NAME –

LOOK

STATS — MOVES

COOL ○ highlight
do something under fire

HARD ○ highlight
go aggro; sucker someone; do battle

HOT ○ highlight
seduce or manipulate

SHARP ○ highlight
read a sitch; read a person

WEIRD ○ highlight
open your brain

HX
help or interfere; session end

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?*

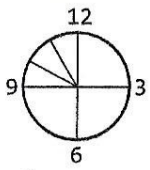
IMPROVEMENT
experience ○○○○○>>***improve***

__get +1cool (max +2)
__get +1hard (max +2)
__get +1hot (max +2)
__get +1weird (max +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 (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

HARM

countdown



○ stabilized

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

THE DOG

Introducing

THE DOG

by Patrick Mallah

Man's best friend.

If they only knew.

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.

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

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

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

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.

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***.

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

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.

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 2 more dog moves.

GEAR

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

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

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 ask them if 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, 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.

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 by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord;* etc.

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.

FOR THE MC

The Dog is a dog. Sure, they're smart, and if the player wants to just be able to use their telepathy with anyone that's cool. But they're always a dog, "just a dog" to some, and less than human to others.

The idea originated from two Boy And His Dog playbooks that were circulating around the AW community. Neither one addressed having a telepathic dog as a companion, and I later discovered that neither creator of the playbooks had read Harlan Ellison's A Boy and His Dog novella. This playbook attempts to simulate being the dog in that novella.

WHAT'S THE DOG'S THING?

Apart from being a telepathic dog? Their ***companion***. There's a lot going on in this playbook in order to make it all work, an orchestra of special rules and caveats, but the ***companion*** is the *thing*. When the player of the Dog makes the ***companion***, ask questions about them like they're a PC. Build off of their impulses, give them personal goals, give them friends and enemies, make them a real separte personality from the Dog - because the Dog is *stuck* with them!

DOG MOVES

The Dog starts with this:

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.*

Yeah, there's a lot packed into this one move. This is the "I'm a dog" move, and if another character takes it then yes, they're a dog now. How? Maybe you should ask them. (Maybe they were a dog all along!) However, you might want to ask players to ignore this move when choosing moves. If every character starts becoming a dog then the game could come to a crashing halt quickly.

The Dog chooses 2 of these:

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*

If the player wants to use this to find something unique, like a fusion reactor, you should absolutely turn this back on them and ask them why they think a fusion reactor might be nearby. The more ridiculous the item, the more the player should explain why they think they can find it. Most often this will be used for food or ammo or something they need, like, right now!

DOG MOVES

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

If you need ideas, skim through what the Threats chapter for details. Diseases are talked about on pages 109, 110, and 119.

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.

A little risky, but this move is intended to be used on friendly NPCs and players' characters. I would think that if the Dog misses the roll on someone they're trying to get an advantage over then they develop a +bond with them if they didn't already have one. Adding a +bond with someone the Dog didn't want one can be a move, yes!

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

They should be touching the Dog *when* roll is made, not afterward.

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

Augury is a peripheral move that lets you do some deep shit with the world's psychic maelstrom. See the peripheral moves chapter for details, page 162.

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.*

I almost called this move "tramping through chaos." Participate doesn't mean engage, if they help or hurt anyone meaningfully they are participating, but if they offer a cigarette or a drink to someone in the middle of a brawl they are engaging without participating.

And here's the Dog's sex move:

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?*

Ever have sex in front of a pet? The Dog is the pet here. Questions were designed to answer the question "what can the Dog smell?" for the MC.