

NAME -
LOOK

STATS	MOVES	HARM
COOL	do something under fire (p2)	countdown 12 9 3 6
HARD	seize by force, go aggro (p2-3)	shattered -1cool
HOT	seduce or manipulate (p3)	crippled -1hard
SHARP	read a sitch, read a person (p3-4)	disfigured -1hot
WEIRD	open your brain (p4)	broken -1sharp

BRAINER MOVES

if you have sex see p11.

Experience (P11) ○○○○○○ >>>improve

HX help, interfere, session end (p4)

GEAR

BRAINER

APCALYPSE WORLD

THE MAYHEM BOOK

LANGUAGE
SEX
VIOLENCE

R



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

10 - HX

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting.

Everyone else, whatever number they tell you, add 1 to it and write it next to their character's name. You know everyone better than normal.

On the others' turns, choose 1, 2 or all 3:

- One of them has slept in your presence (knowingly or un-). Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- One of them, you've been watching carefully for some time, in secret. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- One of them quite evidently dislikes and distrusts you. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.

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:

- 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?

BASIC MOVES - 3

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:

- Tell everyone Hx-1. You keep yourself secret.

STATS

When you go toe to toe with someone to seize something by force, or to secure your hold on something, roll+hard. On a 10+, choose 3. On a 7-9, choose 2:

- you take definite hold of it
- you suffer little harm
- you inflict terrible harm
- you impress, dismay or frighten your enemy

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:

- 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 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:

- 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?

BRAINER SPECIAL

If you and another character have sex, you automatically do a *deep bratin scan* (p5) on them, whether you have the move or not. Roll+weird as normal. However, the MC chooses which questions the other character's player answers.

BRAINER 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 +1cool (max cool+2)
- get +1sharp (max sharp+2)
- get +1hard (max hard+2)
- get +1hard (max hard+2)
- get a new brainer move
- get a new brainer move
- get 2 gigs (detail) and moonlighting
- get a holding (detail) and Wealth
- get a move from another playbook
- get a move from another playbook

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)

HX - SPECIAL - IMPROVEMENT - 11