

CREATING A QUARANTINE

To create your quarantine, choose name, look, stats, moves, gear, past, stasis, and Hx.

NAME
Specialist [LAST NAME], [FIRST NAME] [MI].
Maybe everyone calls you Quarantine, though.

STATS
Choose one set:
• Cool+2, Hard+1, Hot=0, Sharp+1, Weird—
• Cool+2, Hard=0, Hot+1, Sharp+1, Weird—
• Cool+2, Hard-1, Hot=0, Sharp+2, Weird—
• Cool+2, Hard+1, Hot+1, Sharp=0, Weird—
When you emerged from stasis, the world’s psychic maelstrom rushed in on you. Roll+hard. On a 10+, you were able to receive it without succumbing to it; you have weird-1. On a 7-9, you were able to hold it off; you have weird-nil. You are unable to ***open your brain to the world’s psychic maelstrom***; getting +1weird will give you weird=0. On a miss, it overcame you; you have weird+1, and in addition the MC must always highlight your weird.

MOVES
You get all the basic moves. You get 3 quarantine moves.

You can use all the battle moves, but when you get the chance, look up ***seize by force*** and the ***tactical and support*** moves.

GEAR
In addition to your your stasis, you get:
• an assault rifle (3-harm close/far loud autofire)
• a 9mm sidearm (2-harm close loud)
• military body armor (2-armor valuable hi-tech)
• your fatigues and scrounge, but no jingle

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

LOOK
Man or woman.

Ancient fatigues, scrounge wear.

Young face.

Scared eyes, shadowed eyes, lively eyes, clear eyes, steady eyes, lost eyes, eager eyes.

Athletic body, stocky body, thin body, compact body, rangy 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:
• *Which of you did I meet first when I emerged from stasis?*
For those characters, write Hx+1.

For everyone else, write Hx-2. You are not from here and you do not understand.

On the others’ turns, answer their questions as you like. Likely you’ll answer none of them.

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.

Introducing QUARANTINE

It’s possible, when the Golden Age of Legend fell, that no one saw it coming. It’s possible that it came upon them unprepared and unsuspecting. Maybe they, like we, were simply fucked.

It’s also possible that they knew.

a character playbook for
APOCALYPSE WORLD
QUARANTINE 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.

You haven’t managed yet to fit yourself into any local barter economy. If you need some jingle, you’re going to have to figure that shit out.

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.



STASIS

As things stand at the beginning of play, anyone released from stasis suffers both 2-harm area ap and Ψ-harm.

- You emerged from stasis (choose 1):
- a few days ago,
 - a few weeks ago,
 - a few months ago.

Remaining in stasis are the rest of your unit, plus (choose 1 or more):

- your friends,
- your colleagues,
- your family,
- your superiors.

Stasis has remained untouched by outsiders. Why? Choose 1 or more:

- It's securely hidden.
- It has deadly defenses.
- They're in awe or terror of the undying people within.

When you emerged from stasis, Specialist JACKSON, TAMMY M. emerged with you. What happened to her? Choose 1:

- The world's psychic maelstrom inflicted 2-harm, killing her.
- The world's psychic maelstrom inflicted Ψ-harm, shattering her sanity.
- The world's psychic maelstrom inflicted Ψ-harm, and you were forced to kill her in self-defense.
- You don't know. You haven't seen or heard from her

STASIS FACILITIES

- Unlocked stasis facilities (choose 1):
- **Release:** you can release everyone from stasis, all at once or one by one.
 - **Ψ-isolation rig:** bring someone into stasis and you can isolate them from the world's psychic maelstrom. With a little reconfiguration, you can use the rig to further manipulate the world's psychic maelstrom: treat this as **augury**, but roll+sharp instead of rolling+weird.
 - **Medlab:** stasis includes a workspace with life support and medical technology. Bring someone injured into it and you can work on them like a savvyhead on tech (*cf*).
 - **Archives:** stasis includes an investigative workspace in the form of its records and historical archives. Access them and you can get to the bottom of the past like a savvyhead getting to the bottom of some tech shit (*cf*).
 - **Hi-tech scrounge:** you can scavenge stasis for its spare parts. Each time you do, you get 5-barter worth of hi-tech crap, to detail or use as barter, but permanently scratch out one stasis facility. (Yes, you can choose to scratch out this one.)
 - **Armory:** stasis includes 6 assault rifles (3-harm close/far loud autofire) and 6 suits of military body armor (2-armor valuable hi-tech), intended to arm the rest of your unit. Unlock its armory and they're yours.

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

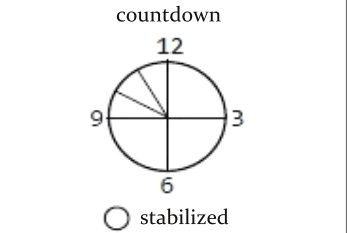
read a sitch; read a person

SHARP ○ highlight

open your brain

WEIRD ○ highlight

HARM



- 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

QUARANTINE SPECIAL

If you and another character have sex, roll+sharp. On a hit, ask their player questions. On a 10+, ask 2. On a 7-9, ask 1:

- *Whom do you most miss?*
- *What do you hope for the future?*
- *What makes you feel beautiful? Loved?*
- *Who was your first kiss? Did you like it?*
- *If I asked, would you stay with me?*
- *In what ways are your mind and soul pure?*

They may ask you one in return.

On a miss, you each get -1Hx with the other.

IMPROVEMENT

- experience ○○○○>>improve
- __ get +1hard (max hard+2)
 - __ get +1sharp (max sharp+2)
 - __ get +1weird (max weird+2)
 - __ unlock a stasis facility
 - __ unlock a stasis facility
 - __ unlock a stasis facility
 - __ get followers (you detail) and **fortunes**
 - __ get a move from another playbook
 - __ 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

QUARANTINE MOVES

- **Combat veteran:** you get +1cool (cool+3).
- **Disciplined engagement:** when you inflict harm, you can choose to inflict any amount of harm you like, less than or up to your harm as established, including s-harm. Decide at the moment you inflict the harm; you need not tell anyone in advance how much harm you intend to inflict.
- **Leave no one behind:** in battle, when you help someone who's rolling, don't roll+Hx. You help them as though you'd hit the roll with a 10+.
- **Eager to know:** when you go to someone for advice, they must tell you honestly what they think the best course is. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue that course but don't accomplish your ends, you mark experience.
- **Inspiring:** when another player's character rolls+Hx to help you, they mark experience.

OTHER MOVES

PAST

- You were there when the world ended, but you've been in stasis for 50 years and your memory is only slowly returning. At the beginning of each session, roll+sharp. On a hit, ask the MC one of the following questions and she'll answer it. On a 10+, you can ask a followup question, which can be from the list but needn't. On a miss, the MC will choose a question and you will answer it.
- Where was I when the world ended?
 - Did we know whose fault it was?
 - Who did it hit worst?
 - Was it sudden or gradual?
 - Could we have stopped it?
 - Who were the first people to know?
 - What was the first year like?
 - How long did we hold out hope?
 - What did we try that failed?
 - What were the first signs that the world was ending?
 - Who did I lose?
 - Who seemed safe, but wasn't?
 - What's the worst thing I saw?
 - When it reached us, what did we already know?
 - What let some people survive, when others couldn't?.