

THE CONTAMINATED

NAME -

LOOK

STATS MOVES

COOL	do something under fire <input type="radio"/> highlight
HARD	go aggro; sucker someone; do battle <input type="radio"/> highlight
HOT	seduce or manipulate <input type="radio"/> highlight
SHARP	read a sitch; read a person <input type="radio"/> highlight
WEIRD	open your brain <input type="radio"/> highlight
HARM	<p>countdown</p> <p>12</p> <p>9 3 6</p> <p><input type="radio"/> stabilized</p> <p>when life becomes untenable:</p> <ul style="list-style-type: none"> <input type="radio"/> come back with -1hard <input type="radio"/> come back with +1weird (max+3) <input type="radio"/> change to a new playbook <input type="radio"/> die

HX
help or interfere; session end

CONTAMINATED SPECIAL

If you and another character have sex, but only the first time you have sex with them, give them a move from your playbook.

You're allowed to ask the other player their preference, but ultimately you choose the move, and the substance if required.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1cool (max +3)
- __ get +1hard (max +3)
- __ get +1sharp (max +3)
- __ get +1weird (max +3)
- __ exchange one of your contaminated moves for another
- __ exchange one of your contaminated moves for another
- __ get followers (you detail) and **fortunes**
- __ get a move from another playbook
- __ get a move from another playbook

- __ get +1 to any stat (max stat+3)
- __ retire your character to safety
- __ create a second character to play
- __ change your character to a new playbook
- __ choose 3 basic moves and advance them.
- __ advance the other 3 basic moves.

THE CONTAMINATED

There is something in this Apocalypse World that was not here before. A substance of the world's psychic maelstrom, extruded into the living world, it could be. An alien soul; or a parasite of earth's infancy, reawakened. A *mood*, somehow, terrible and unrelenting, that comes among us and chooses one of us to consume.

It's touched all of us in one way or another, but it's contaminated you.

CONTAMINATED MOVES

Ravenous: in the presence of [circle 1: human blood, any blood, raw flesh, electricity, terror, poison, the moment of death], any action you undertake, other than to seek it directly and urgently and consume it in rapture, is under fire from the intensity of your contamination's craving.

Fury: when you go aggro on someone, there's no appeasing you. If they cave, mollify, or submit to you in any way, it provokes you; count it as forcing your hand. If they get away from you instead, you must pursue them and press the attack. Furthermore, whenever you have the opportunity to spend 1 to inflict terrible harm, you must do so.

Addicted: when someone asks you to do something, if they promise [circle 1: human blood, any blood, raw flesh, electricity, terror, poison, the moment of death] to you, even without offering evidence that they can or will make good, it counts as seducing or manipulating you and hitting with a 10+. This is true even if they're an NPC.

The other one: tell the MC to create the other one as a perversion of birth who comes to you in your brain and acts for you with your body. Once per session, and more often if you choose, tell the MC that now you're the other one. Ask the MC what you do.

Hive mind: you share thoughts and senses with others who share your contamination. At any time, you can ask the MC what they're seeing, hearing, feeling, and thinking about, and you can read them if you choose, even from afar. At any time, you can also ask the MC if there are others who share your contamination, and who, or who's new.

Degeneration: at the beginning of the session, roll+hot. On a 10+, rewrite your looks slightly for the better. On a 7-9, rewrite your looks slightly for the worse. On a miss, rewrite your looks significantly for the worse. Rewrite freely, not limited to choosing new looks options from your list.

The lily of the pits: if you have [circle 1: human blood, any blood, raw flesh, electricity, terror, poison, the moment of death], you don't need or desire anything else. At the beginning of the session, spend 0-barter on lifestyle, and tell the MC that you toil not, and yet are arrayed in charnal splendor.

OTHER MOVES

CONTAMINATION

Inhuman strength and reflexes: you are many times stronger and quicker than the uncontaminated. Any time you think that your inhuman strength or reflexes might help you, ask the MC to choose 1:

- You get +1 or +2 to your roll, or you get +1choice or +1hold after your roll.
- You can act under fire to do it, when a normal person would be simply incapable.
- You inflict +1harm, +2harm, or add ap to your attack.

Inhuman flexibility: you can contort your body into bizarre, appalling, and unnatural configurations. You can fit through or into spaces that no one could possibly fit into, in order to hide, escape, or gain entry. You can also impress, dismay, or frighten someone without using seize by force to do it. The MC can have you act under fire to hold a position for a long time, to take the most extreme positions, or to move while contorted.

Inhuman resilience: no amount of harm can make your life untenable. Treat harm past 11:00 as painful and temporarily debilitating, but not lasting. At the beginning of the next session, reduce your harm to 6:00.

The MC might decide that certain kinds of extreme harm—immolation or beheading, for instance—count as a decontamination attempt, as follows.

Decontamination: you might be able to be decontaminated. Maybe a savvyhead or an angel with an infirmary can help, or a brainer or a hocus with augury, or a quarantine with a medlab or a Ψ-isolation rig. Maybe you have another plan of your own. In any case, seeing a decontamination attempt through to its conclusion immediately makes your life untenable.

The only way to be sure of decontamination is to change to another playbook, and to agree with the MC that your contamination belongs to your old life that you're leaving behind. Seeing a decontamination attempt through gives you an opportunity for this, but doesn't require it or guarantee it.

GEAR & BARTER



BARTER

At the beginning of the session, spend 1- or 2-barter for your lifestyle. If you can't or won't, tell the MC and answer her questions.

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

- Brute labor for a wealthy NPC or population.
- Others, as you negotiate them.

As a one-time expenditure, and very subject to availability, 1-barter might count for: a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; a session's hire of a violent individual as bodyguard; a few sessions' hire of simple labor; the material costs for crash resuscitation by a medic; 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.

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

CREATING A CONTAMINATED

To create your contaminated, choose name, look, stats, moves, contamination, and Hx.

NAME

Nightingale, Messenger, Reine, Severed, Celebrant, Phantasm, or Breaklock.

Allegrar, Dega, Orizon, Abott, Filth, Lazarus, Children, or Cutchapel.

STATS

Choose one set:

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

MOVES

You get all the basic moves. Choose 3 contaminated moves.

Note that the contaminated moves aren't good for you, but that playing to them anyway is the fun of the playbook.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, consider these: *human blood, any blood, raw flesh, electricity, terror, poison, the moment of death.*

Ask one or both:

- Which one of you has provided me with [choose one of the above]?
For that characters, write Hx+1.
- Which one of you has blocked me from [choose one of the above]?
For that character, write Hx+2.

For everyone else, write Hx-1. They have been shadows to you before now.

On the others' turns, answer their questions as you like.

At the end, choose one of the characters with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

LOOK

Man, woman, ambiguous, transgressing, or concealed.

Rags, vestments, formal wear, utility wear, scrounge wear, a shroud.

Luminous beauty, thin-drawn beauty, ripe beauty, scorching beauty, grotesque beauty, ravaged beauty, hidden beauty, pallid beauty, lost beauty, luscious beauty.

CONTAMINATION

Your contamination gives you inhuman strength, reflexes, flexibility, and resilience.

Tell the MC that if she wants to, she can create your contamination as an affliction of some kind. If she does, other people likely share it with you, but if she doesn't, for now at least, it's yours alone.

GEAR

You get:

- 1 intimate weapon, if you want one
- oddments worth 2-barter, if you need it
- oddments worth 6-barter, if you prefer
- fashion suitable to your look (you detail)

Intimate weapons:

- scalpel (3-harm intimate hi-tech)
- narcostabs (s-harm intimate)
- chipped glass blade (3-harm intimate)
- misericorde (3-harm intimate)
- wire garrotte (d-harm:air intimate)

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

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

COOL highlight
do something under fire

HARD highlight
go aggro; sucker someone; do battle

HOT highlight
seduce or manipulate

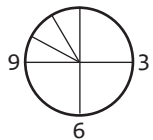
SHARP highlight
read a sitch; read a person

WEIRD highlight
open your brain

HARM

countdown

12



6

stabilized

when life becomes untenable:

- come back with -1hard
- come back with +1weird (max+3)
- change to a new playbook
- die

HX
help or interfere; session end

LANDFALL MARINE SPECIAL

If you and another character have sex, you both mark experience.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1cool (max cool+3)
- __ get +1hard (max hard+3)
- __ get +1sharp (max sharp+3)
- __ get +1hot (max hot+2)
- __ you develop tolerance to surface food and are no longer vulnerable to hunger
- __ you're no longer vulnerable to Ψ-harm
- __ you're no longer vulnerable to reflexive isolation.
- __ get a move from another playbook
- __ get a move from another playbook
- __ get a move from another playbook
- __ get +1 to any stat (max stat+3)
- __ retire your character (to safety)
- __ create a second character to play
- __ change your character to a new playbook
- __ choose 3 basic moves and advance them.
- __ advance the other 3 basic moves.

LANDFALL MARINE

THE LANDFALL MARINE

50 years ago, the enemies of humanity unleashed a psychic weapon that destroyed all hope for the future. Anticipating the attack and its outcome, and leaving billions to suffer and die, a clandestine military project rushed to evacuate Earth. They built secret orbital stations and expanded the hidden Mars base into a functional colony. Their grandchildren—you—grew up dreaming of blue skies and blue seas that no longer exist.

Today, the mission to reclaim Earth begins.

LANDFALL MARINE MOVES

● **Agent/combatant:** you get all of the landfall marine missions. You have contact with an orbital drop/echo platform. Each time you complete a mission, you can call for resupply. During play, the MC may have your superiors contact you with orders or with information relevant to your missions.

● **Walkingsuit calibration:** when you charge up a walkingsuit, roll+its power instead of roll+weird.

OTHER MOVES

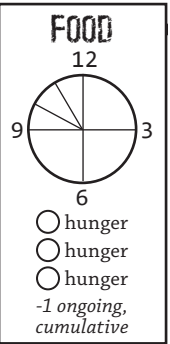
YOUR VULNERABILITIES

• **You're vulnerable to hunger:** you're unable to eat the contaminated food of the Earth's surface, and survive strictly on reclamation-provided rations.

At the beginning of each session, mark one food countdown segment. If your food countdown is at 12:00, mark hunger instead, until you've marked all 3 hunger. Hunger is -1ongoing, cumulative.

• **You're vulnerable to Ψ-harm:** each time you exit your walkingsuit on the Earth's surface, you suffer Ψ-harm.

• **You're vulnerable to reflexive isolation:** you're unable to voluntarily open your brain to the world's psychic maelstrom.



LANDFALL MARINE MISSIONS

- **Infiltration:** when you destabilize and disarm an armed population, without direct combat, seizing its position and resources, receive resupply.
- **Information & control:** when you parlay with the leader of an armed population, representing reclamation interests, and win material concessions or collaboration, receive resupply.
- **Reclamation:** when you identify and accurately report an area of the landscape suitable for excavatory bombardment and reclamation, receive resupply.
- **Reconnaissance:** when you identify and accurately report an armed population's position, strength, numbers, and resources, receive resupply.
- **Relief & recovery:** when you come to the aid of a fellow landfall marine or other reclamation personnel in duress, or recover reclamation matériel, receive resupply.
- **Scout / survey:** when you identify and accurately report an area of the landscape with strategic value, receive resupply.
- **Spearhead:** when you defeat an armed population in direct combat, seizing its position and resources, receive resupply.

RESUPPLY

When you receive resupply, choose 1 of the following:

- **Ammo:** erase all of your walkingsuit's ammo countdown segments.
- **Bombardment:** for the rest of the session, you can use bombardment as a weapon. 8-harm far area messy.
- **Medical:** erase all of your harm countdown segments.
- **Rations:** erase all your marked hunger and food countdown segments.
- **Reinforcement:** the MC brings an NPC landfall marine into play as your reinforcement. Tell her to create them as a threat and to give them a walkingsuit.
- **Repair:** erase all of your walkingsuit's damage countdown segments.
- **Retrofit:** exchange one of your walkingsuit's systems for another of your choice.

BARTER

While you're vulnerable to hunger, you depend on your supply and resupply of rations to survive, not on barter. If or when you've removed your vulnerability to hunger, from then on, at the beginning of the session, spend 1- or 2-barter for your lifestyle. If you can't or won't, tell the MC and answer her questions.

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

- *Extort, rob, or raid a wealthy NPC or population.* • *Hire to a wealthy NPC as a mercenary.*
- *Serve a wealthy NPC as a bodyguard or enforcer.* • *Others, as you negotiate them.*

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

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

CREATING A LANDFALL MARINE

To create your landfall marine, choose name, look, stats, moves, vulnerabilities, walkingsuit, gear, missions, and Hx.

NAME

LT [LAST NAME], [FIRST NAME] [MI] or
LCDR [LAST NAME], [FIRST NAME] [MI].

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get **agent/combatant** and **walkingsuit calibration**. In your walkingsuit, you get all the walkingsuit moves.

VULNERABILITIES

You are vulnerable to hunger, Ψ-harm, and reflexive isolation.

WALKINGSUIT

See **supplemental:walkingsuit**.

Make sure that the MC has a printout of **supplemental:reclamation**.

GEAR

In addition to your walkingsuit, your fatigues, and your flight suit, you get a 9mm sidearm (2-harm close loud).

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

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

IMPORTANT NOTE

If this playbook is not in play, do not consider any of its ideas binding.

LOOK

Man, woman, ambiguous, or concealed.
Fatigues, flight suit.

Disciplined face, expressive face, kind face, open face, resigned face, weird unlined face.

Guarded eyes, inquisitive eyes, lively eyes, piercing eyes, sharp eyes, wary eyes.

Compact body, muscular body, shrunken body, spare body, wiry body.

MISSIONS

Because you're an **agent/combatant**, you get all of the landfall marine missions.

During play, you can voluntarily **abandon your missions**, one by one. When you choose to abandon a mission:

- Cross the mission out. You no longer have it.
- Your superiors know, whether you tell them or not, that you have abandoned it. Disciplinary action is up to them.
- You no longer receive resupply for completing it, even if you go on to do so.
- Mark experience.

*Note: these rules for abandoning missions apply only to the landfall marine. They are not part of the **agent/combatant** move and do not apply to other characters who take **agent/combatant** as a move from this playbook.*

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, write Hx-2 for everyone. You have only limited intelligence about any of them.

On the others' turns, answer their questions as you like. Likely you'll answer none of them.

At the end, choose one of the other characters by whim (since they all have the same Hx on your sheet). Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

SUPPLEMENTAL: WALKINGSUIT

A walkingsuit has two operational modes: **baseline** and **charged up**. In baseline, it can walk at moderate speeds, lift and carry moderate loads, manipulate things with its hands, and use its basic comms and sensor systems. In order to sprint, leap, fly, exert powerful physical force, or use most of its systems, including its targeting and weapon systems, it must charge up. The charge countdown on your walkingsuit sheet represents the reactor energy that these actions consume. When the charge countdown reaches 12:00, the walkingsuit has reached the operational limits of its reactor and needs to be cooled back down to baseline to recharge. The process of charging a walkingsuit up from baseline, or cooling it back down to baseline, takes only a second or two.

Hard shutdown is a failure mode that walkingsuits are designed to avoid, but which may be inflicted on a walkingsuit under some circumstances.

WALKINGSUIT MOVES

When your walkingsuit is in baseline, erase 1 charge segment for each hour that passes.

When you charge up a walkingsuit, roll+weird. On a 10+, mark no charge countdown segments. On a 7-9, mark 1 charge countdown segment. On a miss, mark 2 charge countdown segments.

Once your walkingsuit's charge countdown has reached 12:00, it cools automatically down to baseline. Before you charge it up again, let it recover some charge segments.

When your walkingsuit goes into hard shutdown, roll+agility. On a 10+, all 3. On a 7-9, choose 2. On a miss, choose 1:

- Your walkingsuit slows to a stop. Otherwise, it freezes immobile at this precise moment.
- Your walkingsuit lands in a stable, balanced position. Otherwise, it falls awkwardly.
- Your walkingsuit maintains its baseline comms and sensor activity. Otherwise, it leaves you deaf and dumb.

When you use your walkingsuit to cover ground, name your route and roll+agility. On a 10+, choose 3. On a 7-9, choose 2. On a miss, choose 1:

- Do not mark a charge countdown segment. Otherwise, you must mark 1.
- You cover the ground very quickly: as a vehicle with speed equal to its agility. Otherwise, you cover it only at human running speed.
- You avoid impact with the ground or obstacles. Otherwise, your passage is noisy and you leave an unmistakable trail of battered scenery.
- You keep to the available cover. Otherwise you expose yourself to enemy attention and fire.

When you use your walkingsuit to force an entrance or exit, name your route and roll+power. On a hit, sweet, you're there, and anything that stood in your way has suffered whatever harm or impact necessary (MC's call). On a 7-9, mark 1 charge countdown segment. On a miss, mark 1 charge countdown segment, and you're hung up somewhere midroute or on some difficult threshold.

When your walkingsuit's ammo countdown reaches 12:00, you're out of ammo. Do not use any of your weapon systems until you use resupply (or some other means, such as a savvyhead's workspace) to erase ammo countdown segments.

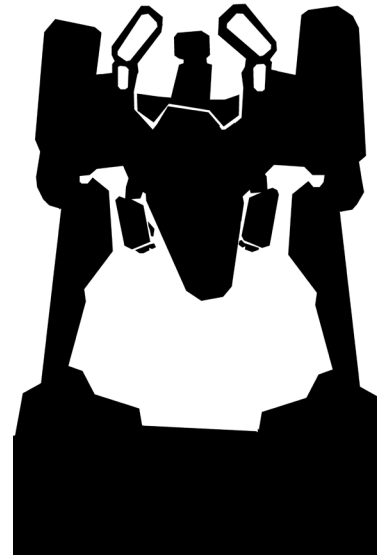
When you ram a person, a vehicle, or a structure intentionally, add your walkingsuit's power to its massive to determine the harm you inflict.

When you use your walkingsuit as a vehicle otherwise, use its agility for both its speed and its handling.

WALKINGSUIT

By default, your walkingsuit has power+2 agility+1 2-armor, massive=2, and a Ψ isolation rig. To create your walkingsuit, choose a configuration and then systems.

- **Assault configuration systems:** 1 armor, 1 targeting, 1 weapon, 1 of your choice.
- **Incursion configuration systems:** 1 flight, 1 stealth, 1 weapon, 1 of your choice.



Armor systems

- Heavy armor (+1armor)
- Point-hardened laminate armor
Counters ap ammo.
- Ultra-light armor (+1agility)

Communication systems

- Surveillance array (close/far)
Allows surveillance through walls & darkness, eavesdrops on electronic comms.

Flight systems

- Jumpjets (loud)
Add +2 to any movement move (after the roll, if you like), but mark a charge countdown segment.
- Glidewings
Allows high, quiet, slow-speed flight.

Life support system

- Integrated Ψ buffer rig
Protects you from Ψ-harm while inside the walkingsuit.

Reactor system

- Improved reactor (+1power)

Stealth systems

- Add +1 to all rolls to avoid notice.*
- Adaptive camo surfacing
When an enemy reads a situation by looking or asking other people, remove "what is my enemy's true position?"
 - Contact-deflective surfacing
When an enemy reads a situation by listening or using electronics, remove "what is my enemy's true position?"

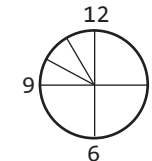
Targeting systems

- Target acquisition & lock system
Add +1 to all attack and combat moves.
- Pinpoint targeting system
Add +1harm to all weapon systems.

Weapon systems

- Handheld weapon adapter
Allows you to aim and fire handheld weapons.
- Mounted weapons:
 - 50cal mg (5-harm far area messy)
 - 50cal sniper (5-harm far loud)
 - EMP pulsor (s-harm close loud)
Disables electronic systems. Puts target walkingsuit into hard shutdown.
 - Heavy antipersonnel weapon (3-harm close/far area loud ap)
 - RPG (6-harm far area messy)
For all mounted weapons, mark 1 ammo countdown segment for each firing.

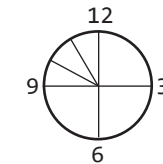
All walkingsuit systems are hi-tech.



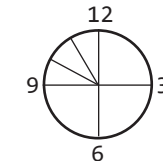
MOVES

- In baseline**
- Charge up**
- At charge 12:00**
- Hard shutdown**
- Cover ground**
- Force an entrance**
- At ammo 12:00**
- Ram something**
- Use as a vehicle**

CHARGE



AMMO



SELECTED HARM RULES

Ψ-HARM

A person suffers Ψ-harm from exposure to the world's psychic maelstrom. When you suffer Ψ-harm, roll+Ψ-harm suffered (typically, roll+1). On a 10+, the MC can choose 1:

- You're out of action: *unconscious, trapped, incoherent or panicked.*
- You're out of your own control. You come to yourself again a few seconds later, having done I-don't-know-what.
- Choose 2 from the 7–9 list below.

On a 7–9, the MC can choose 1:

- You lose your footing.
- You lose your grip on whatever you're holding.
- You lose track of someone or something you're attending to.
- You miss noticing something important.
- You take a single concrete action of the MC's choosing.

On a miss, you keep it together and overcome the Ψ-harm with no effect.

USING A WALKINGSUIT AS A WEAPON

Against a person:

- A glancing hit inflicts 2-harm ap.
- A direct hit inflicts 3-harm ap + massive.
- Ramming inflicts 3-harm ap + massive + power.

Against another vehicle:

- A glancing hit inflicts v-harm.
- A direct hit inflicts 3-harm + massive, minus your target's massive + armor. Treat 0-harm and less as v-harm.
- Ramming lets you inflict 3-harm + massive + power, minus your target's massive + armor, but suffer only the harm of a glancing hit (v-harm).

Against a building or structure:

- A glancing hit inflicts 2-harm.
- A direct hit inflicts 3-harm + massive, minus the structure's armor. You suffer the same harm, 3-harm + massive - your own armor.
- Ramming inflicts 3-harm + massive + power, minus the structure's armor. You suffer the same as for a direct hit, 3-harm + massive - your own armor.

V-HARM

V-harm as established is the attacking vehicle's massive minus the defending vehicle's massive or handling, defender's choice.

When you **suffer v-harm**, roll+v-harm suffered. On a 10+, you lose control, and your attacker chooses 1:

- You crash and tumble.
- You fall and slide.
- Choose 2 from the 7–9 list below.

On a 7–9, you're forced to swerve. Your attacker chooses 1:

- You give ground.
- You're driven off course, or forced onto a new course.
- Your walkingsuit takes 1-harm ap for mechanical stress.

On a miss, you swerve but recover without disadvantage.

WHEN A WALKINGSUIT SUFFERS HARM

When a walkingsuit suffers regular harm, there are two considerations: how much damage the walkingsuit itself suffers, and how much harm blows through to the pilot inside.

v-harm (for NPC walkingsuits): *stumble, skid, swerve out of the way. No harm to pilot.*

1-harm: *cosmetic damage. Bullet holes, broken glass, smoke. 0-harm can blow through to pilot.*

2-harm: *functional damage. Fuel leak, disabled system, reactor stall, problems with guidance, stability, movement. Can be field-patched. 1-harm can blow through to pilot.*

3-harm: *serious damage. Functional damage affecting multiple systems, but can be field-patched. 2-harm can blow through to pilot.*

4-harm: *breakdown. Catastrophic functional damage, can be repaired in a garage but not in the field, or can be used for parts. 3-harm can blow through to pilot.*

5-harm and more: *total destruction. Full harm can blow through to pilot, plus they can suffer additional harm if the vehicle explodes or crashes.*

Whether harm blows through to the pilot, doesn't blow through, or just hits them too without having to blow through, depends on the MC's judgment of the circumstances, the walkingsuit, and the source of the damage.

WHEN A BUILDING SUFFERS HARM

As with vehicles, when a building suffers harm, there are two considerations: structural damage to the building itself, and how much of the harm blows through to the people inside.

Harm to buildings and other structures is non-cumulative. Don't bother tracking a building's harm on a countdown. Shooting a building 3 times with your 3-harm shotgun doesn't add up to 9-harm and make the building collapse.

When a building or structure suffers...

1-harm – 3-harm: *cosmetic damage. Bullet holes, broken glass, scorch marks, chipped surfaces. 0-harm can blow through to inhabitants.*

4-harm – 6-harm: *severe cosmetic damage. Many holes or large holes, no intact glass, burning or smoldering. 2-harm can blow through to inhabitants.*

7-harm – 8-harm: *Structural damage. Strained load-bearing walls or pillars, partial collapse, raging fire. 4-harm can blow through to inhabitants. Further structural damage can lead to full collapse.*

9-harm and more: *destruction. Full harm can blow through to inhabitants, plus they can suffer additional harm as the building or structure collapses.*

Whether harm actually does through to a building's inhabitants depends on the MC's judgment of the circumstances and the building. Don't stand near the windows!

SUPPLEMENTAL: RECLAMATION

50 years ago, the enemies of humanity unleashed a psychic weapon that destroyed all hope for the future. Anticipating the attack and its outcome, and leaving literal billions to suffer and die, a clandestine military project rushed to evacuate Earth. They built secret orbital stations and expanded the hidden Mars base into a functional colony. Their grandchildren—including the PC landfall marine—grew up dreaming of blue skies and blue seas that no longer exist.

The PC landfall marine is a military officer (LT or LCDR), a walkingsuit pilot, and an agent/combatant in the mission to reclaim Earth.

ESSENTIAL THREATS

The echo/drop platform:

The landfall marine has contact through their walkingsuit with an orbital echo/drop platform. Whenever they complete one of their missions, they can contact the orbital platform and call for their choice of resupply.

Create the orbital echo/drop platform as a **landscape: breeding pit** (*impulse: to generate badness*). Put it on your threat map in the **up** octant, on the **farther** side of the line.

The landfall marine's immediate superiors:

During play, you can have the landfall marine's superiors contact them with orders or with information relevant to their missions.

The landfall marine's immediate superiors don't have the ability to withhold resupply when the landfall marine completes a mission and calls for it. However, if it serves their agenda, they might threaten to do so. They're bluffing.

Create the landfall marine's immediate superiors as *your choice of brutes*, as a connected threat to the echo/drop platform.

When they provide orders or intelligence, use their threat impulse to guide you.

The landfall marine's task group commander:

As play begins, every landfall marine, including the PC landfall marine, represents their own independent mission task group. However, as a resupply option, they can call for reinforcements. If and when they do so, those additional NPC landfall marines are attached to their mission group.

The PC landfall marine and their immediate superiors, therefore, fall under the command of a mission task group commander.

Create the landfall marine's task group commander as *your choice of warlord*, as a connected threat to the echo/drop platform and the landfall marine's superiors.

When the landfall marine's superiors provide orders or intelligence, they may be acting under the task group commander's instructions, on their threat impulse instead.

Task group policy:

Create task group policy as *your choice of affliction*, as a connected threat to the rest. The entire task group suffers from it.

NPC landfall marines:

NPC landfall marines can come into play as reinforcements for the PC landfall marine or as the marines of other task groups. Either way, create them as *your choice of warlords, grotesques, or brutes*, as connected threats. Create their walkingsuits as well, as follows.

PACING RECLAMATION

The pace designed into the landfall marine playbook is slow, playing out over many sessions. You can step it up with aggressive orders and intelligence, and with meddlesome other task groups, or else allow it to develop in its own time.

EXCAVATORY BOMBARDMENT

One of the landfall marine's missions is **reclamation**: *when you identify and accurately report an area of the landscape suitable for excavatory bombardment and reclamation, receive resupply.*

Excavatory bombardment isn't supposed only to blast gigantic holes in the landscape, destroying everything. Reclamation theory is that the resultant shockwaves will disrupt the world's psychic maelstrom there. It's your choice as MC whether this theory is correct.

In any case, excavatory bombardment DOES blast gigantic holes in the landscape and destroy everything that used to be there. In threat terms, it creates a powerful *landscape:furnace*, lasting days, to be replaced by *your choice of landscape and terrains*.

AS RECLAMATION PROCEEDS

Several of the landfall marine's missions involve defeating or subverting local populations and seizing or winning their positions and resources as concessions. As this happens, reclamation personnel and matériel are attached to the landfall marine's task group and dropped from orbit to proceed with the process of reclamation.

Reclamation personnel:

Create reclamation personnel as *your choice of warlords, grotesques, or brutes*, as connected threats. They bring with them their package of mission policy and ideology, as *your choice of affliction*.

There's a further danger that some or all of them may suffer Ψ -harm. For those who do, the Ψ -harm rules say to choose any or all:

- *They aggressively pursue their threat impulse. Make moves on their behalf as hard and as direct as you can.*
- *Their sanity shatters. They're incoherent, raving, raging or unresponsive, alive but gone.*
- *They abruptly change threat type.*

Reclamation matériel:

Some reclamation matériel will be simple rations or supplies worth jingle, but much of it should be exotic, useful, and/or technically sophisticated. Scour the playbooks for possibilities, such as:

- *Medical supplies that count as stock for an angel kit.*
- *An exotic weapon you create using the battlebabe's custom weapon rules.*
- *A helmet or mask that works as a brainer's deep ear plugs.*
- *An advanced vehicle, capable of flight or other technical feats.*
- *An artificially intelligent expert system that gives access to **insight**.*
- *A device designed to probe the world's psychic maelstrom that gives access to **augury**.* You'll find more.

One of the landfall marine's missions is to recover reclamation matériel. This means recovering it for the mission, of course, not for personal use.

What's at stake, and how might it go:

Once you've figured out for yourself what the reclamation mission's policy is, what challenges it faces, and how well-equipped the mission is to succeed, write stakes questions and create countdown clocks and custom moves as appropriate.

Good luck, and enjoy.

NPC WALKINGSUITS

You can create an NPC landfall marine's walkingsuit by following the full rules in **supplemental: walkingsuit** or else by choosing one of these shortcut configurations. For NPC walkingsuits, don't track their ammo or charge. Instead, make MC moves with them as you would with other threats.

WHEN A WALKINGSUIT SUFFERS HARM

Hard shutdown: slows to a stop or freezes immediately, lands in a stable position or falls awkwardly, remains comms-live or shuts sensors and comms down completely.

v-harm (for npc walkingsuits): stumble, skid, swerve out of the way. No harm to pilot.

1-harm: cosmetic damage. Bullet holes, broken glass, smoke. *0-harm can blow through to pilot.*

2-harm: functional damage. Fuel leak, disabled system, reactor stall, problems with guidance, stability, movement. Can be field-patched. *1-harm can blow through to pilot.*

3-harm: serious damage. Functional damage affecting multiple functions, but can be field-patched. *2-harm can blow through to pilot.*

4-harm: breakdown. Catastrophic functional damage, can be repaired in a garage but not in the field, or can be used for parts. *3-harm can blow through to pilot.*

5-harm and more: total destruction. *Full harm can blow through to pilot,* plus they can suffer additional harm if the walkingsuit explodes or crashes.

WHEN A WALKINGSUIT INFLECTS HARM

Against a person:

- A glancing hit inflicts 2-harm ap.
- A direct hit inflicts 3-harm ap + massive.
- Ramming inflicts 3-harm ap + massive + power.

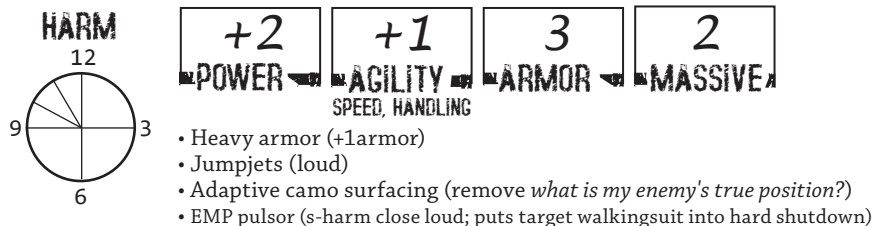
Against another vehicle:

- A glancing hit inflicts v-harm.
- A direct hit inflicts 3-harm + massive, minus your target's massive + armor. Treat 0-harm and less as v-harm.
- Ramming lets you inflict 3-harm + massive + power, minus your target's massive + armor, but suffer only the harm of a glancing hit (v-harm).

Against a building or structure:

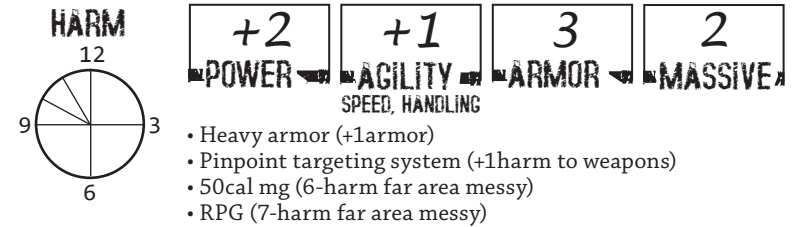
- A glancing hit inflicts 2-harm.
- A direct hit inflicts 3-harm + massive, minus the structure's armor. You suffer the same harm, 3-harm + massive - your own armor.
- Ramming inflicts 3-harm + massive + power, minus the structure's armor. You suffer the same as for a direct hit, 3-harm + massive - your own armor.

ENFORCER / MP



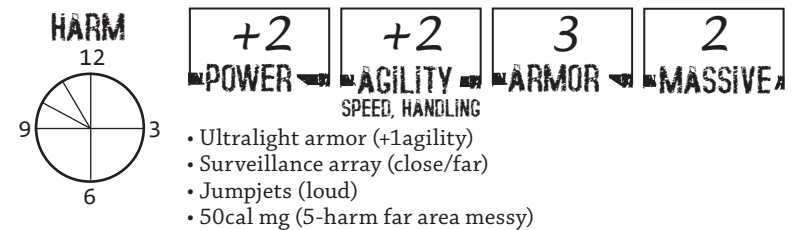
Threat type: alpha wolf (*impulse: to hunt & dominate*) / relentless fucker (*impulse: to keep coming*)

DIRECT ASSAULT



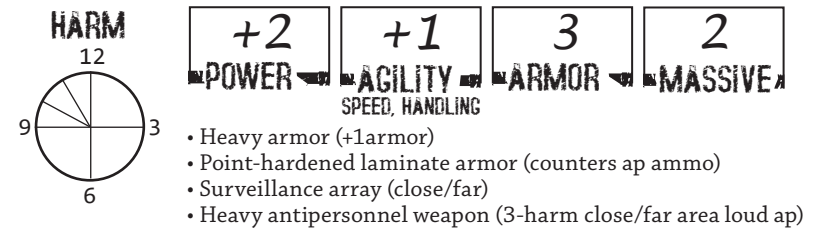
Threat type: dictator (*impulse: to control*) / vicious beast (*impulse: to kill and destroy*)

TACTICAL SUPPORT



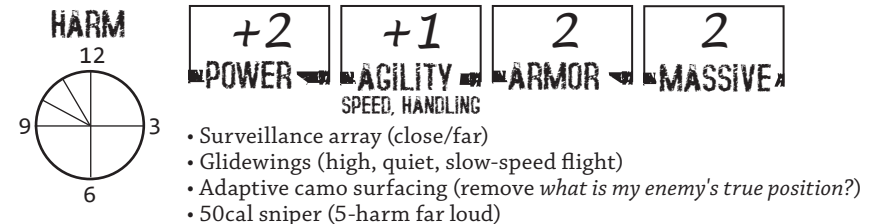
Threat type: prophet (*impulse: to denounce & overthrow*) / bold fucker (*impulse: to dominate*)

OCCUPATION AND SECURITY



Threat type: slaver (*impulse: to own people*) / bold bastard (*impulse: to dominate*)

RECON AND TACTICAL ENGAGEMENT



Threat type: hunting pack (*impulse: to victimize the vulnerable*) / cagey devil (*impulse: to protect what it carries*)

NAME -

LOOK

STATS MOVES

COOL highlight
do something under fire

HARD highlight
go aggro; sucker someone; do battle

HOT highlight
seduce or manipulate

SHARP highlight
read a sitch; read a person

WEIRD highlight

HARM highlight

HARM highlight

HARM highlight

HARM highlight

HARM highlight

HARM highlight

HARM highlight

HARM highlight

HARM highlight

HARM highlight

HX
help or interfere; session end

QUARANTINE SPECIAL

If you and another character have sex, roll+sharp. On a hit, ask their player questions. On a 10+, ask 2. On a 7-9, ask 1:

- *Whom do you most miss?*
- *What do you hope for the future?*
- *What makes you feel beautiful? Loved?*
- *Who was your first kiss? Did you like it?*
- *If I asked, would you stay with me?*
- *In what ways are your mind and soul pure?*

They may ask you one in return.
On a miss, you each get -1Hx with the other.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1hard (max hard+2)
- __ get +1sharp (max sharp+2)
- __ get +1weird (max weird+2)
- __ unlock a stasis facility
- __ unlock a stasis facility
- __ unlock a stasis facility
- __ get followers (you detail) and **fortunes**
- __ get a move from another playbook
- __ get a move from another playbook
- __ get a move from another playbook
- __ get +1 to any stat (max stat+3)
- __ retire your character (to safety)
- __ create a second character to play
- __ change your character to a new playbook
- __ choose 3 basic moves and advance them.
- __ advance the other 3 basic moves.

QUARANTINE

QUARANTINE

It's possible, when the Golden Age of Legend fell, that no one saw it coming. It's possible that it came upon them unprepared and unsuspecting. Maybe they, like we, were simply fucked.

It's also possible that they knew.

QUARANTINE MOVES

- Combat veteran:** you get +1cool (cool+3).
- Disciplined engagement:** when you inflict harm, you can choose to inflict any amount of harm you like, less than or up to your harm as established, including s-harm. Decide at the moment you inflict the harm; you need not tell anyone in advance how much harm you intend to inflict.
- Leave no one behind:** in battle, when you help someone who's rolling, don't roll+Hx. You help them as though you'd hit the roll with a 10+.
- Eager to know:** when you go to someone for advice, they must tell you honestly what they think the best course is. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue that course but don't accomplish your ends, you mark experience.
- Inspiring:** when another player's character rolls+Hx to help you, they mark experience.

OTHER MOVES

PAST

You were there when the world ended, but you've been in stasis for 50 years and your memory is only slowly returning. At the beginning of each session, roll+sharp. On a hit, ask the MC one of the following questions and she'll answer it. On a 10+, you can ask a followup question, which can be from the list but needn't. On a miss, the MC will choose a question and you will answer it.

- __ Where was I when the world ended?
- __ Did we know whose fault it was?
- __ Who did it hit worst?
- __ Was it sudden or gradual?
- __ Could we have stopped it?
- __ Who were the first people to know?
- __ What was the first year like?
- __ How long did we hold out hope?
- __ What did we try that failed?
- __ What were the first signs that the world was ending?
- __ Who did I lose?
- __ Who seemed safe, but wasn't?
- __ What's the worst thing I saw?
- __ When it reached us, what did we already know?
- __ What let some people survive, when others couldn't?

STASIS

As things stand at the beginning of play, anyone released from stasis suffers both 2-harm area ap and Ψ-harm.

You emerged from stasis (choose 1):

- a few days ago, a few weeks ago, a few months ago.

Remaining in stasis are the rest of your unit, plus (choose 1 or more):

- your friends, your colleagues, your family, your superiors.

Stasis has remained untouched by outsiders. Why? Choose 1 or more:

- It's securely hidden. It has deadly defenses.
- They're in awe or terror of the undying people within.

When you emerged from stasis, Specialist JACKSON, TAMMY M. emerged with you. What happened to her? Choose 1:

- The world's psychic maelstrom inflicted 2-harm, killing her.
- The world's psychic maelstrom inflicted Ψ-harm, shattering her sanity.
- The world's psychic maelstrom inflicted Ψ-harm, and you were forced to kill her in self-defense.
- You don't know. You haven't seen or heard from her.

STASIS FACILITIES

Unlocked stasis facilities (choose 1):

- Release:** you can release everyone from stasis, all at once or one by one.
- Ψ-isolation rig:** bring someone into stasis and you can isolate them from the world's psychic maelstrom. With a little reconfiguration, you can use the rig to further manipulate the world's psychic maelstrom: treat this as **augury**, but roll+sharp instead of rolling+weird.
- Medlab:** stasis includes a workspace with life support and medical technology. Bring someone injured into it and you can work on them like a savvyhead on tech (cf).
- Archives:** stasis includes an investigative workspace in the form of its records and historical archives. Access them and you can get to the bottom of the past like a savvyhead getting to the bottom of some tech shit (cf).
- Hi-tech scrounge:** you can scavenge stasis for its spare parts. Each time you do, you get 5-barter worth of hi-tech crap, to detail or use as barter, but permanently scratch out one stasis facility. (Yes, you can choose to scratch out this one.)
- Armory:** stasis includes 6 assault rifles (3-harm close/far loud autofire) and 6 suits of military body armor (2-armor valuable hi-tech), intended to arm the rest of your unit. Unlock its armory and they're yours.

BARTER

At the beginning of the session, spend 1- or 2-barter for your lifestyle.

You haven't managed yet to fit yourself into any local barter economy. If you need some jingle, you're going to have to figure that shit out.

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

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

CREATING QUARANTINE

To create your quarantine, choose name, look, stats, moves, gear, past, stasis, and Hx.

NAME

Specialist [LAST NAME], [FIRST NAME] [MI]. Man or woman.
Maybe everyone calls you Quarantine, though.

LOOK

Ancient fatigues, scrounge wear.

Young face.

Scared eyes, shadowed eyes, lively eyes, clear eyes, steady eyes, lost eyes, eager eyes.

Athletic body, stocky body, thin body, compact body, rangy body.

STATS

Choose one set:

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

When you emerged from stasis, the world's psychic maelstrom rushed in on you. Roll+hard. On a 10+, you were able to receive it without succumbing to it; you have weird-1. On a 7-9, you were able to hold it off; you have weird-nil. You are unable to open your brain to the world's psychic maelstrom; getting +1weird will give you weird=0. On a miss, it overcame you; you have weird+1, and in addition the MC must always highlight your weird.

MOVES

You get all the basic moves. You get 3 quarantine moves.

You can use all the battle moves, but when you get the chance, look up **seize by force** and the **tactical and support** moves.

GEAR

In addition to your stasis, you get:

- an assault rifle (3-harm close/far loud autofire)
- a 9mm sidearm (2-harm close loud)
- military body armor (2-armor valuable hi-tech)
- your fatigues and scrounge, but no jingle

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. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask:
• *Which of you did I meet first when I emerged from stasis?*

For those characters, write Hx+1.

For everyone else, write Hx-2. You are not from here and you do not understand.

On the others' turns, answer their questions as you like. Likely you'll answer none of them.

At the end, choose one of the characters with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

IMPORTANT NOTE

This playbook makes some assumptions about the apocalypse and the history of Apocalypse World that may not otherwise hold.

If this playbook is not in play, do not consider any of its ideas binding.

NAME -

LOOK

STATS MOVES

COOL highlight

do something under fire

HARD highlight

go aggro; sucker someone; do battle

HOT highlight

seduce or manipulate

SHARP highlight

read a sitch; read a person

WEIRD highlight

open your brain

HARM

countdown

12



9 3 6

stabilized

when life becomes untenable:

come back with -1hard

come back with +1weird (max+3)

change to a new playbook

die

HX
help or interfere; session end

WATERBEARER SPECIAL

When you and another character have sex, ask them to do something for you. Whether they agree or refuse in the moment, if they go on to do it, you mark experience.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1hot (max +2)
- __ get +1sharp (max +2)
- __ get a new waterbearer move
- __ get a new waterbearer move
- __ add 2 features to the source
- __ change the laws and penalties of the source
- __ get followers (you detail) and **fortunes**
- __ get a gang (you detail) and **leadership**
- __ get a move from another playbook
- __ get a move from another playbook

- __ get +1 to any stat (max stat+3)
- __ retire your character to safety
- __ create a second character to play
- __ change your character to a new playbook
- __ choose 3 basic moves and advance them.
- __ advance the other 3 basic moves.

THE WATERBEARER

THE WATERBEARER

with Meguey Baker

Every once in awhile there's a place worth being, even in Apocalypse World. And if you're in that place, sometimes you wind up becoming more than you were. You're not about the grasping, gasping thirsty mess of the world, you're not afraid of the howling wolves, and you could give a damn about what October wants or who T-Bone is fucking. You have the Source, and it can quench any thirst they have.

WATERBEARER MOVES

● **Lawbringer:** when someone breaks your law, roll+cool. On a 10+, choose:

- You let them off with a warning, reduced penalty, or reprieve.
- You make an exception for them and they have no blame.
- They must face the full penalty.

On a 7-9, they must face the full penalty. On a miss, or if you are unable to enact judgment for any reason, responsibility falls to you, and you must face the penalty yourself.

○ **Peacemaker:** when you call for two rivals or enemies to come to you and meet, to settle things between them, roll+cool. On a hit, they must both come, at the time you specify. On a 10+, choose 2. On a 7-9, choose 1:

- They must come alone.
 - They must come unarmed.
 - They must bring gifts, peace offerings, prisoners to exchange, or tokens of good will.
- On a miss, they can make demands of you, and come only if you accede.

○ **Embargo:** you can go aggro with deprivation as your weapon, inflicting *d-harm (water)*.

○ **All are welcome:** when you personally welcome newcomers in, roll+sharp. On a 10+, ask 3. On a 7-9, ask 2. On a miss, ask 1 anyway:

- Are they hiding any weapons?
- Are they hiding any valuables?
- Are they hiding a disease?
- Are they hiding my enemies among them?
- Are they keeping any malicious secrets?

○ **Step into the flow:** when you lead a group in true ceremony, roll+cool. On a 10+, choose 2. On a 7-9, choose 1:

- Anyone sick is healed.
- Anyone distraught is calmed.
- Anyone lost is reassured.
- Anyone injured is healed.
- Anyone bereft is comforted.
- The source speaks to you.

On a miss, the world's psychic maelstrom interferes. Open your brain instead.

OTHER MOVES

SOURCE

You have a source of abundant pure water. Choose the water's special quality:

- It is the only reliable source of clean drinking water around.
- It has healing properties, and can count as an angel's **supplier**.
- A prosperous marketplace, largely self-governing, has grown up around it.
- It is sacred to a god / the gods / the ghosts of the dead / life itself (circle 1).

Choose 3-5 features of the source's atmosphere, surroundings, and culture:

- | | | | |
|---|---|--|--|
| <input type="radio"/> hot springs | <input type="radio"/> lush vegetation | <input type="radio"/> faith & ritual | <input type="radio"/> birds & birdsong |
| <input type="radio"/> art | <input type="radio"/> fragrant water | <input type="radio"/> a grotto or cave | <input type="radio"/> music |
| <input type="radio"/> wide flat rocks | <input type="radio"/> a deep well | <input type="radio"/> sex | <input type="radio"/> strong currents |
| <input type="radio"/> fish | <input type="radio"/> a reflective pool | <input type="radio"/> fountains | <input type="radio"/> bioluminescent algae |
| <input type="radio"/> icy cold water | <input type="radio"/> refuge & security | <input type="radio"/> pipes & plumbing | <input type="radio"/> leisure |
| <input type="radio"/> a grove of trees | <input type="radio"/> personal liberty | <input type="radio"/> tended gardens | <input type="radio"/> calm & quiet |
| <input type="radio"/> a basin of a unique material | | <input type="radio"/> bright stainless steel & glass | |
| <input type="radio"/> giant & invulnerable storage tanks | | <input type="radio"/> catch-tarps & plastic jugs | |
| <input type="radio"/> a complex & hi-tech filtration system | | | |

Many people have come to the source over time, and some of them have become your chosen friends. Detail 3 of them with a name (*Gage, Babylon, Lissa, Porter, Nipperkin, Splendor, ___*) and a role (*guardian, foundling, lover, exile, potter, brewer, self-appointed guide, healer, dyer, weird one, librarian, ___*). They give you **insight**.

_____, my _____

_____, my _____

_____, my _____

The source has laws that all must obey. You didn't create these laws, but it's your responsibility to enforce them. Choose 3-5 laws and the penalties for breaking them.

Laws

- Offer sacrifices of blood / labor / precious things.
- Surrender your firearms.
- A slave who crosses the threshold is free.
- Leave your grudges outside.
- Everyone drinks. Everyone eats. No one goes without.
- Do no violence and no intentional harm.
- Honor the god / the gods / the ghosts of the dead / all living things.
- Everything belongs to everyone. Give freely.
- Don't touch what isn't yours.
- Keep your agreements.
- Settle your grievances privately by trial and ordeal.
- Speak the truth.
- _____

Penalties

- Exile
- Execution
- Forced labor
- Restitution
- Imprisonment
- Public humiliation
- Disfigurement
- Punitive violence
- 2 enter, 1 leaves
- _____

BARTER

The source provides for your day-to-day living, so while you're there, you need not spend barter for your lifestyle at the beginning of the session.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *any weapon, gear or fashion not valuable or hi-tech; a session's hire of a violent individual as bodyguard; the material costs for crash resuscitation by a medic; a few sessions' tribute to a warlord; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

CREATING A WATERBEARER

To create your waterbearer, choose name, look, stats, moves, gear, source, and Hx.

NAME

Rebia, Pete, Quahanna, Millers, Latha, Chalice, Green, Nasus, Spicket, Swift, Abay, Myint, or Deerfield.

Sista, Hoover, Nest, Kariba, Ayazma, Quabbin, Tynant, Poland, Cumbees, Andes, or Calistoga.

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get **lawbringer**, and choose 2 more waterbearer moves.

You can use all the battle moves, but when you get the chance, definitely look up **seize by force**, especially the variant to **keep hold of something you have**.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask either or both:

- Which one of you once gave me water in the wilderness, real or metaphoric?
For that character, write Hx+3.
- Which of you, like me, serve the source?
For those characters, write Hx+2.

For everyone else, write Hx+1. You saw them coming.

On the others' turns, answer their questions as you like.

At the end, choose one of the characters with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

LOOK

Man, woman, ambiguous, transgressing, or concealed.

Camouflage wear, ornate wear, casual wear, scrounge wear, or half-dressed.

Open face, scarred face, weathered face, placid face, strong face or beautiful face.

Soft eyes, calm eyes, distant eyes, liquid eyes, deep-set eyes, or watchful eyes.

Huge body, mended body, wiry body, tiny body, graceful body, or angular body.

GEAR

In addition to your source, you get:

- 1 simple weapon
- oddments worth 4-barter
- fashion suitable to your look (you detail)

Simple weapons (choose 1):

- 9mm (2-harm close loud)
- big knife (2-harm hand)
- hunting rifle (2-harm far loud)
- crossbow (2-harm close slow)

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

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

D-HARM

d-harm (water): desperation, headache, confusion, delirium, collapse, death in 3 days.

To a population: rationing & hoarding, desperation, individual symptoms, infighting, dissolution or dispersal in 1 week. Individuals unable to find water elsewhere suffer advancing individual symptoms.