

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 circumstance foretold, revealed and come true; a month's employment as auger and advisor; a month's employment as ceremonist.*

stats

highlight

COOL

act under fire

☐

HARD

seize by force, go aggro

☐

HOT

seduce or manipulate

☐

SHARP

read a situation or person

☐

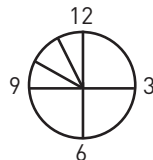
WEIRD

open your brain

☐

HOLDS

HARM



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

HOCUS

experience ○○○○○○

- ☐ **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.
- ☐ **Frenzy:** When you speak the truth to a mob, roll+**weird**. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1 for 1 to make the mob:
 - *bring people forward and deliver them.*
 - *bring forward all their precious things.*
 - *unite and fight for you as a gang (2-harm 0-armor size appropriate).*
 - *fall into an orgy of uninhibited emotion: fucking, lamenting, fighting, sharing, celebrating, as you choose.*
 - *go quietly back to their lives.*
 On a miss, the mob turns on you.
- ☐ **Charismatic:** when you try to manipulate someone, roll+**weird** instead of roll+hot.
- ☐ **Fucking wacknut:** you get +1weird (weird+3).
- ☐ **Seeing souls:** when you help or interfere with someone, roll+**weird** instead of roll+Hx.
- ☐ **Divine protection:** your gods give you 1-armor. If you wear armor, use that instead, they don't add.

If you and another character have sex, you each hold 1. Either of you can spend your hold any time to help or interfere with the other, at a distance or despite any barriers that would normally prevent it.

FOLLOWERS

HOCUS IMPROVEMENT

- ☐ +cool (max cool+2)
 - ☐ +1hard (max hard+2)
 - ☐ +1sharp (max sharp+2)
 - ☐ a new hocus move
 - ☐ a new hocus move
 - ☐ a new option for your followers
 - ☐ a new option for your followers
 - ☐ a holding (detail) and **wealth**
 - ☐ a move from another character type
 - ☐ a move from another character type
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- ☐ 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