

COMPANIONS

Your companions can consist entirely of the other PCs, entirely of NPCs, or any mix. If they include any NPCs, sketch them out with the MC—names (e.g. Angler, Hellion, Joong, Mishi, Docks, Justice, Elsha) and brief descriptions. Make sure they have a reason to hang around in your general vicinity: a fascination, obsession, mission, debt, hatred, delusion, bond, greed, scheme, or something else.

FORTUNES

Fortune, surplus and want all depend on your followers. At the beginning of the session, roll+fortune. On a 10+, your followers have surplus. On a 7–9, they have surplus, but choose 1 want. On a miss, they are in want. If their surplus lists barter, like 1-barter or 2-barter, that’s your personal share.

FOLLOWERS

	SURPLUS	FORTUNE
	WANT	

Introducing

THE BEHEMOTH

*History shows again and again
How nature points out the folly of men*
— ritual chant of the monstrous Azure Mollusk

a character playbook for

APOCALYPSE WORLD

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ADDITIONAL RULES

HARM & HEALING

Harm before 6:00 heals automatically with time. Harm after 9:00 gets worse with time, unless stabilized. If the player marks the segment 11:00 to 12:00 , it means that the character’s dead but can still be revived. Any harm past that and the character’s dead for reals.

When you *heal another player’s character’s harm*, you get +1Hx with them (on your sheet) for every segment of harm you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

When you *inflict harm on another player’s character*, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you heal someone, you see them more clearly. When you hurt someone, they see you more clearly.

BARTER

You really have no need for barter, but you might find it useful now and again.

If you’re charging someone for your services, 1-barter might be the going rate for: *one month’s employment as town protector; one week’s employment as a personal bodyguard; one raiding expedition; one convoy led through hostile territory; one month’s physical labor requiring your strength and size.*

1-barter will cover a month’s living expenses, if your tastes aren’t too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury and company; the material costs of a crash resuscitation by an angel; a year’s tribute to a warlord; one square meal each for around 30 people; a typical family’s entire food store.*

For better stuff, you should expect to make particular arrangements.



CREATING A BEHEMOTH

To create your behemoth, choose name, size & look, traits, moves, companions, and Hx.

NAME

Gorgameth, Astidae, Gygax, Ebulon, Octorox, Boressta, Thel, Leviathan, In-Darkness-She-Is-Waiting, Wescott, Xx-2, Staccatos, Thundera, the Black Goat, Invincus, the Great Yesh

STATS & MONSTROUS TRAITS

You start with the following:

- Cool +0, Hard +1, Hot N/A, Sharp +0, Weird +1
- You count as a small gang
- You have natural armor-1

Then, pick two **monstrous traits**.

By default, you are unable to communicate in human languages—though you read emotions well and understand many words.

MOVES

You get all the non-Hot basic moves. You cannot use any move that requires Hot. Taking moves from another playbook (such as **Unnatural lust transfixion**) may allow you a workaround. You get **rage** and **rampage**, and then choose 2 behemoth 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,

- Any of them who are your companions, ask them how their fate is bound to yours. Then, tell their players Hx+2.
- For the rest, tell them Hx+1. Stories and signs of your disquiet are everywhere.

On the others' turns:

- One of them just barely survived a close encounter with you. Whatever they tell you, ignore it and mark Hx+2.
- One of them is fated to be a true friend or terrible enemy of the natural world. You are keeping an eye on them to see which it will be. Whatever number they tell you, give it +1.
- For everyone else, take the number they tell you and give it -1. Humans always insist on doing things against their own interests and nature, which you find troubling and confusing.

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.

SIZE

of a garage, of a tall tree, of a fortress, of a skyscraper, of a mesa, blocks out the sun, to the clouds

EYES

fierce eyes, alien eyes, tragic eyes, lonesome eyes, all-seeing eyes, wizened eyes, dark eyes, wise eyes, vicious eyes, emotionless eyes, compound eyes, no eyes, or a single unblinking eye

LOOK

reptilian, crustacean, pterosaur, mollusk, cephalopod, tortoise, ursine, robotic, molten, elemental, other, 2 of the above.

GEAR

You likely have little use for gear or clothing yourself, but each of your **companions** carries some gift, token, trophy, or device related to you (your choice).

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; seize by force
HARD	☐ highlight
N/A	seduce or manipulate
HOT	☐ highlight
	read a sitch; read a person
SHARP	☐ highlight
	open your brain
WEIRD	☐ highlight
HARM	
countdown	
☐ stabilized	
☐ shattered (-1cool)	
☐ crippled (-1hard)	
☐ disfigured (-1hot)	
☐ broken (-1sharp)	

Hx

help or interfere; session end

BEHEMOTH SPECIAL

If you and another character have sex, they hold 1. They can spend their hold at any time to mark or erase one **rage** meter segment.

IMPROVEMENT

experience ○○○○○➡>>>improve

__	manifest another monstrous trait
__	manifest another monstrous trait
__	get a new behemoth move
__	get a new behemoth move
__	permanently alter a feature on the map
__	permanently alter a feature on the map
__	get a lair (workspace , detail) and a majordomo
__	get a move from another playbook
__	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 4 basic moves

BEHEMOTH MOVES

Monstrous traits: you start with 2 of these,

- Flying, fearless, or heartless: take Cool+1
- Living weapon, savage, or unstoppable: take Hard+1
- Multiple heads, cybernetic, or ancient: take Sharp+1
- Psychic, mutant, or prophetic: take Weird+1
- Gargantuan or mythic: you count as a medium gang
- Plated, invincible, or fluid: take +1armor

- **Rage:** at the beginning of each session or when you witness the destruction or suffering of something that you protect, mark off one **rage** meter segment. If your rage is full, you **rampage**.

- **Rampage:** You cannot bear it any longer; the injustices of the world are too manifest and wanton. Until your **rage** meter returns to zero, your anger cannot be quenched. Demonstrating an emotion other than rage is **acting under fire** and you count as a gang one size larger. You may erase a **rage** segment by doing one of the following:

- Assault a monument to human hubris
- Destroy the fragile trappings of civilization
- Target those responsible
- Unleash chaos
- Terrorize innocents

- **A god among us:** your companions constitute a cult with **Fortunes** (see page 65 of the rulebook)

- **Friend to all children:** All children, even those you've never met before, count as your companions.

- **Sooth the savage beast:** You may erase a rage segment at any time, even during a rampage, if someone does one of the following:

- Treat you with compassion and respect
- Show you who or what is the real culprit
- Place themselves in harm's way
- Create a moment of quiet and calm

- **Make yourself understood:** when you attempt to impress your feelings upon someone through your expressions, body language, attitude, and actions, if they are an NPC, roll+Sharp. On a 10+, choose 3; on a 7-9, choose 1.

- They share a moment of true empathy with you
- They do something they think you want
- They will not oppose what you do next
- They will not side with those arrayed against you
- They get out of the way

If a PC, pick what you want them to do off the list & treat it as **manipulating** someone, but roll+Hx instead of roll+Hot.

