

# 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 night's intimate companionship, an evening's or a weekend's entertainment for a group (without touching), a month's casual employment as an enlivening presence.*

stats highlight

COOL

act under fire

☐

HARD

seize by force, go aggro

☐

HOT

seduce or manipulate

☐

SHARP

read a situation or person

☐

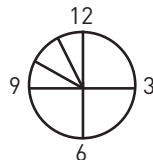
WEIRD

open your brain

☐

HOLDS

HARM



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

## SKINNER

experience ○○○○○○

- ☐ **Breathtaking:** you get +1hot (max +3).
- ☐ **Lost:** when you whisper someone's name to the world's psychic maelstrom, roll+weird. On a hit, they come to you, with or without any clear explanation why. On a 10+, take +1forward against them. On a miss, the GM will ask you 3 questions; answer them truthfully.
- ☐ **Artful & gracious:** when you perform your chosen art—any act of expression or culture—or when you put its product before an audience, roll+hot. On a 10+, spend 3. On a 7–9, spend 1. Spend 1 to name an NPC member of your audience and choose one:
  - *this person must meet me*
  - *this person must have my services*
  - *this person loves me*
  - *this person must give me a gift*
  - *this person admires my patron*
 On a miss, you gain no benefit, but suffer no harm or lost opportunity. You simply perform very well.
- ☐ **Hypnotic:** when you have time and solitude with someone, they become fixated upon you. Roll+hot. On a 10+, hold 3. On a 7–9, hold 2. They can spend your hold, 1 for 1, by:
  - *giving you something you want*
  - *acting as your eyes and ears*
  - *fighting to protect you*
  - *doing something you tell them to*
 For NPCs, while you have hold over them they can't act against you. For PCs, instead, any time you like you can spend your hold, 1 for 1:
  - *they distract themselves with the thought of you. they're acting under fire.*
  - *they inspire themselves with the thought of you. they take +1 right now.*
 On a miss, they hold 2 over you, on the same terms.
- ☐ **An arresting skinner:** when you remove a piece of clothing, your own or someone else's, no one who can see you can do anything but watch. You command their absolute attention. If you choose, you can exempt individual people, by name.

If you and another character have sex, choose one:

- *You take +1 forward and so do they.*
- *You take +1 forward; they take -1.*
- *They must give you a gift worth at least 1-barter.*
- *You can **hypnotize** them as though you'd rolled a 10+, even if you haven't chosen to get the move.*

## SKINNER IMPROVEMENT

- ☐ +1cool (max cool+2)
  - ☐ +1cool (max cool+2)
  - ☐ +1hard (max hard+2)
  - ☐ +1sharp (max sharp+2)
  - ☐ a new skinner move
  - ☐ a new skinner move
  - ☐ 2 gigs (detail) and **moonlighting**
  - ☐ followers (detail) and **fortunes**
  - ☐ 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