

CREATING A SAVVYHEAD

To create your savvyhead, choose name, look, stats, moves, workspace, projects, and Hx.

NAME

Leah, Joshua, Tai, Ethan, Bran, Jeremy, Amanuel, Justin, Jessica, Eliza, Dylan, Adnan, Alan, Nils, Ellen, Lee, Kim, Adele

LOOK

Man, woman, ambiguous, or transgressing.

Utility wear plus tech, scrounge wear plus tech, vintage wear plus tech, tech wear.

Plain face, pretty face, open face, or expressive face.

Squinty eyes, calm eyes, dancing eyes, quick eyes, appraising eyes.

Fat body, slight body, hunched body, wiry body, stumpy body, or strange 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 either or both:

- *Which of you is the most strange?*
For those characters, write Hx+1.
- *Which one of you is the biggest potential problem?*
For that character, write Hx+2.

For everyone else, write Hx-1. You've got other stuff to do and other stuff to learn.

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.

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.

STATS

Choose one set:

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

MOVES

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

You can use all the battle moves, but when you get the chance, look up ***keeping an eye out, baiting a trap***, and ***turning the tables***, as well as the rules for how vehicles suffer harm.

GEAR

In addition to your workspace, detail your personal fashion. You have oddments worth 6-barter, and any personal piece or three of normal gear or weaponry.

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

PROJECTS

During play, it's your job to have your character start and pursue projects. They can be any projects you want, both long term and short. Begin by thinking up the project you're working on this very morning, as play begins.

Introducing

THE SAVVYHEAD

If there's one fucking thing you can count on in Apocalypse World, it's: things break.

a character playbook for

APOCALYPSE WORLD
SAVVYHEAD ver 2.0
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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.

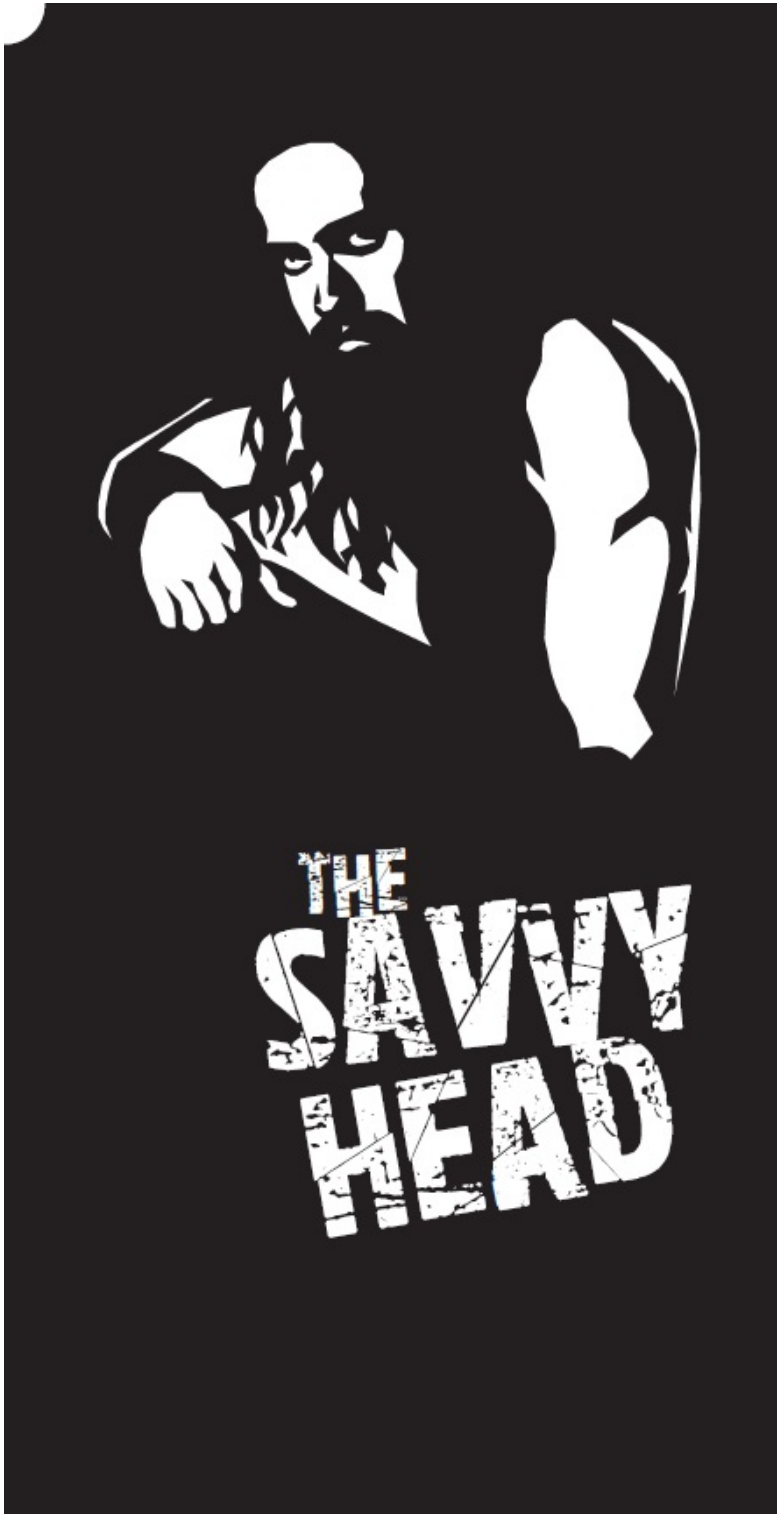
If you need jingle during a session, tell the MC you'd like to work a gig.

Your gigs:

- *Maintain a wealthy NPC's finicky or fragile tech.*
- *Conduct research for a wealthy NPC.*
- *Repair a wealthy NPC's hi-tech equipment.*
- *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; a session's hire of a violent individual as bodyguard; a few sessions' hire of simple labor; 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.



WORKSPACE

Choose which of the following your workspace includes. Choose 3: a garage, a darkroom, a controlled growing environment, skilled labor (Carna, Thuy, Pamming, eg), a junkyard of raw materials, a truck or van, weird-ass electronica, machining tools, transmitters & receivers, a proving range, a relic of the golden age past, booby traps.

When you go into your workspace and dedicate yourself to making a thing, or to getting to the bottom of some shit, decide what and tell the MC. The MC will tell you “sure, no problem, but...” and then 1 to 4 of the following:

- It’s going to take hours/days/weeks/months of work.
- First you’ll have to get/build/fix/figure out ____ .
- You’re going to need ____ to help you with it.
- It’s going to cost you a fuckton of jingle.
- The best you’ll be able to do is a crap version, weak and unreliable.
- It’s going to mean exposing yourself (plus colleagues) to serious danger.
- You’re going to have to add ____ to your workplace first.
- It’s going to take several/dozens/hundreds of tries.
- You’re going to have to take ____ apart to do it.

The MC might connect them all with “and,” or might throw in a merciful “or.”

Once you’ve accomplished the necessities, you can go ahead and accomplish the thing itself. The MC will stat it up, or spill, or whatever it calls for.

PROJECTS

GEAR & BARTER

NAME -

LOOK

STATS MOVES

COOL

☐ highlight

HARD

☐ highlight

HOT

☐ highlight

SHARP

☐ highlight

WEIRD

☐ highlight

HARM

countdown

12

9

3

6

☐ stabilized

do something under fire

go aggro; sucker someone; do battle

seduce or maniuulate

read a sitch; read a person

open your brain

HX

help or interfere; session end

SAVVYHEAD SPECIAL

If you and another character have sex, they automatically *speak* to you, as though they were a *thing* and you’d rolled a 10+, whether you have the move or not. The other player and the MC will answer your questions between them.

Otherwise, that move never works on people, only things.

IMPROVEMENT

- experience ○○○○⊙>>improve
- ☐ get +1cool (max cool+2)

☐ get +1hard (max hard+2)

☐ get +1sharp (max sharp+2)

☐ get a new savvyhead move

☐ get a new savvyhead move

☐ get a gang (you detail) and *leadership*

☐ add 2 options to your workspace

☐ add life support to your workspace, and now you can work on people there too

☐ 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

when life becomes unteneable:

- ☐ come back with -1hard
- ☐ come back with +1weird (max+3)
- ☐ change to a new playbook
- ☐ die

SAVVYHEAD MOVES

○ *Things speak*: whenever you handle or examine something interesting, roll+weird. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7–9, ask 1:

- *Who handled this last before me?*
- *Who made this?*
- *What strong emotions have been most recently nearby this?*
- *What words have been said most recently nearby this?*
- *What has been done most recently with this, or to this?*
- *What’s wrong with this, and how might I fix it?*

Treat a miss as though you’ve opened your brain to the world’s psychic maelstrom and missed the roll.

○ *Bonefeel*: at the beginning of the session, roll+weird. On a 10+, hold 1+1. On a 7–9, hold 1. At any time, either you or the MC can spend your hold to have you already be there, with the proper tools and knowledge, with or without any clear explanation why. If your hold was 1+1, take +1forward now. On a miss, the MC holds 1, and can spend it to have you be there already, but somehow pinned, caught or trapped.

○ *Oftener right*: when a character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the doing, and you mark an experience circle.

○ *Reality’s fraying edge*: some component of your workspace, or some arrangement of components, is uniquely receptive to the world’s psychic maelstrom (+*augury*). Choose and name it, or else leave it for the MC to reveal during play.

○ *Spooky intense*: when you do something under fire, stand overwatch, or bait a trap, roll+weird instead of roll+cool.

○ *Deep insights*: you get +1weird (weird+3).

OTHER MOVES