GHOSTS OF THE HAUNTED

Ghosts (choose 1 or more):

- ○ an enemy you betrayed who died soon after
- ○ an enemy you killed
- ○ a friend you betrayed who was killed by others
- ○ a friend you betrayed and killed yourself
- ○ a friend you saw die
- ○ a lover you betrayed who died you don't know where
- ○ a lover you killed
- ○ a lover you saw die and couldn't save
- ○ a relative you killed by accident
- ○ a relative you killed on purpose
- ○ a relative you saw killed by another relative

GHOSTS

GEAR & BARTER

OTHER MOVES

Introducing

THE HAUNTED

Everything we have is robbed from graves, from corpses entombed in their own homes, from the dead cities buried under dirt and water, from the past and its memories. Do you think they see you, with their crowpicked eye-holes? Can you hear them speak, with their black and bloated mouths? Yeah, go ahead, son. Brush it off. But there's more things under these shattered heavens than you think. The dead far outnumber the living now. And I have to wonder: is there still room enough in hell?

a character playbook for

APOCALYPSE WORLD

ver 2.0 by Johnstone Metzger
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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:

- *Banish a ghost.*
- *Burial rites for the restless dead.*
- *One question answered by the dead.*
- *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 HAUNTED

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

NAME

August, Bishop, Caller, Chang, Cosgrove, Dante, Efram, Hastings, Keagan, Laban, Patrice, Santana, or Sully.

Aisha, Clarice, Hosannah, Khanh, Lamb, Never, Quinne, Rain, Scorn, Spiral, Steady, Tessa, Whip, or Widow.

STATS

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

MOVES

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

You can use all the battle moves too, and when you get the chance, look up ***seize by force*** and its variations, as well as the rules for harm.

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 1, 2, or all 3:
- *Which of you was friends with one of the ghosts I speak to?*

For that character, write Hx+3.
- *Who thinks they can redeem me?*

For that character, write Hx+2.
- *Who amongst you does not believe in ghosts?*

For those characters, write Hx+1.

For everyone else, write Hx-1. You aren't real good with the living.

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.

LOOK

Man, woman, transgressing, or concealed.

Casual wear, formal wear, gravegoods wear, or scrounge wear.

Beat-up face, familiar face, guarded face, hooded face, mournful face, poker face, shadowed face, or sweet face.

Cloudy eyes, crazed eyes, dead bird eyes, flat eyes, graveyard eyes, nervous eyes, or watchful eyes.

Curvy body, emaciated body, fidgeting body, fit body, hunched body, itchy body, or marked body.

GEAR

In addition to the ghosts that haunt you, you get:
- 2 pieces of traveling gear
- oddments worth 1-barter
- fashion suitable to your look (you detail)

Traveling gear (choose 2):
- armor suitable to your look, worth 1-armor
- beat-up old bike or mule
- a coffin, with at your option, a corpse or a machinegun (3-harm close/far autofire messy) inside
- machete (3-harm hand messy)
- shotgun (3-harm close messy)
- shovel, pick, and crowbar (2-harm hand messy)

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	○ 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

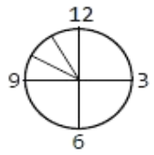
help or interfere; session end

HAUNTED SPECIAL

If you and another character have sex, roll+cool. On a 10+, they can see one, all, or none of your ghosts, your choice. On a 7-9, choose one of your ghosts and they can see them. On a miss, the MC chooses one of your ghosts, it haunts them now.

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 +1sharp (max sharp +2)
- ___get +1weird (max weird +3)
- ___get a new haunted move
- ___get a new haunted move
- ___get followers (detail) and ***fortunes***
- ___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

HAUNTED MOVES

○ ***Bonereader***: when you examine a corpse or ghost, roll+weird. On a 10+, hold 3. On a 7-9, hold 1. While you're examining them, spend your hold to ask the MC questions, 1 for 1:
- *how did they die?*
- *where did they die?*
- *what or how were they doing before they died?*
- *what has happened to them since they died?*
- *what has happened near them since they died?*

On a miss, they don't rest easy.

○ ***Dead Eyes, Dead Ears, Dead Words***: when you ask ghosts to tell you about someone living or spy on them, roll+hot. On a hit, they tell you something. On a 10+, choose 3. On a 7-9, choose 1:
- *you ask a ghost who will tell you secrets or specific details*
- *you ask a ghost who won't tell you the horrors they have seen*
- *you ask a ghost who goes undetected*
- *they know enough to give you +1forward against the person you asked about*
- *they answer one question from the* ***read a person*** *or* ***read a sitch*** *lists*

On a miss, they bring more ghosts to haunt you.

○ ***Gravedancer***: when you *read a person* who is also a ghost, you may add these to the list of questions:
- *where did your character die?*
- *where is your character's body (including parts)?*
- *where is your character's grave?*

○ ***Ghost Lord***: when you impose your will on a pack of ghosts, roll+hard. On a 10+, choose 2. On a 7-9, only 1:
- *they do what you want*
- *they fight as a gang for you (s-harm gang small ghostly)*
- *none of them fight back*
- *none of them escape*

On a miss, they all fight back.

○ ***Necromancy***: when you have time and physical intimacy with a corpse or its grave, roll+weird. On a 10+, choose 2. On a 7-9, choose 1:
- *you summon its ghost and chain it to you*
- *you banish its ghost*
- *you suffer no harm, curse, or misfortune*
- *you impress, dismay, or frighten its ghost, taking +1forward against it, until you show mercy*
- *the corpse, its ghost, or its grave answers a question from the basic moves*

On a miss, MC do your worst.

○ ***Poltergeist***: you can use angry ghosts as a weapon (1-harm close area loud messy). Increase harm if the ghosts have heavy objects or explosives to mess with.

○ ***Survivor Guilt***: your ghosts give you +1armor. If your ghosts begin haunting another character, they also get +1armor, but only when you are there with them.