

NAME -

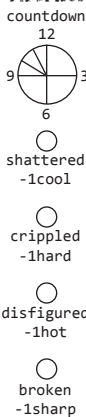
LOOK

Empty box for name and look.

highlights <> ○

STATS - MOVES - HARM

COOL	do something under fire (p2)
HARD	seize by force, go aggro (p2-3)
HOT	seduce or manipulate (p3)
SHARP	read a sitch, read a person (p3-4)
WEIRD	open your brain (p4)



BATTLEBABE MOVES

if you have sex see p11.

GEAR

Empty box for gear.

Experience (P11) ○○○○○ >>>improve

HX

help, interfere, session end (p4)

BATTLEBABE

APCALYPSE
THE
BATTLEBABE

LANGUAGE
SEX
VIOLENCE
R



Apocalypse World: the Battlebabe made in 2k+10 by D. Vincent Baker distribute like crazy

- Everyone else, write whatever number they tell you next to their character's name.
- At the end, find the character 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.

- Choose the character you trust the least. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- Tell everyone Hx+1. You put yourself out in the public view.

Go around again for Hx. On your turn: Everyone introduces their characters by name, look and outlook. Take your turn. List the other characters' names.

HX

BATTLEBABE SPECIAL

If you and another character have sex, nullify the other character's sex move. Whatever it is, it just doesn't happen.

BATTLEBABE 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 following. Check it off; you can't choose it again.

- get +1hard (max +2)
- get +1hot (max +2)
- get +1sharp (max +2)
- get +1weird (max +2)
- get a new battlebabe move
- get a new battlebabe move
- get 2 gigs (detail) and moonlighting
- get a gang (detail) and Leadership
- get a move from another playbook
- get a move from another playbook

STATS

Choose one set:

- Cool+3 Hard-1 Hot+1 Sharp+1 Weird=0
- Cool+3 Hard-1 Hot+2 Sharp=0 Weird-1
- Cool+3 Hard-2 Hot+1 Sharp+1 Weird+1
- Cool+3 Hard=0 Hot+1 Sharp+1 Weird-1

BASIC MOVES

You get them all:

When you *do something under fire*, or dig in to endure fire, roll+cool. On a 10+, you do it. On a 7-9, you flinch, hesitate, or stall: the MC can offer you a worse outcome, a hard bargain, or an ugly choice.

When you *go aggro on someone*, roll+hard. On a 10+, they have to choose: force your hand and suck it up, or cave and do what you want. On a 7-9, they can instead choose 1:

- *get the hell out of your way*
- *barricade themselves securely in*
- *give you something they think you want*
- *back off calmly, hands where you can see*
- *tell you what you want to know (or what you want to hear)*

- *where's my best escape route?*
- *which enemy is most vulnerable to me?*
- *which enemy is the biggest threat?*
- *what should I be on the lookout for?*
- *what's my enemy's true position?*
- *who's in control here?*

When you *read a charged situation*, roll+sharp. On a hit, you can ask the MC questions. Whenever you act on one of the MC's answers, take +1. On a 10+, ask 3. On a 7-9, ask 1:

- *if they do it, they mark experience*
 - *if they refuse, it's acting under fire*
 - *what they do then is up to them.*
- When you *try to seduce or manipulate someone*, tell them what you want and roll+hot. For NPCs: on a 10+, they do it. On a 7-9, they ask you to promise something first, and do it if you promise. (Whether you keep your promise is up to you later.) For PCs: on a 10+, both. On a 7-9, choose 1:

- *you inflict terrible harm*
- *you impress, dismay or frighten your enemy*