosthetic, get with the MC.

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.

LOOK

Man, woman, ambiguous, or transgressing.

Formal wear, display wear, luxe wear, casual wear, or showy armor.

Smooth face, sweet face, handsome face, sharp face, girlish face, boyish face, striking face.

Calculating eyes, merciless eyes, frosty eyes, arresting eyes, or indifferent eyes.

Sweet body, slim body, gorgeous body, muscular body, or angular body.

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, ask the other players which of their characters you can trust.

- For the characters you can trust, write Hx-1.
- For the characters you can’t trust, write Hx+3.

You are indifferent to what is safe, and drawn to what is not.

On the others’ turns, answer their questions as you like.

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.

Introducing THE BATTLEBABE

Even in a place as dangerous as Apocalypse World, battlebabes are, well. Thy’re the ones you should walk away from, eyes down, but you can’t. They’re the ones like the seductive blue crackling light, y’know? You mistake looking at them for falling in love, and you get too close and it’s a zillion volts and your wings burn off like paper.

Dangerous.

a character playbook for

APOCALYPSE WORLD

BATTLEBABE ver 2.0
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1-BARTER

At the beginning of the session, spend 1- or 2-barter for your lifestyle. If you can’t or won’t, tell the MC and answer her questions.

If you need jingle during a session, tell the MC you’d like to work a gig. Your gigs:

- *Extort, raid, or rob a wealthy population.*
- *Serve a wealthy NPC as a bodyguard.*
- *Execute a murder on behalf of a wealthy NPC.*
- *Others, as you negotiate them.*

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; a session’s hire of a violent individual as bodyguard; the material costs for crash resuscitation by a medic; a few sessions’ tribute to a warlord; a few sessions’ 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.



CUSTOM WEAPONS

CUSTOM FIREARMS

Base (choose 1):

- handgun (2-harm close reload loud)
- shotgun (3-harm close reload 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)
- hi-powered (+1harm)
- ap ammo (+ap)
- scoped (+far, or +1harm at far)
- big (+1harm)

CUSTOM HAND WEAPONS

Base (choose 1):

- staff (1-harm hand area)
- haft (1-harm hand)
- handle (1-harm hand)
- chain (1-harm hand area)

Options (choose 2):

- ornate (+valuable)
- antique (+valuable)
- head (+1harm)
- spikes (+1harm)
- blade (+1harm)
- long blade* (+2harm)
- heavy blade* (+2harm)
- blades* (+2harm)
- hidden (+infinite)

*counts as 2 options

YOUR CUSTOM WEAPONS

GEAR & BARTER

NAME -

LOOK

STATS MOVES

COOL

do something under fire

highlight

HARD

go aggro; sucker someone; do battle

highlight

HOT

seduce or maniuulate

highlight

SHARP

read a sitch; read a person

highlight

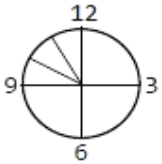
WEIRD

open your brain

highlight

HARM

countdown



stabilized

when life becomes unteneable:

come back with -1hard

come back with +1weird (max+3)

change to a new playbook

die

HX

help or interfere; session end

BATTLEBABE SPECIAL

If you and another character have sex, nullify the other character's sex move. Whatever it is, it just doesn't happen.

IMPROVEMENT

experience ○○○○○>>>improve

- __ get +1hard (max hard+2)
- __ get +1hot (max hot+2)
- __ get +1sharp (max sharp+2)
- __ get +1weird (max weird+2)
- __ get a new battlebabe move
- __ get a new battlebabe move
- __ get an ally (cf; detail with the MC)
- __ get a gang (you detail) 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

BATTLEBABE MOVES

○ **Dangerous & sexy:** when you enter into a charged situation, roll+hot. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold 1 for 1 to make eye contact with an NPC present, who freezes or flinches and can't take action until you break it off. On a miss, your enemies identify you immediately as their foremost threat.

○ **Ice cold:** when you go aggro on an NPC, roll+cool instead of roll+hard. When you go aggro on another player's character, roll+Hx instead of roll+hard.

○ **Merciless:** when you inflict harm, inflict +1harm.

○ **Visions of death:** when you go into battle, roll+weird. On a 10+, name one person who'll die and one who'll live. On a 7-9, name one person who'll die OR one person who'll live. Don't name a player's character; name NPCs only. The MC will make your vision come true, if it's even remotely possible. On a miss, you foresee your own death, and accordingly take -1 throughout the battle.

○ **Perfect instincts:** when you've read a charged situation and you're acting on the MC's answers, take +2 instead of +1.

○ **Impossible reflexes:** the way you move unencumbered counts as armor. If you're naked or nearly naked, 2-armor; if you're wearing non-armor fashion, 1-armor. If you're wearing armor, use it instead.

OTHER MOVES