

NAME -

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)

countdown
12
9 6 3

shattered
-1cool

crippled
-1hard

disfigured
-1hot

broken
-1sharp

HOCUS MOVES

if you have sex see p11.

FOLLOWERS

HOCUS

Experience (P11) >>improve

HX

help, interfere, session end (p4)



R
 LANGUAGE
 SEX
 VIOLENCE



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

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.

- Everyone else, whatever number they tell you, give it +1 and write it next to their character's name. You're a good and quick judge of others.
- 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.

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:

- Any of them who are your followers, tell their players Hx+2.
- Tell everyone else Hx=0.

On the others' turns:

- Choose the character whose soul you've seen. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- Everyone else, whatever number they tell you, give it +1 and write it next to their character's name. You're a good and quick judge of others.

HOCUS SPECIAL

If you and another character have sex, you each hold 1. Either of you can spend your hold any time to help or interfere with the other, at a distance or despite any barriers that would normally prevent it.

HOCUS 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 +1sharp (max sharp+2)
- get a new hocus move
- get a new hocus move
- choose a new option for your followers
- choose a new option for your followers
- get a holding (detail) and wealth
- get a move from another playbook
- get a move from another playbook

STATS

- Choose one set:
- Cool+0 Hard+1 Hot+1 Sharp+1 Weird+2
 - Cool+1 Hard+1 Hot+1 Sharp+0 Weird+2
 - Cool+1 Hard+1 Hot+0 Sharp+1 Weird+2
 - Cool+1 Hard+0 Hot+1 Sharp+1 Weird+2

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)