

# 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 raiding expedition, one convoy led through hostile territory, one threat delivered (loud and clear), one week's employment of your gang as thugs and enforcers.*

stats

highlight

COOL

act under fire

☐

HARD

seize by force, go aggro

☐

HOT

seduce or manipulate

☐

SHARP

read a situation or person

☐

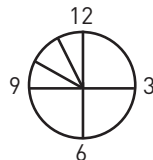
WEIRD

open your brain

☐

HOLDS

HARM



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

## CHOPPER

experience ○○○○○○

☐ **Pack alpha:** when you try to impose your will on your gang, roll+**hard**. On a 10+, all 3. On a 7-9, choose 1:

- *they do what you want*
- *they don't fight back over it*
- *you don't have to make an example of one of them*

On a miss, someone in your gang makes a dedicated bid to replace you for alpha.

☐ **Fucking thieves:** when you have your gang search their pockets and saddlebags for something, roll+**hard**. It has to be something small enough to fit. On a 10+, one of you happens to have just the thing, or close enough. On a 7-9, one of you happens to have something pretty close, unless what you're looking for is hi-tech, in which case no dice. On a miss, one of you used to have just the thing, but it turns out that some asswipe stole it from you.

If you and another character have sex, they immediately change their sheet to say Hx+3 with you. They also choose whether to give you -1 or +1 to your Hx with them, on your sheet.

BIKE, GANG

## CHOPPER IMPROVEMENT

- ☐ +1hard (max hard +3)
- ☐ +1cool (max cool+2)
- ☐ +1sharp (max sharp+2)
- ☐ +1weird (max weird+2)
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- ☐ a new option for your gang
- ☐ a holding (detail) and **wealth**
- ☐ 2 gigs (detail) and **moonlighting**
- ☐ 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