

CREATING A WATERBEARER

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

NAME

Rebia, Pete, Quahanna, Millers, Latha, Chalice, Green, Nasus, Spicket, Swift, Abay, Myint, or Deerfield.

Sista, Hoover, Nest, Kariba, Ayazma, Quabbin, Tynant, Poland, Cumbees, Andes, or Calistoga.

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get *lawbringer*, and choose 2 more waterbearer moves.

You can use all the battle moves, but when you get the chance, definitely look up *seize by force*, especially the variant to *keep hold of something you have*.

GEAR

In addition to your source, you get:

- 1 simple weapon
- oddments worth 4-barter
- fashion suitable to your look (you detail)

Simple weapons (choose 1):

- 9mm (2-harm close loud)
- big knife (2-harm hand)
- hunting rifle (2-harm far loud)
- crossbow (2-harm close slow)

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, or concealed.

Camouflage wear, ornate wear, casual wear, scrounge wear, or half-dressed.

Open face, scarred face, weathered face, placid face, strong face or beautiful face.

Soft eyes, calm eyes, distant eyes, liquid eyes, deep-set eyes, or watchful eyes.

Huge body, mended body, wiry body, tiny body, graceful body, or angular 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 one of you once gave me water in the wilderness, real or metaphoric?*

For that character, write Hx+3.

- *Which of you, like me, serve the source?*

For those characters, write Hx+2.

For everyone else, write Hx+1. You saw them coming.

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 WATERBEARER

Every once in awhile there's a place worth being, even in Apocalypse World. And if you're in that place, sometimes you wind up becoming more than you were. You're not about the grasping, gasping thirsty mess of the world, you're not afraid of the howling wolves, and you could give a damn about what October wants or who T-Bone is fucking. You have the Source, and it can quench any thirst they have.

a character playbook for

APOCALYPSE WORLD

WATERBEARER

@2k+10 D. Vincent Baker

with Meguey Baker

www.apocalypse-world.com

BARTER

The source provides for your day-to-day living, so while you're there, 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.

GEAR & BARTER



SOURCE

You have a source of abundant pure water. Choose the water’s special quality:

- *It is the only reliable source of clean drinking water around.*
- *It has healing properties, and can count as an angel’s **supplier**.*
- *A prosperous marketplace, largely self-governing, has grown up around it.*
- *It is sacred to a god / the gods / the ghosts of the dead / life itself (circle 1).*

Choose 3-5 features of the source’s atmosphere, surroundings, and culture:

○ <i>hot springs</i>	○ <i>lush vegetation</i>	○ <i>faith & ritual</i>
○ <i>birds & birdsong</i>	○ <i>art</i>	○ <i>fragrant water</i>
○ <i>a grotto or cave</i>	○ <i>music</i>	○ <i>wide flat rocks</i>
○ <i>a deep well</i>	○ <i>sex</i>	○ <i>strong currents</i>
○ <i>fish</i>	○ <i>a reflective pool</i>	○ <i>fountains</i>
○ <i>bioluminescent algae</i>	○ <i>icy cold water</i>	○ <i>refuge & security</i>
○ <i>pipes & plumbing</i>	○ <i>leisure</i>	○ <i>a grove of trees</i>
○ <i>personal liberty</i>	○ <i>tended gardens</i>	○ <i>calm & quiet</i>
○ <i>bright stainless steel & glass</i>		○ <i>catch-tarps & plastic jugs</i>
○ <i>giant & invulnerable storage tanks</i>		○ <i>a basin of a unique material</i>
○ <i>a complex & hi-tech filtration system</i>		

Many people have come to the source over time, and some of them have become your chosen friends. Detail 3 of them with a name (*Gage, Babylon, Lissa, Porter, Nipperkin, Splendor, ____*) and a role (*guardian, foundling, lover, exile, potter, brewer, self-appointed guide, healer, dyer, weird one, librarian, ____*). They give you **insight**.

_____, my _____

_____, my _____

_____, my _____

The source has laws that all must obey. You didn’t create these laws, but it’s your responsibility to enforce them. Choose 3–5 laws and the penalties for breaking them.

Laws	Penalties
○ <i>Offer sacrifices of blood / labor / precious things.</i>	• <i>Exile</i>
○ <i>Surrender your firearms.</i>	• <i>Execution</i>
○ <i>A slave who crosses the threshold is free.</i>	• <i>Forced labor</i>
○ <i>Leave your grudges outside.</i>	• <i>Restitution</i>
○ <i>Everyone drinks. Everyone eats. No one goes without.</i>	• <i>Imprisonment</i>
○ <i>Do no violence and no intentional harm.</i>	• <i>Public humiliation</i>
○ <i>Speak the truth.</i>	• <i>Disfigurement</i>
○ <i>Everything belongs to everyone. Give freely.</i>	• <i>Punitive violence</i>
○ <i>Don’t touch what isn’t yours.</i>	• 2 enter, 1 leaves
○ <i>Keep your agreements.</i>	• _____
○ <i>Settle your grievances privately by trial and ordeal.</i>	
○ <i>Honor the god / the gods / the ghosts of the dead / all living things.</i>	
○ _____	

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 stitch; read a person

○ highlight

WEIRD

open your brain

○ highlight

HARM

countdown

12

9

6

3

○ 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

WATERBEARER SPECIAL

If you and another character have sex, ask them to do something for you. Whether they agree or refuse in the moment, if they go on to do it, you mark experience.

IMPROVEMENT

experience ○○○○○>>>improve

__ get +1hot (max hot+2)

__ get +1sharp (max sharp+2)

__ get a new waterbearer move

__ get a new waterbearer move

__ add 2 features to the source

__ change the laws & penalties of the source

__ get followers (you detail) and **fortunes**

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

__ 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

WATERBEARER MOVES

○ **Lawbringer**: when someone breaks your law, roll+cool. On a 10+, choose:

- *You let them off with a warning, reduced penalty, or reprieve.*
- *You make an exception for them and they have no blame.*
- *They must face the full penalty.*

On a 7-9, they must face the full penalty. On a miss, or if you are unable to enact judgment for any reason, responsibility falls to you, and you must face the penalty yourself.

○ **Peacemaker**: when you call for two rivals or enemies to come to you and meet, to settle things between them, roll+cool. On a hit, they must both come, at the time you specify. On a 10+, choose 2. On a 7–9, choose 1:

- *They must come alone.*
- *They must come unarmed.*
- *They must bring gifts, peace offerings, prisoners to exchange, or tokens of good will.*

On a miss, they can make demands of you, and come only if you accede.

○ **Embargo**: you can go aggro with deprivation as your weapon, inflicting *d-harm (water)*.

○ **All are welcome**: when you personally welcome newcomers in, roll+sharp. On a 10+, ask 3. On a 7-9, ask 2. On a miss, ask 1 anyway:

- *Are they hiding any weapons?*
- *Are they hiding any valuables?*
- *Are they hiding a disease?*
- *Are they hiding my enemies among them?*
- *Are they keeping any malicious secrets?*

○ **Step into the flow**: when you lead a group in true ceremony, roll+cool. On a 10+, choose 2. On a 7–9, choose 1:

• <i>Anyone sick is healed.</i>	• <i>Anyone injured is healed.</i>
• <i>Anyone distraught is calmed.</i>	• <i>Anyone bereft is comforted.</i>
• <i>Anyone lost is reassured.</i>	• <i>The source speaks to you.</i>

On a miss, the world’s psychic maelstrom interferes. Open your brain instead.

OTHER MOVES