

NAME -

LOOK

STATS MOVES

COOL

do something
under fire

☐ highlight

HARD

go aggro;
sucker someone;
do battle

☐ highlight

HOT

seduce or
manipulate

☐ highlight

SHARP

read a sitch;
read a person

☐ highlight

WEIRD

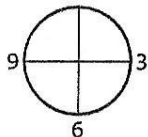
open your brain

☐ highlight

HARM

countdown

12



6

☐ stabilized

when life becomes untenable:

- ☐ die, and **Respawn**
- ☐ die, and **Respawn**
- ☐ die, and **Respawn**
- ☐ die, for good this time

HX

help or interfere; session end

RED SHIRT SPECIAL

If you and another character have sex, NPCs will start following your Leader now by joining their gang, living in their holding, or just by following you (MC details), and PCs will get +1Hx with your Leader.

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 +2)
- __get a new red shirt move
- __get a vehicle (you detail)
- __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

THE RED SHIRT

Introducing

THE RED SHIRT

by Patrick Mallah

They say some people were born to lead. They weren't talking about you

RED SHIRT MOVES

○ **A friend in need:** when you accompany your Leader on a gig, they earn +1barter.

○ **Dead drop:** when you leave a coded message for your Leader (or their gang/crew), roll+sharp. On a hit, they will find it easily. On a 10+, they will understand it the moment they see it without the need to investigate further.

○ **Hold the fort:** when you fight in your Leader's absence, you fight at +1harm or +1armor, your choice.

○ **Jolly roger:** when you die you can prophecy the doom of the one who killed you at the hands of your Leader, roll+weird. On a hit, your Leader gets +1ongoing against your target. On a 10+, your Leader can choose to show up right now, with no clear explanation why, and you may choose to have your **Respawn** following them.

○ **Miracle worker:** you count as a crew all by yourself, for purposes of using a workspace or a garage.

○ **Nameless numberhead man:** your presence alone can act as leverage for your Leader's **manipulate** rolls, and likewise your Leader's presence can act as leverage for your **go aggro** rolls.

○ **The burdens we carry:** at the beginning of the session, you may ask the MC "who is moving against my Leader and what will they do next?" and they will tell you, openly and honestly.

○ **The cavalry arrives:** when your Leader marks 10 o'clock harm or higher you can arrive on the scene immediately, without any clear explanation why, by their side or in an advantageous position, your choice.

GEAR & BARTER

FOLLOWER

- You start as a follower of another player's character, you're either part of their gang or crew, or you simply follow them. Your role within a gang or crew should be defined between you and the other player. Regardless they are your Leader. You can refer to them by name, but for the moves of this handbook they are designated as your Leader.
- Your Leader always has Hx+2 with you, and you always have Hx+2 with them; any time either of your Hx is adjusted, for any reason, it always resets to +2. Neither of you can get experience points from adjusting Hx with each other.
- At the start of every session, instead of giving your playbook to the player of the character with the highest Hx with you, give your playbook to your Leader, they always highlight one of your stats before giving your playbook to the MC.
- If your Leader ever changes their character to a new playbook, or dies, you may elect to switch to another player's character as your new Leader.
- You cannot have an NPC as your Leader.

RESPAWN

Whenever life becomes untenable you do not mark debilities, instead you will die then create a new recruit to join a gang/crew. This won't change your Leader. You keep your moves and stats, but change your Name, Look, and Outlook as appropriate. Your Hx stays the same but everyone else's Hx with you resets to +0, except for your Leader. You **respawn** with zero barter, fashion suitable to your new look, and a crowbar (2-harm hand messy) or a machete (3-harm hand messy), your choice. Lastly, hand your playbook to the MC and they can choose to erase then highlight new stats for you.

BARTER

At the beginning of the session, spend 1- or 2-barter for your lifestyle. If you can't or won't, ask your Leader for it; if they 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 match whatever your Leader's gigs are, but you can always try to negotiate your own.

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 RED SHIRT

To create your red shirt, choose name, look, stats, moves, gear, and Hx.

NAME

Branson, Carlisle, Chilton, Dern, Haskell, Hawk, Hendorff, Kaplan, Kenny, Leslie, Mallory, Marple, Monroe, Nell, Number Two, Number Nine, Rizzo, Tasha, Thompson

STATS

Choose one set:

- Cool=0 Hard+1 Hot+1 Sharp+1 Weird-1
- Cool+1 Hard+1 Hot-1 Sharp+1 Weird=0
- Cool=0 Hard+1 Hot=0 Sharp+1 Weird=0
- Cool-1 Hard+1 Hot=0 Sharp+1 Weird+1

MOVES

You get all the basic moves. Look over **Follower** and **Respawn**, then choose any two red shirt moves.

You can use all the battle moves, but when you get the chance, look up all the **tactical and support** moves.

HX

Everyone introduces their characters by name, look, and outlook. Take your turn.

List the other characters' names.

Go around again for Hx.

For your Leader, write Hx+2.

On your turn, ask either or both:

- *Have any of you betrayed my Leader?*

For those characters, write Hx-1.

- *Have any of you fought alongside me?*

For those characters, write Hx+3.

For everyone else, write Hx=0.

At the end, ask your Leader which of your stats is most interesting, and highlight it.

The MC will have you highlight a second stat too.

LOOK

Man, woman, ambiguous, or transgressing.

Display wear, scrounge biker wear, showy wear, casual wear, uniform, or vintage wear.

Rugged face, sweet face, severe face, weathered face, or strong face.

Dazed eyes, cold eyes, calm eyes, narrow eyes, or wide eyes.

Compact body, wiry body, sturdy body, stout body, or fit body.

GEAR

You get:

- 1 firearm
- oddments worth 1-barter
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Firearm (choose 1):

- 9mm (2-harm close loud)
- smg (2-harm close autofire loud)
- sawed-off (3-harm close reload 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.

FOR THE MC

The Red Shirt is a playbook that you and your players may have a lot of questions about. I will try to impart what my expectations are while sharing this playbook into the Apocalypse World gaming community.

The idea originated from wanting to play a member of another player's gang, without being considered a full-fledged separate entity from that character and their gang. I wished to create a mechanic that would allow me to continue playing within that gang should my character die.

WHAT'S THE RED SHIRT'S THING?

Being a **Follower**. This ability gives two players an incentive to play off of one another and to work in tandem regularly. It also allows the player to switch their Leader if the Leader changes drastically through improvements, or they could stay with them, there's nothing that says the Red Shirt has to be part of gang. The Red Shirt is intended to be a support character, a playbook that allows a player to stay close to the action without always being the main focus of the action.

The Red Shirt has a harm countdown clock with only 4 segments, this is not stated under the **Respawn** ability. While the Red Shirt is not intended to be a single entity, switching appearances or jumping from body to body, it *could be* played that way since why and how **Respawn** works is deliberately left unexplained.

Neither **Follower** nor **Respawn** are moves, they cannot be taken by other playbooks. Another character might switch playbooks to the Red Shirt, though it's a considerable downgrade of survivability.

RED SHIRT MOVES

The Red Shirt chooses 2 of these:

A friend in need: when you accompany your Leader on a gig, they earn +1barter.

This is not *your* barter, it's theirs. But they wouldn't have it unless you were there.

Dead drop: when you leave a coded message for your Leader (or their gang/crew), roll+sharp. On a hit, they will find it easily. On a 10+, they will understand it the moment they see it without the need to investigate further.

The coded message can be anything (you or the player details) but the move only encompasses whether it was found and understood. On a miss, I would let a rival gang or NPC find it and understand it.

Hold the fort: when you fight in your Leader's absence, you fight at +1harm or +1armor, your choice.

This move is a huge boost for whoever the Leader is, because they can leave more often and worry less about someone else messing with their home base.

RED SHIRT MOVES

Jolly roger: when you die you can prophecy the doom of the one who killed you at the hands of your Leader, roll+weird. On a hit, your Leader gets +1ongoing against your target. On a 10+, your Leader can choose to show up right now, with no clear explanation why, and you may choose to have your **Respawn** following them.

It can be difficult to know what to do on a miss with this move. Do not ever make a hard move on another character, this will make other player's resent the Red Shirt for dying. On a miss, I would suggest looking to your threats, if they have countdown clocks maybe advance one of them. Whoever, or whatever, killed the Red Shirt might take his stuff, but you could also make a move with them offscreen.

Miracle worker: you count as a crew all by yourself, for purposes of using a workspace or a garage.

If you have a savvyhead in play, or anyone with a **workspace**, and regardless of whether the Red Shirt follows them or not, you should always be adding "you can do this in half the time with a crew" to any project they start. It will incentivize the Red Shirt into taking this move, or maybe becoming the Savvyhead's crew.

Nameless numberhead man: your presence alone can act as leverage for your Leader's **manipulate** rolls, and likewise your Leader's presence can act as leverage for your **go agro** rolls.

This is absolutely a move for a villainous henchman.

The burdens we carry: at the beginning of the session, you may ask the MC "who is moving against my Leader and what will they do next?" and they will tell you, openly and honestly.

An opportunity to **barf forth apocalyptica** and **announce offscreen badness**, this move is doing your work for you!

The cavalry arrives: when your Leader marks 10 o'clock harm or higher you can arrive on the scene immediately, without any clear explanation why, by their side or in an advantageous position, your choice.

A straightforward survival move for the Leader character. If you weren't looking at the Red Shirt through crosshairs before, you should be now.

And here's the Red Shirt's sex move:

If you and another character have sex, NPCs will start following your Leader now by joining their gang, living in their holding, or just by following you (MC details), and PCs will get +1Hx with your Leader.

Imagine sleeping with someone and afterwards all they can do is talk about how someone else is so great and cool and will you go with them to the meeting tonight?!