

CREATING THE SHOW

To create the show, choose name, look, stats, moves, rig, leash, and Hx.

NAME

Noah, Adam, Jimi, Janus, Nina, Kayd, Steevee, Bilireta, Cook, Miles, Lola, Conred, Saint, Que, Florence.

Rhythm, Platinum, MSG, Queen, Sticks, Arceay, Vic, Ring, Waxtrax, ToyB, Coda, Scratch, Thumper, Wartooth.

STATS

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

MOVES

You get all the basic moves. You get *off the leash*.

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

GEAR

In addition to your rig, detail your fashion according to your look, including at your option clothing worth 1-armor.

If nobody's playing a battlebabe, you can grab that playbook and make a custom weapon for yourself. Otherwise, choose a normal weapon or two from some other playbook.

If you'd like to start play with 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, androgynous, transgressing, concealed.

Flashy costume, ritual costume, branded costume, casual costume, scrounge wear costume.

Enchanting face, inviting face, chiseled face, open face, covered face or busted face.

Warm eyes, intense eyes, darting eyes, liquid eyes, heavy-set eyes, vacant eyes.

Muscled body, lush body, compact body, road-weary body, graceful body, angular body.

LEASH & HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Before anybody assigns Hx, choose which of the other characters holds your leash. Tell them. If they don't like it, shrug.

Go around again for Hx. On your turn, whoever holds your leash, write Hx+2. Leave everyone else blank for now.

On the others' turns, answer their questions as you like.

At the end, copy Hx straight over from the person who holds your leash. Who they know, you know. Who they don't, you don't.

Finally, choose one of the characters 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 SHOW

It's like the ancient prophet said. You are the show. If you don't make the gig, the gig is fucking nowhere.

a character playbook for

APOCALYPSE WORLD

SHOW
©2k+10 D. Vincent Baker
with Elliott Baker
www.apocalypse-world.com

BARTER

At the beginning of the session, tell the person who holds your leash whether to spend 1-barter, 2-barter, or an absurd 3-barter for your lifestyle. They have to. If they can't, it's not your problem, they have to work it out with the MC.

If you need jingle during the session, you have to get it from 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. I mean, you can expect to, but like, shit.

IMPORTANT NOTE

This playbook makes some assumptions about the apocalypse and the history of Apocalypse World that may not otherwise hold.

If this playbook is not in play, do not consider any of its ideas binding.



When you perform, you can, if you try, ***crack open the world***. Roll+weird. On a 10+, choose 1. On a 7–9, choose 1, but you suffer 1-harm ap loud. On a miss, choose 1, but you and everyone within reach of you suffers 1-harm ap loud.

- *You make the noise that the ancient bronze armies made, beating their spears on their shields.* In battle, you can give someone **seizing by force** (or a variant) +1choice.
- *You make the noise that reverberates inside a vulture's skull when it scrapes its beak on carrion bone.* Tell the MC that all the NPCs who hear it now form a **hunting pack**, and ask what they do.
- *You make the noise in the heart of doomed soldiers when they realize that they have lost everything they loved.* In battle, tell the MC that your enemies panic, and ask what happens.
- *You make the noise that the alien brains made when they pushed the button that ended humanity.* You can use your audience for **augury**.
- *You make the noise that your lover's breath and blood makes when they're turned on.* Tell the MC that this place becomes **shifting ground**. Ask what happens.
- *You make the noise that the last whale heard when it sang and no one answered.* Tell the MC that this place becomes a **prison** (impulse: to contain, to deny egress), a **furnace** (impulse: to consume things), or a **mirage** (impulse: to entice and betray people), your choice. Ask what happens.
- *You make the noise that the dinosaurs heard when they looked up and saw the fireball.* Tell the MC that all the NPCs who hear it now form a **cult**, and ask what they do.
- *You make the noise that your soul made when the worst happened, and you learned that you were still alive, and were not alone.* Tell the MC that all the NPCs who hear it now form a **family**, and ask what they do.
- *You make the noise that the citizens of Rome heard when Spartacus army smashed open their gates.* Tell the MC that any NPCs who hear it who've been enslaved rise up, throw off their chains, take up arms, and attack their slavers, and ask what happens.

You can instead, if you choose, **pander to your audience**. Roll+hot. On a 10+, choose 1. On a 7–9, choose 1, and take -1weird to the next time you try to crack open the world. On a miss, choose 1, and the next time you try to **crack open the world**, don't roll, treat it as a miss.

- *They cough up.* The person who holds your leash gets 10-barter.
- *They cough up.* The person who holds your leash gets 6-barter.
- *They cough up.* The person who holds your leash gets 1-barter.

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LOOK

-STATS- MOVES

*do something
under fire*

COOL

 highlight

go aggro;
sucker someone;
do battle

HARD

○ highlight

*seduce or
manipulate*

HOT

 highlight

read a sitch;
read a person

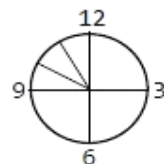
SHARP

○ highlight

open your brain

WEIRD

countdown



☐ 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

SHOW SPECIAL

If you and another character have sex, sweet.

IMPROVEMENT

experience ○○○○➤➤➤improve

- ```

__ get +1hot (max cool+3)
__ get +1weird (max weird+3)
__ get +1cool (max cool+2)
__ get +1hard (max cool+2)
__ get +1sharp (max sharp+2)
__ the person holding your leash gets a gang
 (you detail) and leadership or pack alpha
 (you choose)
__ the person holding your leash gets an
 establishment (you detail)
__ get followers (you detail) and fortunes
__ get a move from another playbook
__ get a move from another playbook

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- ```

__ 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

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-SHOW MOVE

● **Off the leash:** whenever you're about to do something you don't always do, turn to the person who holds your leash. Ask them:

- *Do I think you'd be cool with this?*

If you do think they'd be cool with it, then no problems. If you don't think they would, you can do it anyway if you want, but first roll+hot. On a 10+, cool, carry on. On a 7-9, they can choose to erase one of your stat highlights, as though they'd hit you with ***seducer or manipulator*** and given you the stick. On a miss, they don't hold your leash anymore. Choose someone else to hold it (whether they want to or not).

— OTHER MOVES

YOUR RIG

For your rig, choose 3.

- You have a vehicle (you detail).
- You have a gigantic armored war-vehicle (you detail).
- You can strip your rig down to a version that you can carry as a backpack (valuable hitech).
- When you play, your instrument shoots fire (2-harm messy loud).
- When you play, your instrument drips blood.
- When you play, water freezes, and your skin and instrument frost over.
- When you play, you fill the air from horizon to horizon, and people miles away feel the earth rumble.
- When you play, the ancient death satellites that still orbit the earth stir in their sleep.
- When you play, it gives people sensitive to the world's psychic maelstrom nosebleeds.
- You have a small but well-rewarded security force: Ba, Rothschild, Jeanette, and a couple others (small gang 3-harm 1-armor).
- You have musicians who play with you. Circle some or all of: Dustwich, Harridan, Jesus Christ, Lits, Rolfball, Ambeke, Si, x-many faceless backups.
- When you play, fucking dead souls stop their groaning to listen.
- You have a wide assortment of instruments and can play them all.
- There's basically always some number of people around who want eagerly to have sex with you. Whenever you feel like it, ask the MC who they are this time.