CREATING A SKINNER

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

NAME

October, Venus, Mercury, Dune, Shade, Heron, Plum, Orchid, Storm, Dusk, Sword, Midnight, Hide, Frost, Lawn, June, Icicle, Tern, Lavender, Spice, Gazelle, Lion, Peacock, or Grace..

LOOK

Man, woman, ambiguous, transgressing, or androgyne.

Display wear, showy scrounge wear, luxe wear, fetish wear, or casual wear.

Striking face, sweet face, strange face, cute face, or beautiful face.

Laughing eyes, mocking eyes, dark eyes, shadowed eyes, troubled eyes, arresting eyes, bright eyes, or cool eyes.

Strong hands, expressive hands, quick hands, calloused hands, or steady hands.

Slim body, toned body, fat body, unnatural body, young body, or lush body.

STATS

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

MOVES

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

You can use all the battle moves, but when you get the chance, look up ***standing overwatch***, ***keeping an eye out***, ***baiting a trap***, and ***turning the tables***.

GEAR

You get:
- 1 gracious weapon
- 2 luxe gear
- oddments worth 2-barter
- fashion suitable to your look (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.

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 is my friend?* For that character, write Hx+2.
- *Which one of you is my lover?* For that character, write Hx+1.
- *Which one of you is in love with me?* For that character, write Hx-1.

For everyone else, write Hx+1 or Hx-1, as you choose.

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 SKINNER

Even in the filth of Apocalypse World, there's food that isn't death on a spit, music that isn't shrieking hyenas, thoughts that aren't afraid, bodies that aren't used meat, sex that isn't rutting, dancing that's real. There are moments that are more than stench, smoke, rage and blood.

Anything beautiful left in this ugly ass world, skinners hold it. Will they share it with you? What do you offer them?

a character playbook for

APOCALYPSE WORLD

SKINNER 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:
- *Perform for a public audience.*
- *Perform for a private audience.*
- *Appear at the side 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.

SKINNER GEAR

Gracious weapons (choose 1):
- ○ sleeve pistol (2-harm close reload loud)
- ○ ornate dagger (2-harm hand valuable)
- ○ hidden knives (2-harm hand infinite)
- ○ ornate sword (3-harm hand valuable)
- ○ antique handgun (2-harm close reload loud valuable)

Luxe gear (choose 2):
- ○ antique coins (worn valuable)
  Drilled with holes for jewelry.
- ○ eyeglasses (worn valuable)
  You may use these for +1sharp when your eyesight matters, but if you do, without them you get -1sharp when your eyesight matters.
- ○ long gorgeous coat (worn valuable)
- ○ spectacular tattoos (implanted)
- ○ skin & hair kit (applied valuable)
  Soaps, ochres, paints, creams, salves. Using it lets you take +1hot forward.
- ○ a pet (valuable alive)
  Your choice and yours to detail.

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

HX

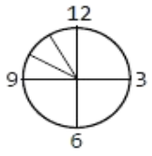
help or interfere; session end

SKINNER SPECIAL

If you and another character have sex, choose one:
- You take +1 forward and so do they.
- You take +1 forward; they take -1.
- They must give you a gift worth at least 1-barter.
- You can ***hypnotize*** them as though you'd rolled a 10+, even if you haven't chosen to get the move.

HARM

countdown



○ stabilized

when life becomes unteneable:
- ○ come back with -1hard
- ○ come back with +1weird (max+3)
- ○ change to a new playbook
- ○ die

IMPROVEMENT

experience ○○○○○ ***>>improve***

- __get +1cool (max cool+2)
- __get +1cool (max cool+2)
- __get +1hard (max hard+2)
- __get +1sharp (max sharp+2)
- __get a new skinner move
- __get a new skinner move
- __get an establishment (you detail)
- __get followers (you detail) and ***fortunes***
- __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

SKINNER MOVES

○ ***Breathtaking***: you get +1hot (hot+3).

○ ***Lost***: when you whisper someone's name to the world's psychic maelstrom, roll+weird. On a hit, they come to you, with or without any clear explanation why. On a 10+, take +1forward against them. On a miss, the MC will ask you 3 questions; answer them truthfully.

○ ***Artful & gracious***: when you perform your chosen art—any act of expression or culture—or when you put its product before an audience, roll+hot. On a 10+, spend 3. On a 7–9, spend 1. Spend 1 to name an NPC member of your audience and choose one:
- *This person must meet me.*
- *This person must have my services.*
- *This person loves me.*
- *This person must give me a gift.*
- *This person admires my patron.*

On a miss, you gain no benefit, but suffer no harm or lost opportunity. You simply perform very well.

○ ***An arresting skinner***: when you remove a piece of clothing, your own or someone else's, no one who can see you can do anything but watch. You command their absolute attention. If you choose, you can exempt individual people, by name.

○ ***Hypnotic***: when you have time and solitude with someone, they become fixated upon you. Roll+hot. On a 10+, hold 3. On a 7–9, hold 2. They can spend your hold, 1 for 1, by:
- *Giving you something you want.*
- *Acting as your eyes and ears.*
- *Fighting to protect you.*
- *Doing something you tell them to.*

For NPCs, while you have hold over them they can't act against you. For PCs, instead, any time you like you can spend your hold, 1 for 1:
- *They distract themselves with the thought of you. They're acting under fire.*
- *They inspire themselves with the thought of you. They take +1 right now.*

On a miss, they hold 2 over you, on the exact same terms..

OTHER MOVES