

THE HUNGER OF THE DAMNED

You bring judgement to those sinners you most despise. Choose 1 or 2:

- **The Envious**, who take what is not theirs.
- **The Gluttonous**, who consume more than their due.
- **The Greedy**, who hoard what belongs to all.
- **The Proud**, who claim false authority.
- **The Slothful**, who are lazy or afraid to act.
- **The Vain**, who flaunt their flesh.
- **The Wrathful**, who use violence in anger.

You begin play with hunger+4.

At the beginning of the session, roll+hunger. On a 10+, hold 3. On a 7-9, hold 1. During the session, you can spend your hold, 1-for-1 to mark any character (PC or NPC) whose actions identify them as the kind of sinner you most despise, and take +1forward against them. If you punish a marked sinner for their actions, give yourself -1hunger. If you have any hold left at the end of the session, add it to your hunger to a maximum of hunger+4. On a miss, you immediately go to hunger+4 and name a character you consider more innocent than most. You'll be *acting under fire* if you ever use violence against them in the future.

When you suffer harm, you get +1hunger, to a maximum of hunger+4.

When you are mocked, challenged, or humiliated by a marked sinner, you get +1hunger, to a maximum of hunger+4.

When you drink fresh blood or eat warm flesh, give yourself -1hunger. If your victim is alive when you begin, you must inflict at least 2-harm.

When you have hunger+4, take -1ongoing.

GEAR & BARTER

CURRENT HUNGER

Introducing

THE DAMNED

The apocalypse came and went, now its leftover terrors lie across the land like a plague of fear. The weak cower in their hovels, content to eke out a meager life, praying that demons in the guise of men will pass them over. For those demons have no fears, they refuse to kneel, they want your crowns. And how will you threaten them from atop your thrones? How can you reason with a fiend when all it knows is hunger?

a character playbook for

APOCALYPSE WORLD

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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:

- *Deliver threats loud, clearly, and for all to hear on behalf of a wealthy NPC.*
- *Serve a wealthy NPC as a torturer.*
- *Execute a murder on behalf 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.



CREATING A DAMNED

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

NAME

Belial, Calmet, Carmilla, Chud, Demonface, Erinys, Lambeth, Michael, Natasha, Nyssa, Ramirez, Sawa, Voorhees, or Zora.

LOOK

Man, woman, both, monster, transgressing, or concealed.

STATS

Blackmouth, Born of Fire, Curse, El Diablo, Fiend, Herald, Marquis, Vengeance, or Wraith.

STATS

Choose one set:

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

MOVES

You get all the basic moves. Choose 3 damned moves.

MOVES

You can use all the battle moves, but when you get the chance, look up *baiting a trap* and *turning the tables*.

HX

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

HX

List the other characters' names.

GEAR

You get:

- 1 evil weapon
- oddments worth 1-barter
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

GEAR

Evil weapons (choose one):

- hooked chains (1-harm hand area +1forward against someone you injure)
- ornate handgun (2-harm close loud ap)
- sawed-off shotgun and scavenged buckshot (3-harm close reload messy poison-optional)
- wicked rusty blade (3-harm hand messy tetanus)

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.

IMPROVEMENT

For everyone else, write Hx-1. People avoid you and you're fine with that.

IMPROVEMENT

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.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS

MOVES

COOL

do something under fire

☐ highlight

HARD

go aggro; sucker someone; do battle

☐ highlight

HOT

seduce or manipulate

☐ highlight

SHARP

read a sitch; read a person

☐ highlight

WEIRD

open your brain

☐ highlight

HARM

countdown

☐ stabilized

HX

help or interfere; session end

DAMNED SPECIAL

If you and another character have sex, they reveal their misdeeds, as if you had used *a friend of the devil is a friend of mine* on them and rolled 10+, whether you have the move or not. And of course you take +1forward against them for it. Additionally, if you (still) love them, they take +1forward. If you don't, tell them why and set your hunger to +4.

IMPROVEMENT

experience ○○○○○>>>improve

☐ get +1cool (max cool +2)

☐ get +1hard (max hard +2)

☐ get +1hot (max hot +2)

☐ get +1sharp (max sharp +2)

☐ get +1weird (max weird +3)

☐ get a new damned move

☐ get a new damned move

☐ get a gang (detail) and *pack alpha*

☐ 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 3 basic moves

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

DAMNED MOVES

☐ *A Friend of the Devil is a Friend of Mine*: when you speak privately with a confessed or marked sinner you despise, roll+hard. On a hit, they reveal their most terrible misdeeds to you, no matter how secret; if they have nothing to tell you, they say what they think of you instead. On a 10+, also take +1forward against them. On a miss, it's your soul laid bare, your intentions toward them plain as day.

☐ *Hex*: during character creation your MC will add a move to this list before you choose moves:

☐ *Kiss of Death*: when you *go aggro*, *do single combat*, or *seize by force* with your bloodthirsty mouth (3-harm hand loud messy), roll+weird instead of roll+hard.

☐ *Like the Shadow of Death*: when you move silent, unseen, roll+cool. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1-for-1 to remain undetected, if at all possible, while you take an action, including the following:

- cover your tracks
- get close to someone or something
- hide or conceal yourself
- infiltrate a secure location
- snatch, pocket, or conceal an item

If you reveal yourself, you lose any remaining hold. On a miss, you're caught in the act or another bad position.

☐ *Opening the Gates of Hell*: when you *open your mind to the psychic maelstrom*, you may roll+hunger instead of roll+weird, but on a hit, the closest person to you experiences exactly what you do, and on a 10+, they suffer s-harm.

☐ *The Unholy One is Among Us*: when you suddenly appear amongst your enemies, roll+weird. On a 10+, choose 1 or 2. On a 7-9, choose 1:

- deal 1-harm to every enemy present
- deal your full harm, by weapon, to any one enemy
- deal s-harm to any one enemy

On a miss, you leave yourself wide open and vulnerable.

☐ *You Think Evil Can Be Killed with Bullets?*: when you go into battle, roll+weird. On a 10+, hold 3. On a 7-9, hold 1. You can spend your hold 1-for-1 to:

- heal one segment of harm to yourself
- ignore the effects of an attack upon you

On a miss, everyone present identifies you as the foremost threat and responds accordingly.

OTHER MOVES