

STEED

By default, your steed has speed=0, handling=0, 0-armor, and massive=0.

Choose 1 or 2 Strengths: aggressive, agile, fast, huge, quiet, responsive, strong, tough, uncomplaining, warhorse, willing, workhorse.

Choose 1 or 2 Looks: decorated, fiery, filthy, frightening, glowing, magnificent, metal plates, painted, prancing, shaggy, spikes & leather.

Choose 1 Weakness: angry, confused, envious, gluttonous, greedy, lazy, lusty, nervous, picky, proud, sloppy, slothful, slow, stubborn, temperamental, treacherous, unreliable, vain.

Choose 1 Battle Option: +1speed, +1handling, +1armor.

STEED	SPEED	HANDLING	ARMOR	MASSIVE
	STRENGTHS			
	LOOKS			
	WEAKNESS			

Choose the color of your steed:

○ **White (+1speed):** you have +disease, it cannot be cured and will only spread. Work out the details with the MC. As long as you are with your steed you show no signs and cannot die from it. At the end of the session, mark 1xp if you infected someone. If not, roll+weird. On 10+, your disease didn't spread this session. On a 7-9, choose an NPC you interacted with and they contract your disease - if you didn't interact with any NPCs, treat this result as a miss. On a miss, the MC chooses an NPC, any NPC.

○ **Red (+1handling):** Every time you start a fight, take +1ongoing until the fight ends. Every time you destroy an alliance between two powerful people or two groups, mark 1xp.

○ **Black (+1massive):** When you eat food or drink water that you stole from someone in need, it heals you of all harm. Starvation and dehydration will not fill your harm clock past 9:00.

○ **Ash (+1armor):** At the end of the session, mark 1xp if you killed someone. If you didn't, roll+cool. On 10+, no worries. On a 7-9, don't alter other characters' *Hx* in your playbook this session, you're distracted. On a miss, your steed abandons you until someone dies by your hand.

GEAR & BARTER

Introducing

THE HORSEMAN

Those seals are broken and the end has come. Seems like we didn't all get the message, huh? Well, somebody has to break the bad news to the fools gone deaf. Better be one tough sonofabitch though. These motherfuckers are likely to kill the messenger.

a character playbook for

APOCALYPSE WORLD

ver 2.0 by Johnstone Metzger
art by Marie Ann Mallah
©2k+10 D. Vincent Baker
www.apocalypse-world.com

BARTER

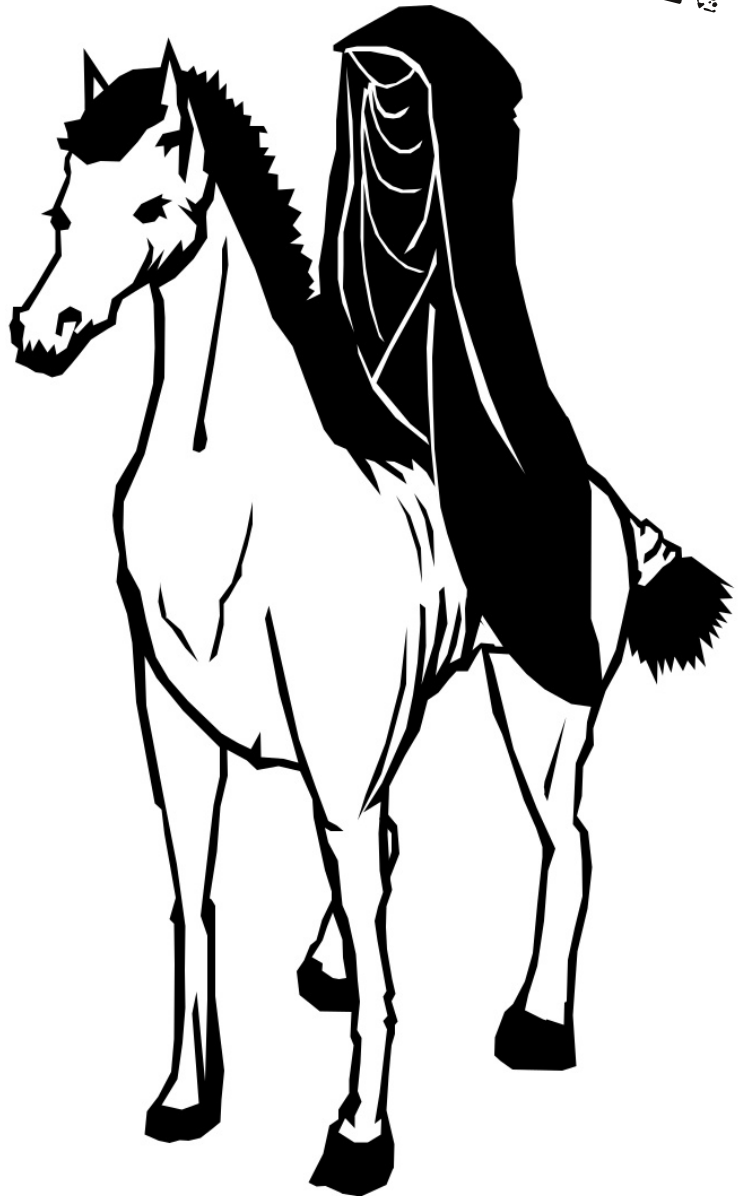
At the beginning of the session, spend 1- or 2-barter for your lifestyle. If you can't or won't, tell the MC and answer her questions.

- If you need jingle during a session, tell the MC you'd like to work a gig. Your gigs:
- *Deliver a message or valuable on behalf of a wealthy NPC.*
 - *Serve a wealthy NPC as guide or guard.*
 - *Disturb the peace somewhere for a week 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.

THE HORSEMAN



CREATING A HORSEMAN

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

NAME

Angelica, Caesar, Castigan, Dakota, Duval, Elias, Ezekiel, Hamilton, Kai, Lincoln, McCluskey, Seth, Slade, or Ursula.

LOOK

Man, woman, androgynous, transgressing, or concealed.

Biker wear, cowboy wear, fetish-bondage wear, leather wear, riot gear, scrounge wear, or vintage military wear.

STATS

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

MOVES

You get all the basic moves. You get *infernal steed*, then choose a second horseman move.

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

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 has ridden my steed, with or without me?

For that character, write Hx+2.

• Which of you called me out on a lie and got away with it?

For that character, write Hx+3.

For everyone else write Hx-1. You're not as sneaky as you think you are.

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.

GEAR

You get:
• 2 heraldic weapons
• oddments worth 1-barter
• fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Heraldic weapons (choose two):
• lance and banner (2-harm hand flag)
• pair of pistols (2-harm close loud)
• rifled carbine (2-harm close loud)
• sabre (3-harm hand)
• smg (2-harm close autofire messy)
• sniper rifle (3-harm far loud 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.

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

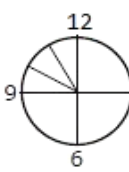
SHARP highlight

open your brain

WEIRD highlight

HARM

countdown



stabilized

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

HORSEMAN SPECIAL

If you and another character have sex, they hold 1. You can spend their hold by:
• fighting to protect them
• giving them something they want
They can spend their hold to have you show up where they are, with or without any clear explanation how. Until they spend their hold, you can't interfere with them.

IMPROVEMENT

experience ○○○○>>>improve

- get +1cool (max cool +2)
- get +1hard (max hard +2)
- get +1hot (max hot +2)
- get +1sharp (max sharp +3)
- get +1weird (max weird +2)
- get a new horseman move
- get a new horseman 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

HORSEMAN MOVES

● *Infernal Steed*: you can use *road war* moves with your steed as if it were a car or motorcycle, and when you do roll+sharp instead of roll+cool. When you use your steed as a weapon, inflict +1harm. When you inflict v-harm from the back of your steed, add +1 to your target's roll. When your steed suffers v-harm, take -1 to the roll. You cannot be easily unseated, and take +1ongoing to any attempts to dismount you from your steed.

○ *Come and See*: when you attack a fortress or a building with people in it, you and your steed count as a gang (3-harm gang small).

○ *Conquest*: when you and your steed lead a gang into battle, it counts as one size larger than it is.

○ *Famine*: when you *seduce* or *manipulate* someone to part with something, roll+sharp instead of roll+hot.

○ *Hell Follows Close Behind*: when you lead a group or convoy across the land, roll+sharp. On a 10+, hold 3. On a 7-9, hold 1. You can spend your hold 1-for-1 to:
• take +1forward with one of them
• make them forget the way back
• add a want of your choice to the group
• you can use the group or convoy for *augury*
On a miss, you lead them into disaster, from which you are not exempt.

○ *Herald of the End Times*: when you preach doom to a crowd, roll+weird. On a 10+, all 3. On a 7-9, choose 1:
• you put the fear into their hearts (want: +anxiety)
• you put them in a state of want, immediately
• they don't turn on you, regardless of their wants
On a miss, they turn on you, regardless of their nature.

○ *Revealed Will*: when you *open your brain* on the back of your steed and don't miss the roll, you may ask 1 question from *read a person* for someone present.

OTHER MOVES