

CREATING A BEES' MASTER

To create your Bees' master, choose name, look, stats, moves, gear and Hx.

NAME

Honey, Pollen, Comb, Queenie, Buzz, Forge, Cage, Ash, Brock, Misty.

LOOK

Man, woman, ambiguous, transgressing, or hidden.

Beekeeping clothes.

Hidden face, round face, bony face, or ruddy face.

Hidden eyes, crazed eyes, striped eyes, insectoid eyes, or red eyes.

Stocky body, insectoid body, round body, or concealed body.

STATS

Choose one set:

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

MOVES

You get all the basic moves and **Bee Whisper**. Choose one additional starting move.

GEAR

You get:

- A shitload of bees.
- Bug Net (1-harm, reach)
- A beekeeper suit, customized according to your look.
- Honey worth 1-barter.

If you'd like to start play with a vehicle or a prosthetic, get with the MC.

HX

Everyone introduces their characters by name, look, and outlook. List the other characters' names. When you go around again for Hx,

Go around again for Hx. On your turn, ask who's helped you with your bees in the past; if they didn't get stung, tell them +1. If they did, -1; and, if they agitated the bees, -2.

On the other players' turns, determine if your bees like them. Add +1 to your Hx with those they do, and -1 with those they don't.

Introducing
THE BEES' MASTER

In olden days, folks told tales of fantastic places and bold adventurers. Some fought with steel, some with smarts, and some through furred, scaled, or feathered friends, animalistic companions bold and loyal.

Ain't no one telling fantastic tales any more, but the real weird makes up for it; you might not have a direwolf or a chimera, but you've sure got a hell of a lot of bees.

XP ○○○○○○

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with a character, mark an experience circle. When you mark the 5th one, improve, then erase all experience marks. Each time you improve, choose one of the options. Check it off; you can't choose it again.

- | | |
|--|---|
| ☐ Gain+1 Cool (max +2) | ☐ Choose an additional Hive option. |
| ☐ Gain +1 Sharp (max +2) | ☐ Choose another additional Hive option. |
| ☐ Gain +1 Weird (max +3) | ☐ Gain a move from another playbook. |
| ☐ Gain a new Bees' Master move. | ☐ Gain a move from another playbook. |
| ☐ Gain another new Bees' Master move. | |

Starting with your 6th improvement, the following options are also available:

- | | |
|---|---|
| ☐ +1 to any stat (max +3) | ☐ retire your character (to safety) |
| ☐ choose 3 basic moves, advance them | ☐ create an additional character to play |
| ☐ advance the other 4 basic moves | ☐ change your character to a new type |

BARTER

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

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury and 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 a bodyguard; the material costs for crash resuscitation; 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.*

If you need jingle during a session, tell the MC you'd like to work a gig. Your gigs:

Pollinate a wealthy NPC's crops Put on a magnificent bee circus

Provide honey as an event delicacy Capture an exotic insect



a **beta** character playbook for

APOCALYPSE WORLD

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Playbook by Zach Staads.

Laid out by JP Nelson

BEES

By default, your bees constitute the population of a large hive. They count as a gang (1-harm gang tiny swarm 0-armor), but you command them with **Bee Master** and related moves.

HIVES

By default, you have about 12 beehives in a stationary, bee-friendly location. Choose two of the following:

- ☐ **Hit the Honey Pot:** Your bees produce 1-barter worth of honey each session!
- ☐ **No! Not the Bees!:** Your bees become a 2-harm gang.
- ☐ **Anaphylactic Sting:** Your bees, at your option, can deal s-harm.
- ☐ **Where the Bees Are:** Your bees roam free in a large hive building! Increase their gang size to *small*, but add the *undisciplined* tag (countered by **Bees’ Master General**). They’ll likely attack any intruders on sight.
- ☐ **Sneaky Fuckers:** Your bees crawl under enemy armor to deal AP damage.
- ☐ **Beemobile:** Bees on wheels! Your hives are housed in a vehicle; work with the MC to create it. Mutually exclusive with **Where the Bees Are**.
- ☐ **None of Your Beeswax!:** Your hives are **hidden** from the masses.

THE BEES’ MASTER

NAME

LOOK

HX HISTORY WITH PEOPLE

stat

highlight

COOL

act under fire

○

HARD

seize by force · go aggro

○

HOT

seduce or manipulate

○

SHARP

read a sitch · read a person

○

WEIRD

open your brain

help · interfere · session end

HOLD

GEAR, BARTER

HARM

○ unstabilized

12

9

6

3

☐ shattered (–1 cool)

☐ crippled (–1 hard)

☐ disfigured (–1 hot)

☐ broken (–1 sharp)

BEES’ MASTER MOVES

- ☐ **Bee Whisper:** When you **command your bees to perform a simple task** (e.g. pick something up and bring it to you or swarm someone), roll +Weird. On a 10+, choose two of the following. On a 7-9, choose one. On a 6-, the MC will tell you what goes wrong.
 - Your bees perform an especially complex task, e.g. picking a lock.*
 - Your bees confuse and dismay nearby targets.*
 - Your bees go largely unnoticed by those directly unaffected by their activity.*
 - Your bees’ action affects a small area.*
 - Your bees can range beyond your direct line of sight without losing purpose.*
- ☐ **Buzz Off!:** Your bees are very disconcerting. Roll +Weird to **go aggro** on someone.
- ☐ **Bee Beard:** 2-Armor when your bees aren’t doing anything else?
- ☐ **Bees’ Master General:** Make your bees *disciplined*. When you roll **Bee Whisper**, <your bees can perform larger and more complex tasks>, you may always choose one option, regardless of your roll.
- ☐ **Juggerwasps:** When you **go on the offensive with your bees**, roll +Weird instead of +Hard.
- ☐ **Hive Mind:** When you **eat honeycomb from your hives**, you commune with your bees and may roll **Augury**.

When **you and another character have sex**, bees end up in places they probably don’t want to think about.

MORE MOVES