

NAME -

LOOK

Empty box for player 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)

countdown
12
9 3
6
shattered
-1cool
crippled
-1hard
disfigured
-1hot
broken
-1sharp

OPERATOR MOVES

if you have sex see p11.

GIGS, CREW & GEAR

JUGGLING

Experience (P11) <>>>improve

HX help, interfere, session end (p4)

OPERATOR

APOCALYPSE WORLD

THE PLAYBOOK

LANGUAGE
SEX
VIOLENCE
R



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

10 - GEAR - 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.

Tell everyone else Hx+1.

On the others' turns:

- Whatever number everyone tells you, give it +1 and write it next to their character's name. You depend upon clear relationships.

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 once faced down dedicated violence to get you out of a fix. Tell that player Hx+2.
- One of them once let you down in a pinch and left you holding the bill. Tell that player Hx-1.

• fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

HX

OPERATOR SPECIAL

If you and another character have sex, get a new obligation gig: keeping [their name] happy (You keep them happy / you fucking blow it).

If you and the same character have sex again, don't get duplicate gigs. Just the first time.

OPERATOR 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 cool+3 instead of cool+2
- get +1hard (max hard+2)
- get +1sharp (max sharp+2)
- Get a new operator move
- add a gig and you may change your crew
- add a gig and you may change your crew
- abandon or resolve an obligation gig for good
- get a move from another playbook
- get a move from another playbook

SPECIAL - IMPROVEMENT - 11

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?

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STATS

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