

APOCALYPSE WORLD

NAME

LOOK

HX

GEAR AND BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one piece of hitech gear repaired, a week's maintenance of finicky and delicate tech; a month's employment as technician on call; one solid, reliable and true answer.*

stats

highlight

COOL

act under fire

☐

HARD

seize by force, go aggro

☐

HOT

seduce or manipulate

☐

SHARP

read a situation or person

☐

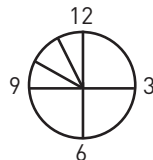
WEIRD

open your brain

☐

HOLDS

HARM



- ☐ shattered (-1 cool)
- ☐ crippled (-1 hard)
- ☐ disfigured (-1 hot)
- ☐ broken (-1 sharp)

SAVVYHEAD

experience ○○○○○○

☐ **Things speak:** whenever you handle or examine something interesting, roll+**weird**. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 1:

- *who handled this last before me?*
- *who made this?*
- *what strong emotions have been most recently nearby this?*
- *what words have been said most recently nearby this?*
- *what has been done most recently with this, or to this?*
- *what's wrong with this, and how might I fix it?*

Treat a miss as though you've opened your brain to the world's psychic maelstrom and missed the roll.

☐ **Bonefeel:** at the beginning of the session, roll+**weird**. On a 10+, hold 1+1. On a 7-9, hold 1. At any time, either you or the MC can spend your hold to have you already be there, with the proper tools and knowledge, with or without any clear explanation why. If your hold was 1+1, take +1forward now. On a miss, the MC holds 1, and can spend it to have you already be there, but somehow pinned, caught or trapped.

☐ **Often right:** when a character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the doing, and you mark an experience circle.

☐ **Reality's fraying edge:** some component of your workspace, or some arrangement of components, is uniquely receptive to the world's psychic maelstrom (+augury). Choose and name it, or else leave it for the MC to reveal during play.

☐ **Spooky intense:** when you do something under fire, roll+**weird** instead of roll+cool.

☐ **Deep insights:** you get +1weird (weird+3).

If you and another character have sex, they automatically speak to you (p8), as though they were a thing and you'd rolled a 10+, whether you have the move or not. The other player and the MC will answer your questions between them. Otherwise, that move never works on people, only things.

WORKSPACE

SAVVYHEAD IMPROVEMENT

- ☐ +1cool (max cool+2)
- ☐ +1sharp (max sharp+2)
- ☐ +1hard (max hard+2)
- ☐ a new savvyhead move
- ☐ a new savvyhead move
- ☐ 2 gigs (detail) and **moonlighting**
- ☐ add life-support to your workspace
- ☐ a gang (detail) and **leadership**
- ☐ a move from another character type
- ☐ a move from another character type

- ☐ retire your character (to safety)
- ☐ create a second character to play
- ☐ change your character to a new type
- ☐ choose 3 moves and expand them
- ☐ expand the other 4 moves
- ☐ +1 to any stat (max +3)

MORE MOVES