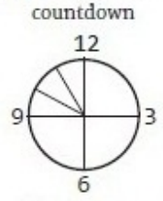
HUMAN COMPANION

You have a human companion who follows you and does things for you. You don't control them, they have their own personality, but they are loyal and obedient (for the most part).
Whenever you use a move against your companion, whatever it is, you always *roll+sharp*. Any player's character who kills your human companion resets their Hx with you to -3.
Tell the MC that this companion is an ***ally: guardian*** and give them a name:
Arlis, Katy, Travis, Vic, Jimmy, Wash, Spike, Dorothy, Rasha, Nelra, Fess, Kimmy, Jux, Lem, Styles, Ricky, Kev, Albert, Jackie, or Squirt

NAME_____

HARM

countdown



○ stabilized

This NPC always has a full countdown clock for taking harm. But when their life becomes untenable, they die.

When your companion works a gig, roll+nothing. On a hit, they get the profit. On a 10+, they get an additional +1-barter. On a miss, they get 1-barter, even if the gig only normally pays 1-barter, but your companion's impulse will come into play to your detriment.

Choose 1 or 2 gigs they work, they come with personality quirks:
○ scavenging and honest work (1-barter / Impulse: to steal)
○ companionship and fucking (2-barter / Impulse: complain loudly)
○ doing murders (2-barter / Impulse: violence begets violence)
○ enforcing law and compound defense (2-barter / Impulse: cowardice)
○ brokering deals and deliveries (2-barter / Impulse: decadent)
○ technical/mechanical work (1-barter / Impulse: bossy & arrogant)
○ infiltration and raids (1-barter / Impulse: dumb)

GEAR & BARTER

Introducing

THE DOG

Man's best friend.

If they only knew.

a character playbook for

APOCALYPSE WORLD

ver 2.0 by Patrick Mallah
©2k+10 D. Vincent Baker
www.apocalypse-world.com

ADDITIONAL RULES

PSYCHIC BOND

A psychic +***bond*** allows you speak to a character using telepathy, and they can hear you as long as they are within a close distance to you, regardless of other ambient noises and even if you are separated by glass, wood, metal, or concrete. You cannot, however, hear their thoughts, and you must be able to hear them speak in order to communicate back and forth. How they acquire the +***bond*** is up to you and the MC. Some options are:
○ bite them
○ save their life
○ successfully *open your brain* while they're staring at you
○ use ***let sleeping dogs lie*** on them
○ use ***moon dog*** on them
○ something else.

NPCs will, in general, try to reject the +bond out of fear or strangeness, unless they are already your ***ally***.

A GANG (OF DOGS)

Detail as normal, but they always have +***bond*** (just like your companion), and they're dogs so they'll have unique impulses (MC details).

BARTER

At the beginning of the session, your companion will spend 1-barter for their and your lifestyle. If they can't, tell the MC and answer her questions.

If you need jingle during a session, tell the MC you'd like your companion to work a gig.

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.

THE DOG

CREATING A DOG

To create your dog, choose name, look, stats, moves, companion, and Hx.

NAME

Blood, Buddy, Dog, Duke, George, Nose, Rocky, Rover, Spot, Zoo

Alba, Bailey, Bella, Cashus, Darcy, Diesel, Kit, Shadow, Suzy, Woofy

STATS

Choose one set:
- Cool-1 Hard+2 Hot-1 Sharp+3 Weird=0
- Cool=0 Hard+1 Hot-2 Sharp+3 Weird+1
- Cool+1 Hard-1 Hot=0 Sharp+3 Weird=0
- Cool=0 Hard=0 Hot+1 Sharp+3 Weird-1

MOVES

You get all the basic moves. You get ***doggie!*** and two more dog moves.

You can use all the battle moves, and when you get the chance, look up ***keeping an eye out***.

GEAR

You get nothing.
You can't carry gear anyway, but you always have your:
- bite (1-harm hand implanted)

Your companion carries gear and barter that you might have access to.

They start with:
- a common weapon
- fashion suitable to their look, including a piece worth 1-armor (you detail)
- oddments worth 1-barter

Common weapons:
- big knife (2-harm hand)
- crowbar (2-harm hand messy)
- machete (3-harm hand messy)
- hunting rifle (2-harm far loud)

LOOK

Male, female, or neutered.

Afghan, beagle, bulldog, chihuahua, cockerspaniel, great dane, hound, husky, mongrel, poodle, pug, terrier.

Albino, bi-colored fur, black fur, brown fur, mottled fur, reddish fur, white fur.

Broken coat, smooth coat, longhair coat, wavy coat, wiry coat.

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 the other players which of their characters have pet you.
- For those who have, write Hx+2, and tell them they have a ***+bond*** with you.
- For those who haven't, write Hx-1.

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

At the end, 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.

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.

NAME –

LOOK

STATS — MOVES

COOL ○	*do something under fire*	
HARD ○	*go aggro; sucker someone; do battle*	
HOT ○	*seduce or maniuulate*	
SHARP ○	*read a sitch; read a person*	
WEIRD ○	*open your brain*	

HX

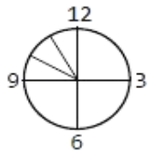
help or interfere; session end

DOG SPECIAL

When you watch two or more characters have sex, you can ask the MC one question (this counts as opening your brain):
- *what will come from this union?*
- *who will be upset that this is happening?*
- *what were these people doing before this?*.

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 +1hard (max hard+2)
- __ get +1hot (max hot+2)
- __ get +1weird (max weird+2)
- __ get a new dog move
- __ get a new dog move
- __ get a new dog move
- __ get a gang (of dogs) and ***pack alpha***
- __ get a move from another playbook
- __ get a move from another playbook

- __ get +1 to any stat (hot, 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

DOG MOVES

Doggie!: when travelling (or sleeping) you do not take up a seat (or a bed). You can eat and live off a lot of things that normal humans wouldn't or couldn't. Any NPCs who become your ***ally*** and receive a +bond with you become a companion.
- When you *read a person* you can always ask "what was the last thing this person ate?" even on a missed roll.
- When you *read a situation* you can always ask "who do I know that has been here recently?" even on a missed roll.

○ ***Ears up, nose down***: name a thing you want that could conceivably be nearby (a gallon of gas, a key, etc.), and roll+sharp. On a 10+, you know exactly where it is and it's easy to get to. On a 7-9, you have a pretty good idea where to find it, but choose 1 from the list below. On a miss, you only have a vague idea where to find it, and the MC picks 2 to be true:
- *it's in somebody else's possession*
- *it's not quite what or where you expected*
- *it's in danger*

○ ***Junkyard dog***: when you bite someone, you inflict 3-harm and it is +messy. You can, at your option, also inflict +disease.

○ ***Chasing cats***: when you use *you're the bait*, *you're the cat*, or *you're the mouse*, you can roll+sharp instead of roll+cool.

○ ***Let sleeping dogs lie***: when another character sleeps in your presence, you can hear their dreams. Roll+weird. On a 10+, hold 3. On a 7-9, hold 2. Spend your hold to ask the player's character questions from the following list, 1 for 1:
- *What do you feel the most guilty about?*
- *What would make you happy?*
- *What are you most frightened of?*
- *Who has hurt you the most?*
- *What is most important to you?*

On a miss, you still hold 1 but your subject takes 1-harm (ap) when they wake up.

○ ***Moon dog***: when you *open your brain to the world's psychic maelstrom*, you can share your vision with anybody who is touching you.

○ ***Third nostril***: when a character with a +bond with you touches you, you can use them for ***augury***. Their body becomes the antenna.

○ ***Ubu roi***: when a fight erupts around you, or you want to walk through a fight, as long as you are not participating in the fight, no NPC will deliberately attack you.

OTHER MOVES