

Collector: you get 2 additional cars.

it gets +1armor too.

If you happen to be leading a gang or convoy,

without hedging your bets, you get +1armor.

Weather eye: when you open your brain to the world's psychic maelstrom, roll+sharp instead of roll+weird.

Daredevil: if you go straight into danger

without hedging your bets, you get +1armor.

Then choose 1:

Good in the clinch: when you do something

under fire, roll+sharp instead of roll+cool.

...if you try to seduce or manipulate

someone, add your car's looks to your roll.

...if you help or interfere with someone, add

your car's power to your roll.

...if someone interferes with you, add your

car's weakness to their roll.

...if you try to seize something by force, add

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someone, add your car's looks to your roll.

...if you help or interfere with someone, add

retribution or cost.

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.

Choose its look or looks:

Sleek, vintage, pristine, powerful,

luxe, flashy, muscular, quirky, pretty,

handcrafted, spikes & plates, garish.

Choose as many as its looks.

Choose its weakness or weaknesses:

Slow, fragile, sloppy, lazy, cramped, picky,

guzzler, unreliable, loud, rabbit. Choose

as many as its weakness.

Choose as many as its looks.

Choose its strength or strengths:

.38 revolver (2-harm close reload loud)

9mm (2-harm close loud)

big knife (2-harm hand)

sawed-off (3-harm close reload messy)

machete (3-harm hand messy)

magnum (3-harm close reload loud)

Handy weapons (choose 1):

fashion suitable to your look (you detail)

odds'n evens worth 2-barter

1 handy weapon

You get:

gear

My other car is a tank: you get an

additional car. Give it mounted machine guns

(3-harm messy) or grenade launchers (3-harm

area loud) and +1armor.

introducing

driver moves

you get this 1:

no shit driver: when behind the wheel....

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NAME -

LOOK

Empty box for player name and look.

highlights << >>

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

Experience (P11) ○○○○○○ >>>improve

HX help, interfere, session end (p4)

CAR - POWER LOOKS ARMOR WEAKNESS

countdown
12
9 3 6

DRIVER

DRIVER MOVES

if you have sex see p11.

GEAR & CAR

APOCALYPSE DRIVER

LANGUAGE
SEX
VIOLENCE

R



Apocalypse World: the Driver
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, and highlight it. The MC will have you highlight a second stat too.

On the others' turns:

- You aren't naturally inclined to get too close to too many people. Whatever number they tell you, give it -1 and write it next to their character's name.

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, choose 1 or both:

- One of them has been with you for days on the road. Tell that player Hx+2.
- One of them once got you out of some serious shit. Tell that player Hx+2.

Tell everyone else Hx+1. Everybody knows a bit about who you are and where you've been.

HX

DRIVER SPECIAL

If you and another character have sex, roll+cool. On a 10+, it's cool, no big deal. On a 7-9, give them +1 to their Hx with you on their sheet, but give yourself -1 to your Hx with them on yours. On a miss, you gotta go: take -1 ongoing, until you prove that it's not like they own you or nothing.

DRIVER 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 +1hard (max hard+2)
- get +1hot (max hot+2)
- get +1weird (max weird+2)
- get a new driver move
- get 2 gigs (detail) and moonlighting
- get a garage (workspace, detail) and crew
- get a move from another playbook
- get a move from another playbook

BASIC MOVES - 3

- 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?

STATS

Choose one set:

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

2 - STATS - BASIC MOVES

SPECIAL - IMPROVEMENT - 11