

MUTATIONS

During character creation, choose one. Mutations count as gear, but they're implanted: they're a part of your body. Additional Mutations can be gained via improvement, or temporarily through Unstable Mutation.

- Bloodhunter** (implanted, +1forward to pursuit)
You have an unnatural sense of smell: you can track a person, an emotion, or an object. Carry +1forward to your pursuit.
- Nesting Drones** (alive, infinite, remote, psi-communication at close)
You house a number of little flying drones in your body. It's not pretty. They do your bidding, and can speak telepathically with you when close
- Psi-Blast** (implanted, Ψ-harm, hand, close, far)
Whenever you inflict harm, you can choose to inflict Ψ-harm instead.
- Rending Claws** (implanted, 3-harm, hand, retractable)
When retracted, it just looks like you have knobbly hands. When you let them out, though: yikes.
- Reptilian Scales** (1-armor, implanted, valuable)
Your skin counts as armor. It stacks with real armor. As a result, it's probably quite valuable to poachers and cannibals. You've been warned.
- Spider Venom** (1-harm, implanted, poisonous)
You produce venom. You can coat another weapon in this venom; if you do, that weapon gains the poisonous tag when next used.
- Toxic Spore Blooms** (implanted, intimate/hand, area, messy, s-harm)
When under threat, you can release a cloud of toxic spore blooms that grow in deep pores all over your body. You're immune, of course.
- Vampire Fangs** (implanted, applied, 1-harm, restores 1-harm)
You have fangs. You drink human blood. It's an intimate affair.

GEAR & BARTER

Introducing

THE GROTESQUE

They talk about the apocalypse like it's a curse. They talk about the apocalypse like it took something from them - the golden age of once upon a time. They talk about the apocalypse like it's an act of betrayal, perpetrated by some malign entity.

They talk about the apocalypse as if they don't realize you're standing right there.

a character playbook for

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APOCALYPSE WORLD

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:
- Act as a test subject or sideshow attraction for a wealthy NPC.
 - Guard a business or hardhold.
 - Be seen somewhere and spoil the atmosphere 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 GROTESQUE

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

NAME

Blakeslee, Brambling, Lundy, Weston, Junco, Garrett, Rya, Salia, Subject, Tully.

LOOK

Ambiguous, androgyne, intersexed, transgressing.

Bracket, Maw, Lumbar, Lymph, Torax, Harvest Fruit, Stamen, Echidna, Ponyboy.

Fetish wear, scrounge wear, scrounge wear plus utility, weird armour, concealing robes.

STATS

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

Severe face, alarming face, spiny face, crooked face, inhuman face, interrupted face.

Hungry eyes, lonely eyes, mesmerizing eyes, lidless eyes, unblinking eyes, compound eyes.

MOVES

You get all the basic moves. You get 2 grotesque moves.

Angular body, lumpy body, sad body, contorted body, wet body, transitory body.

GEAR

You get:
• 1 mutation
• 1 small practical weapon
• oddments worth 1-barter

Small practical weapons (choose 1):
• .38 revolver (2-harm close reload loud)
• 9mm (2-harm close loud)
• big knife (2-harm hand)
• sawed-off (3-harm close reload messy)
• stun gun (s-harm hand reload)

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.

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.

You can use all the battle moves, but when you get the chance, look up *single combat* and *lay down fire*.

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 of you is disgusted at the thought of me?*
For those characters, write Hx+2.
• *Which of you has a morbid fascination with me?*
For that character, write Hx+3.

For everyone else, write Hx=0. You're mostly avoided.

NAME -

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 highlight



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

GROTESQUE SPECIAL

If you and another character have sex, you both mark experience. They have +disease and +judgment until they bathe.

IMPROVEMENT

experience ○○○○⊙>>improve

- __get +1hard (max hard +2)
- __get +1sharp (max sharp +2)
- __get +1weird (max weird +3)
- __get a new grotesque move
- __get a new grotesque move
- __get a new mutation
- __get followers (detail) and *fortunes*
- __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

GROTESQUE MOVES

○ *Attuned to the Unnatural*: when you examine an abomination of nature (must be a living, physical thing), roll+sharp. On a 10+, hold 3. On a 7-9, hold 2. You can spend your hold while interacting with the abomination of nature, to ask:
• *what made it the way it is?*
• *what does it hunger for?*
• *how is it a threat to me?*
• *are there others like it?*
• *how can I utilize it?*

○ *Fear of People*: when cornered by a gang or mob, roll+gang size (1 for small, 2 for medium, 3 for large, 4 for anything bigger). On a 10+, carry +1forward to your next action. On a 7-9, carry +1forward to your next action, but only if it involves running away or hiding.

○ *Perversion of Conduct*: when you attack without threat or warning, you get +1harm. When you attack from behind or with stealth, you get *armor-piercing*.

○ *Rapid Adaptation*: when you *do something under fire*, roll+weird instead of roll+cool.

○ *Spore Farm*: that stuff that grows on you is a viable food source. At the beginning of the session, you produce 1-barter worth of food. When eaten, it does s-harm and the consumer carries +1forward.

○ *Third Eye*: you have access to *augury*. Your antenna is +implanted inside of you. If you use *augury* to reach through the maelstrom to someone connected to it, you count as having time and intimacy with them.

○ *Unstable Mutation*: at the beginning of the session, roll+weird. On a 10+, hold 2. On a 7-9, hold 1. At any time, you can spend your hold to temporarily use a mutation you don't have (i.e. for one task or one tick of a battle). On a miss, the MC will tell you how your body changes.

OTHER MOVES