

CREATING A MAESTRO D'

To create your maestro d', choose name, look, stats, moves, establishment, gear, and Hx.

NAME
Cookie, Silver, Smoky, Slops, Chief, Rose, Anika, JD, Chairman, Grave, Saffron, Life.

Yen, Emmy, Julia, Jackbird, Francois, Esco, Boiardi, Mari, Nan, Rache, Proper, Fall.

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

MOVES
You get all the basic moves. Choose 2 maestro d' moves.

You can use all the battle moves, but when you get the chance, look up ***seize by force, baiting a trap, and turning the tables.***

GEAR
In addition to your establishment, you get:
• a wicked blade, like a kitchen knife or 12” razor-sharp scissors (2-harm hand)
• oddments worth 2-barter
• fashion suitable to your look, including at your option a piece worth 1-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, transgressing.

Casual wear, display wear, vintage wear, butcher wear, fetish wear, immaculate whites.

Pinched face, boyish face, pretty face, expressive face, full face, tattooed face, porcelain face, or scarred face.

Cool eyes, bright eyes, inquisitive eyes, frank eyes, mischievous eyes, or one eye.

Fat body, restless body, stubby body, curvy body, unusual body, or lean body.

Flexible hands, quick hands, precise hands, nervous hands, sausage fingers, scarred hands, or playful hands.

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 either or both:
• *Which of you do I find most attractive?*
For those characters, write Hx+2.
• *Which one of you is my favorite?*
For that character, write Hx+3.

For everyone else, write Hx+1. It’s your business to see people clearly.

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 MAESTRO D'

In the golden age of legend, there was this guy named Maestro. He was known for dressing up real dap and wherever he went, the people had much luxe tune. There was this other guy named Maitre d'. He was known for dressing up real dap and wherever he went, the people had all the food they could eat and the fanciest of it.

Here in Apocalypse World, those two guys are dead. They died and the fat sizzled off them, they died same as much-luxe-tune and all-you-can-eat. The maestro d' now, he can't give you what those guys used to could, but fuck it, maybe he can find you a little somethin somethin to take off the edge.

a character playbook for
APOCALYPSE WORLD
MAESTRO D' ver 2.0
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■BARTER■

Your establishment provides for your day-to-day living, so while you’re open for business, you need not spend barter for your lifestyle at the beginning of the session.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *any weapon, gear or fashion not valuable or hi-tech; 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; 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.



ESTABLISHMENT

Your establishment features one main attraction supported by 2 side attractions (like a bar features drinks, supported by music and easy food). Choose one to be your main act and 2 for lube:
☐ luxury food ☐ music ☐ fashion ☐ lots of food ☐ sex ☐ spectacle
☐ easy food ☐ games ☐ art ☐ drinks ☐ coffee ☐ drugs
☐ sports ☐ fights ☐ scene (see and be)

For your establishment’s atmosphere, choose & underline 3 or 4: *bustle, intimacy, smoke, shadows, perfume, slime, velvet, fantasy, brass, lights, acoustics, anonymity, meat, eavesdropping, blood, intrigue, violence, nostalgia, spice, quiet, luxury, nudity, restraint, forgetting, pain, kink, candy, protection, grime, noise, dancing, chill, masks, fresh fruit, a cage.*

Your regulars include these 5 NPCs (at least):
Lamprey, Ba, Camo, Toyota and Lits.

Who’s your best regular? _____
Who’s your worst regular? _____

These 3 NPCs (at least) have an *interest in your establishment*:
Been, Rolfball, Gams.
Who wants in on it? _____
Who do you owe for it? _____
Who wants it gone? _____

For security, choose this:

- ☐ a real gang (3-harm gang small 1-armor)
- Or else choose 2 of these:
 - ☐ a convenient shotgun (3-harm close reload messy)
 - ☐ a bouncer who knows his biz (2-harm 1-armor)
 - ☐ plywood & chickenwire (1-armor)
 - ☐ secrecy, passwords, codes & signals, invites-only, vouching, etc.
 - ☐ everybody’s packing: your cast & crew are a gang (2-harm gang small 0-armor)
 - ☐ a warren of dead-ends, hideaways & boltholes
 - ☐ no fixed location, always new venues

CAST & CREW

Your cast & crew can consist entirely of the other players’ characters, with their agreement, or entirely of NPCs, or any mix. If it includes any NPCs, sketch them out (names and 1-line descriptions) with the MC. Make sure they suit your establishment’s scene.

GEAR & BARTER

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

countdown

12

3

6

9

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

MAESTRO D' SPECIAL

If you hook another character up—with sex, with food, with somethin somethin, whatever—it counts as having sex with them.

IMPROVEMENT

experience >>improve

get +1hot (max hot+3)

get +1cool (max cool+2)

get +1hard (max hard+2)

get +1weird (max weird+2)

get a new maestro d' move

get a new maestro d' move

add a security to your establishment

resolve somebody’s interest in your establishment

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

MAESTRO D' MOVES

☐ You call this hot? when you do something under fire, roll+hot instead of roll+cool.

☐ A devil with a blade: when you use a blade to go aggro, roll+hot instead of roll+hard.

☐ Fingers in every pie: put out the word that you want a thing—could be a person, could be somethin somethin, could even be just a thing—and roll+hot. On a 10+, it shows up in your establishment for you, like magic. On a 7-9, well, your people make an effort and everybody wants to please you and close is close, right? On a miss, it shows up in your establishment for you with strings wicked attached.

☐ Everybody eats, even that guy: when you want to know something about someone important (your call), roll+hot. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 1:

- How are they doing? what’s up with them?
- What or who do they love best?
- Who do they know, like and/or trust?
- When next should I expect to see them?
- How could I get to them, physically or emotionally?

On a miss, ask 1 anyway, but they hear about your interest in them.

☐ Just give me a motive: name somebody who might conceivably eat, drink, or otherwise ingest something you’ve touched. If it’s an NPC, roll+hard; a PC, roll+Hx. On a 10+, they do, and suffer 4-harm (ap) sometime during the next 24 hours. On a 7-9, it’s 2-harm (ap). On a miss, some several people of the MC’s choice, maybe including your guy maybe not, get it, and all suffer 3-harm (ap).

OTHER MOVES