

stole it from you.

dedicated bid to replace your for alpha. **Fucking thieves:** when you have your gang search their pockets and saddlebags for something, roll+hand. 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 asshole stole it from you.

## CHOPPER MOVES

Introducing

# THE CHOPPER

Apocalypse World is all scarcity, of course it is. There's not enough wholesome food, not enough untainted water, not enough security, not enough light, not enough electricity, not enough children, not enough hope.

However, the Golden Age past did leave us two things: enough gasoline, enough bullets. Come the end, I guess the fuckers didn't need them like they thought they would.

So chopper, there you are. Enough for you.

## WARNING!

This isn't a whole roleplaying game, just a character playbook. To play, you'll need

**THE APOCALYPSE WORLD MASTER OF CEREMONIES PLAYBOOK**

available and more at [www.lumpley.com/apocalypse/](http://www.lumpley.com/apocalypse/)

## GANG

By default, your gang consists of about 15 violent bastards with scavenged and makeshift weapons and armor, and no fucking discipline at all (2-harm gang small savage 1-armor). Then, choose 2:

- your gang consists of 30 or so violent bastards. Medium instead of small.
- machete (3-harm hand messy)
- crowbar (2-harm hand messy)
- sawed-off (3-harm close reload messy)
- smg (2-harm close area loud)
- magnum (3-harm close reload loud)
- your choice. Choose 2 no-nonsense weapons: personal fashion, worth 1-armor or 2-armor, in addition to your bike, detail your

## SKIB

Strengths (choose 1 or 2): fast, rugged, aggressive, tight, huge, responsive.

Looks (choose 1 or 2): sleek, vintage, massively chopped, roaring, fat-ass, muscular, flashy, luxe.

Weakness (choose 1): slow, sloppy, guzzler, skinny, bucking, lazy, unreliable.

If for some reason you don't, it's power+1 profile (by default you don't), it's power+1 Looks+1 0-armor weakness+1

## APOCALYPSE WORLD

### PLAYBOOKS

- ANGEL - BATTLEBABE
- BRAINER - CHOPPER DRIVER
- HARDHOLDER - HOGUS OPERATOR
- SAVVYHEAD SKINNER

### THE PLAYERS' REFBOOK

## THE MASTER OF CEREMONIES PLAYBOOK

available and more at

[www.lumpley.com/apocalypse/](http://www.lumpley.com/apocalypse/)

Vulnerable: disease.

- your gang is filthy and unwell.
- your gang is in significant debt to someone powerful. Vulnerable: obligation.
- your gang is picky and high-maintenance. Vulnerable: grounded.
- your gang's loose-knit, with members coming and going as they choose. Vulnerable: desertion.
- your gang is in significant debt to someone powerful. Vulnerable: obligation.
- your gang is filthy and unwell.

- your gang's well-armed. +1harm.
- your gang's well-armed. +1armor.
- your gang's well-disciplined. Drop damage.
- your gang's nomadic at heart, and able to maintain and repair its own bikes without a home base. It gets +mob+1.
- your gang's self-sufficient, able to provide for itself by raiding and scavenging. It gets +rich.

## BARTER

If you're charging someone wealthy for your services, I-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.*

I-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, I-barter might count for: *a night in high luxury and company; any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; a week's hire of the protective companionship of a bottlebabe or gunluggers; repair of a piece of hitech gear by a savvyhead; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; brides, 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 aangle and expect to find hi-tech or luxe eternal.

At the end of every session, choose a character who knows you better than they used to. If there's more than one, choose one at your whim. Tell that player to add +1 to their Hx with you on their sheet. If this brings them to Hx+4, they reset to Hx+1 (and therefore mark experience).

When you help or interfere with someone who's making a roll, roll+Hx. On a hit, they take +1 (help) or -2 (interfere) now. On a 7-9, you also expose yourself to fire, danger, retribution or cost.

When you open your brain to the world's psychic maelstrom, roll+weird. On a hit, the MC will tell you something new and interesting about the current situation, and might ask you a question or two; answer them. On a 10+, the MC will give you good detail. On a 7-9, the MC will give you an impression. If you already know all there is to know, the MC will tell you that.

## CREATING A CHOPPER

To create your chopper, choose name, look, stats, moves, bike, gang, and Hx.

### NAME

Dog, Domino, T-bone, Stinky, Satan, Lars, Bullet, Dice, Shit head, Half pint, Shooter, Diamond, Goldie, Tinker, Loose, Baby, Juck, Hammer, Hooch, Snake eyes, Pinkie, Wire, Blues.

### LOOK

Man or woman.  
Combat biker wear, showy biker wear, scrounge biker wear, or S&M biker wear.  
Weathered face, strong face, rugged face, narrow face, or busted face.  
Narrow eyes, scorched eyes, calculating eyes, weary eyes, or kind eyes.  
Squat body, rangy body, wiry body, sturdy body, or fat body.

NAME -

LOOK

Empty box for drawing appearance.

highlights << >>

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

Experience (P11)      >>improve

**HX** help, interfere, session end (p4)

### CHOPPER MOVES

if you have sex see p11.

### BIKE, GANG & GEAR

**CHOPPER**

# APOCALYPSE

# THE CHOPPER

LANGUAGE  
SEX  
VIOLENCE

**R**



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

- *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 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?

### 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're not that complicated.

On the others' turns:

- One of them has stood up to you, gang and all. Whatever number that player tells you, give it +1 and write it next to the character's name.
  - Everyone else, whatever number they tell you, give it -1 and write it next to their character's name. By default, you don't really care much about, y'know, people.
- 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.

### CHOPPER SPECIAL

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 to them, on your sheet.

### CHOPPER 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 hard+3 instead of hard+2
- get +1cool (max cool+2)
- get +1sharp (max sharp+2)
- get +1weird (max weird+2)
- get +1weird (max weird+2)
- choose a new option for your gang
- get 2 gigs (detail) and moonlighting
- get a holding (detail) and wealth
- get a move from another playbook
- get a move from another playbook

### STATS

Choose one set:

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