

CREATING A BRAINER

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

NAME

Smith, Jones, Jackson, Marsh, Lively, Burroughs, or Gritch.

Joyette, Iris, Marie, Amiette, Suselle, or Cybelle.

Pallor, Sin, Charmer, Pity, Brace, or Sundown.

GEAR

You get:

- 1 small fancy weapon
- 2 brainer gear
- oddments worth 8-barter
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

LOOK

Man, woman, ambiguous, transgressing, or concealed.

High formal wear, clinical wear, fetish bondage wear, or environmental wear improper to the local environment.

Scarred face, smooth face, pale face, bony face, plump moist face, or sweet face.

STATS

Choose one set:

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

MOVES

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

HX

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

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.

BARTER

List the other characters' names.

Go around again for Hx. On your turn, On your turn, ask 1, 2 or all 3:

- Which one of you has slept in my presence (knowingly or un-)?
- Which one of you have I been watching carefully, in secret?
- Which one of you most evidently dislikes and distrusts me?

For that character, write Hx+2.

For that character, write Hx+2.

For that character, write Hx+3.

For everyone else, write Hx+1. You have weird insights into everyone.

THE BRAINER

Brainers are the weird psycho psychic mindfucks of Apocalypse World. They have brain control, puppet strings, creepy hearts, dead souls, and eyes like broken things. They stand in your peripheral vision and whisper into your head, staring. They clamp lenses over your eyes and read your secrets.

They're just the sort of tasteful accoutrement that no well-appointed hardhold can do without.

APOCALYPSE WORLD

a character playbook for

BRAINER ver 2.0

©2k+10 D. Vincent Baker

www.apocalypse-world.com

THE BRAINER

Brainers are the weird psycho psychic mindfucks of Apocalypse World. They have brain control, puppet strings, creepy hearts, dead souls, and eyes like broken things. They stand in your peripheral vision and whisper into your head, staring. They clamp lenses over your eyes and read your secrets.

They're just the sort of tasteful accoutrement that no well-appointed hardhold can do without.

APOCALYPSE WORLD

a character playbook for

BRAINER ver 2.0

©2k+10 D. Vincent Baker

www.apocalypse-world.com

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:

- Interrogate a warlord NPC's prisoners.
- Serve a wealthy NPC as kept brainer.
- Extort or blackmail a wealthy NPC.
- Others, as you negotiate them.

APOCALYPSE WORLD

a character playbook for

BRAINER ver 2.0

©2k+10 D. Vincent Baker

www.apocalypse-world.com

THE BRAINER

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.

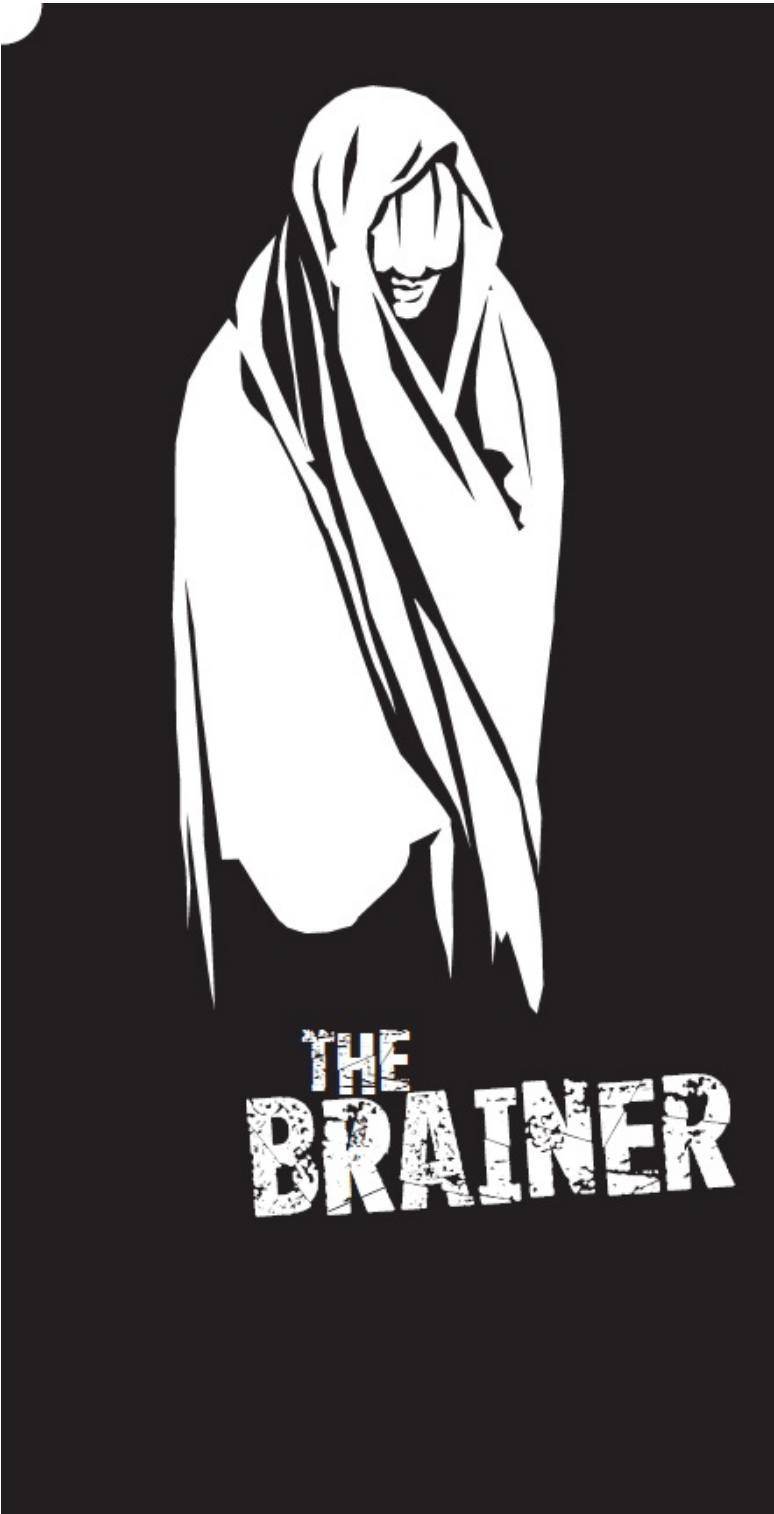
APOCALYPSE WORLD

a character playbook for

BRAINER ver 2.0

©2k+10 D. Vincent Baker

www.apocalypse-world.com



BRAINER GEAR

- implant syringe (tag hi-tech)
After you've tagged someone, if a brainer move allows you to inflict harm on them, inflict +1harm.
- brain relay (area close hi-tech)
For purposes of brainer moves, if someone can see your brain relay, they can see you.
- receptivity drugs (tag hi-tech)
Tagging someone gives you +1hold if you then use a brainer move on them.
- violation glove (hand hi-tech)
For purposes of brainer moves, mere skin contact counts as time and intimacy.
- pain-wave projector (1-harm ap area loud reload hi-tech)
Goes off like a reusable grenade. Hits everyone but you.
- deep ear plugs (worn hi-tech)
Protects the wearer from all brainer moves and gear.

GEAR & BARTER

HOLD

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

12

9

6

3

○ 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

BRAINER SPECIAL

If you and another character have sex, you automatically do a **deep brain scan** on them, whether you have the move or not. Roll+weird as normal. However, the MC chooses which questions the other character's player answers.

IMPROVEMENT

- experience ○○○○○>>>improve
- __ get +1cool (max cool+2)
 - __ get +1sharp (max sharp+2)
 - __ get +1hard (max hard+2)
 - __ get +1hard (max hard+2)
 - __ get a new brainer move
 - __ get a new brainer move
 - __ get 2 new or replacement brainer gear
 - __ get a holding (you detail) and **wealth**
 - __ 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

BRAINER MOVES

- **Unnatural lust transfixion**: when you try to seduce someone, roll+weird instead of roll+hot.
- **Casual brain receptivity**: when you read someone, roll+weird instead of roll+sharp. Your victim has to be able to see you, but you don't have to interact.
- **Preternatural at-will brain attunement**: you get +1weird (weird+3).
- **Deep brain scan**: when you have time and physical intimacy with someone—mutual intimacy like holding them in your arms, or 1-sided intimacy like they're restrained to a table—you can read them more deeply than normal. Roll+weird. On a 10+, hold 3. On a 7–9, hold 1. While you're reading them, spend your hold to ask their player questions, 1 for 1:
 - What was your character's lowest moment?
 - For what does your character crave forgiveness, and of whom?
 - What are your character's secret pains?
 - In what ways are your character's mind and soul vulnerable?On a miss, you inflict 1-harm (ap) upon your subject, to no benefit.

○ Direct-brain whisper projection: you can roll+weird to get the effects of going aggro, without going aggro. Your victim has to be able to see you, but you don't have to interact. If your victim forces your hand, your mind counts as a weapon (1-harm ap close loud-optional).

○ In-brain puppet strings: when you have time and physical intimacy with someone—again, mutual or 1-sided—you can plant a command inside their mind. Roll+weird. On a 10+, hold 3. On a 7–9, hold 1. At your will, no matter the circumstances, you can spend your hold 1 for 1:

- Inflict 1-harm (ap).
- They take -1 right now.

If they fulfill your command, that counts for all your remaining hold. On a miss, you inflict 1-harm (ap) upon your subject, to no benefit.

OTHER MOVES