

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	<p>countdown</p> <p>12</p> <p>9 3</p> <p>6</p> <p>☐ stabilized</p> <p>when life becomes untenable:</p> <p>☐ come back with -1hard</p> <p>☐ come back with +1weird (max+3)</p> <p>☐ change to a new playbook</p> <p>☐ die</p>

HX

help or interfere; session end

UNSTITCHED SPECIAL

If you and another character have sex, subtract 1 from your Hx with one another, but you both take +1forward to roll+weird.

IMPROVEMENT

experience ○○○○○>>>improve

_get +1cool (max cool +2)
 _get +1hot (max cool +2)
 _get +1sharp (max sharp +3)
 _get +1weird (max cool +2)
 _get +1weird (max weird +2)
 _get a new unstitched move
 _get a new unstitched move
 _get a **workspace** (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 UNSTITCHED

Introducing

THE UNSTITCHED

by Patrick Mallah

You're on a crusade to save your home, you've stepped sideways through the maelstrom to fulfill your duty, only to find yourself dancing with death. You're here now, unstuck from your own time, and you know that all of this happened already, more or less.

UNSTITCHED MOVES

● **I'm from the future!**: whenever you ask the MC what you know about a particular place, person, or thing, roll+sharp. On a hit, you get to know stuff. On a 10+, choose 3. On a 7-9, choose 2:

- you know why this is happening
- you know how things are about to go down
- you know who is nearby that might help you
- you know when a thing is going to happen
- you know where to find some gear easily

On a miss, you can still choose 1 but advance your Mission countdown clock by 1 segment and tell the MC to make a move or advance one of their own clocks.

● **Time's running out**: at the start of the session, mark a segment of your Mission countdown clock. You may avoid this by erasing the highlight on one of your stats.

○ **Quicker than most**: when violence occurs near you, roll+cool.

On a 10+, hold 3. On a 7-9, hold 2. Spend your hold 1-for-1 to choose options:

- name a person who is witness to the violence, you cross the distance to stand beside them
- take +1harm from an incoming attack against you and reflect an equal amount of harm back upon your attacker(s)
- name an NPC who is engaged in violence, as either assailant or victim, and you escape their notice
- reduce a Harm move roll by -1
- name a character engaged in violence whom you could assist, increase the amount of harm they can inflict by +1

On a miss, you still hold 1, but the MC removes 3 of your choices.

○ **Gemini incident**: at the start of the session, you may choose to roll+weird. On a hit, there are two of you. On a 10+, you can coordinate freely with your other self, you control both of you. On a 7-9, the MC controls your other self and you choose 1:

- they have a different mission than you, but will try to preserve your life no matter what
- they're actively trying to help your mission, but they don't care about your safety
- they are your consummate ally for both the mission and your safety, but anybody you share Hx with is on their kill list

On a miss, your other self is actively working against you, and doesn't care who they kill.

○ **Voice of authority**: when you reveal what you know to a mob, gang, or group of three or more people, roll+sharp. On a hit, they listen to you with fascination. On a 10+, choose 2.

On a 7-9, choose 1:

- none of them leave while you speak
- none of them will inflict pain or violence in front of you
- none of them will betray you later on

On a miss, they don't care who you are, what you know, or if you get in their way.

○ **I know your potential**: when you **manipulate** someone, roll+sharp instead of +hot.

○ **Telepathic feedback**: when you **read a person**, your questions can act as a weapon. You can spend one of your hold to +stun them.

TIME MACHINE

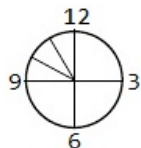
Using your time machine is not reliable. It was only meant to bring you here and then return you home, and if you use it too soon your superiors may not allow you to return or will insist that you return to the point where you left from.

MISSION

For each mission below, the MC is not obligated to provide any details about the mission beyond the instructions for the mission itself. Choose a mission:

- **Assassination**: you must find and kill your target, the MC chooses a target
- **Assistance**: you must preserve a community, the MC will tell you where your help is needed the most
- **Historical survey** *: you must document and record an important event, you and the MC should determine the event together
- **Interview** *: you must find several people and ask them questions about their lives, the MC will provide you with a list of names
- **Paradox**: you must destroy a community, the MC will tell you the most effective way to destroy a nearby settlement or holding
- **Temporal fix**: there is an already existing time paradox that you must fix, the MC will tell you what part of the timeline was damaged

* for these missions you are given recording equipment, which must be returned, it counts as +hitech and +valuable gear



FAILURE

If the Mission countdown clock fills up, you fail the mission. If your mission fails, choose one:

- your time machine returns home on a preset journey, you are now stranded in the past and immediately switch to a new playbook
- your time machine has been disabled by agents from an alternate future timeline you've created by accident, you might be able to get it working again...
- your time machine stops working due to your alterations of the timeline, you might be able to repair it...

The MC is free to create new threats and add countdown clocks as further and deliberate disruption of the timeline, or established history as the Unstitched knows it, will create more severe consequences.

SUCCESS

Once a mission is successfully completed according to the details assigned by the MC, your Mission countdown is reset to zero, you choose a new (different) mission from the list, and you gain one Improvement. Once all missions have been completed you may retire to safety.

BARTER

Your time machine provides for your day-to-day living, so while you have it and it works, you don't need to spend barter for your lifestyle at the beginning of the session.

You haven't managed yet to fit yourself into any local barter economy. If you need some jingle, you're going to have to figure that shit out.

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 UNSTITCHED

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

NAME

Christobel, Everett, Feckle, Jane, Lily, Miss Smith, Monsignor, Nickia, Pilgrim, Professor, Rose, Valeria, Xavier

STATS

Choose one set:

- Cool+1 Hard-1 Hot=0 Sharp+2 Weird+1
- Cool-1 Hard+1 Hot+1 Sharp+2 Weird=0
- Cool=0 Hard=0 Hot+1 Sharp+2 Weird=0
- Cool=0 Hard-1 Hot+2 Sharp+2 Weird-1

MOVES

You get all the basic moves. You get *I'm from the future!* and *Time's running out*, then choose one unstitched move.

You can use all the battle moves, but when you get the chance, look up *keep an eye out* and all the *subterfuge* 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 one or both:

- *Who helped me when I was weak and vulnerable?*
For that character, write Hx+2.
- *Which one of you is most suspicious of me?*
For that character, write Hx=0.

For everyone else, write Hx-1. You came out of nowhere.

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, ambiguous, or concealed.

Casual wear, military fatigues, utility wear, or vintage wear.

Calm eyes, pretty eyes, piercing eyes, sparkling eyes, or wild eyes.

Crooked teeth, stained teeth, straight teeth, missing tooth, or white teeth.

Curvy body, slim body, fat body, skinny body, or tall body.

GEAR

You get:

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

Weapons (choose 1):

- 9mm (2-harm close loud)
- crowbar (2-harm hand)
- machete (3-harm hand messy)
- many knives (2-harm hand infinite)

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 Unstitched is a playbook that has a lot of knowledge at their fingertips, but is perilously and uncautiously running forward into it. The struggles that the Unstitched face are not the same as everyone else's, because if they aren't helping then they are getting in the way.

The idea originated from watching Doctor Who. Specifically a David Tennant episode that was so awful I stopped watching Doctor Who entirely until the creative production team changed in 2010. The playbook itself is heavily inspired by Slaughterhouse Five, yes, those references you keep seeing are deliberate!

—WHAT'S THE UNSTITCHED'S THING?—

Their **missions** are their thing, not their time machine. Plot twist! What?! The time machine and being from the future are narrative conceits, the real measure of this playbook's power is in how they are an agent of change. There is no status quo in Apocalypse World, and the Unstitched is a powerful agent for upending the status quo wherever you see it settling in.

Don't worry though, if an Unstitched doesn't follow their mission then they are forced to change themselves, or spend the rest of their days struggling against an unpreventable future.

—UNSTITCHED MOVES—

The Unstitched starts with these 2:

I'm from the future!: whenever you ask the MC what you know about a particular place, person, or thing, roll+sharp. On a hit, you get to know stuff. On a 10+, choose 3. On a 7-9, choose 2:

- you know why this is happening
- you know how things are about to go down
- you know who is nearby that might help you
- you know when a thing is going to happen
- you know where to find some gear easily

On a miss, you can still choose 1 but advance your Mission countdown clock by 1 segment and tell the MC to make a move or advance one of their own clocks.

An opportunity for you to give information that is known after the fact. Ask yourself, what happened here without the Unstitched's interference and then answer honestly. Don't forget to **announce badness** with everything!

Time's running out!: at the start of the session, mark a segment of your Mission countdown clock. You may avoid this by erasing the highlight on one of your stats.

The Unstitched gets 1 of these:

Quicker than most!: when violence occurs near you, roll+cool.

On a 10+, hold 3. On a 7-9, hold 2. Spend your hold 1-for-1 to choose options:

- name a person who is witness to the violence, you cross the distance to stand beside them
- take +1harm from an incoming attack against you and reflect an equal amount of harm back upon your attacker(s)
- name an NPC who is engaged in violence, as either assailant or victim, and you escape their notice

UNSTITCHED MOVES

- reduce a Harm move roll by -1
 - name a character engaged in violence whom you could assist, increase the amount of harm they can inflict by +1
- On a miss, you still hold 1, but the MC removes 3 of your choices.

Hold can be spent at any time during the fight. If the fight ends and the Unstitched still has hold, it goes away. No saving for the next fight.

Gemini incident!: at the start of the session, you may choose to roll+weird. On a hit, there are two of you. On a 10+, you can coordinate freely with your other self, you control both of you. On a 7-9, the MC controls your other self and you choose 1:

- they have a different mission than you, but will try to preserve your life no matter what
- they're actively trying to help your mission, but they don't care about your safety
- they are your consummate ally for both the mission and your safety, but anybody you share Hx with is on their kill list

On a miss, your other self is actively working against you, and doesn't care who they kill.

No matter what they choose on a 7-9, the NPC version of the Unstitched should be at cross-purposes, their mission or their morality should interfere with the PC.

Voice of authority!: when you reveal what you know to a mob, gang, or group of three or more people, roll+sharp. On a hit, they listen to you with fascination. On a 10+, choose 2. On a 7-9, choose 1:

- none of them leave while you speak
- none of them will inflict pain or violence in front of you
- none of them will betray you later on

On a miss, they don't care who you are, what you know, or if you get in their way.

When someone teaches, if anyone is listening not everyone listens.

I know your potential!: when you **manipulate** someone, roll+sharp instead of +hot.

Telepathic feedback!: when you **read a person**, your questions can act as a weapon. You can spend one of your hold to +stun them.

Narratively the Unstitched may have asked a question, but mechanically this is used instead of asking a question from the **read a person** list, the hold is spent.

And the Unstitched's sex move:

If you and another character have sex, subtract 1 from your Hx with one another, but you both take +1forward to roll+weird.

If the Unstitched and an NPC have sex, then the Unstitched takes +1forward to roll+weird. Otherwise there's no other mechanical effect, but the NPC should definitely feel like they lost something or know less somehow.