

CREATING A GUNLUGGER

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

NAME

Vonk the Sculptor, Batty, Jonker, A.T., Rue Wakeman, Navarre, Man, Kartak, Barbarossa, Keeler, Grekkor, Crille, Doom, or Chaplain.

Rex, Fido, Spot, Boxer, Doberman, Trey, Killer, Butch, Fifi, Fluffy, Duke, Wolf, Rover, Max, or Buddy.

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

MOVES

You get all the basic moves. Choose 3 gunlugger moves.

You can use all the battle moves, and probably will, but you gotta start somewhere. When you get the chance, look up ***seize by force*** and ***laying down fire***.

GEAR

You get:

- 1 fuck-off big gun
- 2 serious guns
- 1 backup weapon
- armor worth 2-armor (you detail)
- oddments worth 2-barter

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, transgressing, or concealed.

Scrounged mismatched armor, battered old armor, or custom homemade armor.

Scarred face, blunt face, bony face, dull face, worn face, or blasted face.

Mad eyes, raging eyes, wise eyes, sad eyes, little piggy eyes, or cunning eyes.

Hard body, stocky body, stringy body, battered body, overbuilt body, compact body, or huge 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, On your turn, ask 1, 2 or all 3:

- *Which one of you once left me bleeding, and did nothing for me?*
- For that character, write Hx-2.
- *Which one of you has fought shoulder to shoulder with me?*
- For that character, write Hx+2.
- *Which one of you is prettiest and/or smartest?*

For that character, write Hx+3.

For everyone else, write Hx-1. You find no particular need to understand most people.

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 GUNLUGGER

Apocalypse World is a mean, ugly, violent place. Law and society have broken down completely. What's yours is yours only while you can hold it in your hands. There's no peace. There's no stability but what you carve, inch by inch, out of the concrete and dirt, and then defend with murder and blood.

Sometimes the obvious move is the right one.

a character playbook for
APOCALYPSE WORLD
GUNLUGGER ver 2.0
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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:

- *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; 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.



WEAPONS

- Fuck-off big guns** (choose 1):
- silenced sniper rifle (3-harm far hi-tech)
 - mg (3-harm close/far area messy)
 - assault rifle (3-harm close/far loud autofire)
 - grenade launcher (4-harm close area messy)

- Serious guns** (choose 2):
- hunting rifle (3-harm far loud)
 - shotgun (3-harm close messy)
 - smg (2-harm close autofire loud)
 - magnum (3-harm close reload loud)
 - grenade tube (4-harm close area reload messy)
 - ap ammo (ap) Add ap to all your guns.
 - silencer (hi-tech) Remove loud from any of your guns.

- Backup weapons** (choose 1):
- gmm (2-harm close loud)
 - big-ass knife (2-harm hand)
 - machete (3-harm hand messy)
 - many knives (2-harm hand infinite)
 - grenades (4-harm hand area reload messy)

GEAR & BARTER

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, 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.

NAME -

LOOK

STATS MOVES

do something under fire

COOL highlight

go aggro; sucker someone; do battle

HARD highlight

seduce or maniuulate

HOT highlight

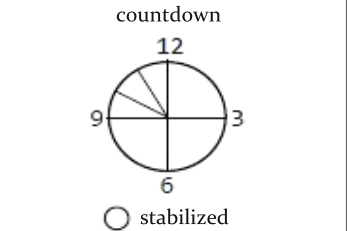
read a sitch; read a person

SHARP highlight

open your brain

WEIRD highlight

HARM



- 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

GUNLUGGER SPECIAL

If you and another character have sex, you take +1 forward. At your option, they take +1 forward too.

IMPROVEMENT

experience ○○○○○>>>improve

- __ get +1cool (max cool+2)
- __ get +1sharp (max sharp+2)
- __ get +1weird (max weird+2)
- __ get a new gunlugger move
- __ get a new gunlugger move
- __ get a vehicle (you detail)
- __ get a holding (you detail) and **wealth**
- __ get a gang (you detail) and **pack alpha**
- __ 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

GUNLUGGER MOVES

○ **Battle-hardened:** when you act under fire, or when you stand overwatch, roll+hard instead of roll+cool.

○ **Fuck this shit:** name your escape route and roll+hard. On a 10+, sweet, you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.

○ **Battlefield instincts:** when you open your brain to the world's psychic maelstrom, roll+hard instead of roll+weird, but only in battle.

○ **Insano like Drano:** you get +1hard (hard+3).

○ **Prepared for the inevitable:** you have a well-stocked and high-quality first aid kit. It counts as an angel kit (cf) with a capacity of 2-stock.

○ **Bloodcrazed:** whenever you inflict harm, inflict +1harm.

○ **NOT TO BE FUCKED WITH:** in battle, you count as a small gang, with harm and armor according to your gear.

OTHER MOVES