

or trapped.

already be there, but somehow pinned, caught
the MC holds 1, and can spend it to have you
hold was +1, take +forward now. On a miss,
without any clear explanation why. If your
with the proper tools and knowledge, with or
spend your hold to have you already be there,
hold 1. At any time, either you or the MC can
roll+weird. On a 10+, hold 1+1. On a 7-9,
Bonefeel: at the beginning of the session,
missed the roll.

Treat a miss as though you've opened your
brain to the world's psychic maelstrom and

WORKSPACE

what's wrong with this, and how might I fix
it?

what words have been said most recently
recently nearby this?

what strong emotions have been most
recently nearby this?

who handled this last before me?

On a 7-9, ask 1:

something interesting, roll+weird. On a hit,
you can ask the MC questions. On a 10+, ask

Things speak: whenever you handle or examine

Choose 2:

SAVVYHEAD MOVES

Introducing

THE SAVVYHEAD

If there's one fucking thing you can count on
in Apocalypse World, it's: things break.

what and tell the MC. The MC will tell you

dedicate yourself to making a thing, or to
getting to the bottom of some shit, decide

relic of the golden age past, booby traps.

weird-ass electronics, machining tools,
transmitters & receivers, a proving range, a

skilled labor (Carna, Thuy, Pamming), a
darkroom, a controlled growing environment,

workspace includes. Choose 3: a garage, a

Deep insights: you get +1weird (weird+3).

Spooky intense: when you do something under
fire, roll+weird instead of roll+cool.

reveal during play.

and name it, or else leave it for the MC to

world's psychic maelstrom (+augury). Choose

components, is uniquely receptive to the

Reality's fraying edge: some component of
your workspace, or some arrangement of

doing, and you mark an experience circle.

they take +1 to any rolls they make in the

think the best course is. If they do it,

you for advice, tell them what you honestly

APOCALYPSE WORLD

PLAYBOOKS

ANGEL - BATTLEBABE

BRAINER - CHOPPER

DRIVER - GUNLUGGER

HARDHOLDER - HOGUS

OPERATOR - SAVVYHEAD

SKINNER

THE PLAYERS' REFBOOK

THE MASTER OF CEREMONIES PLAYBOOK

available and more at

www.lumpley.com/apocalypse/

piece on three of normal gear or weaponry.

Also detail your personal fashion. You have
oddmats worth 3-barter, and any personal

whatever it calls for.

itself. The MC will stat it up, or spill, or

do it.

you're going to have to take _____ apart to

work-place first;

it's going to take several/dozens/hundreds
of tries;

the best you'll be able to do is a crap

version, weak and unreliable;

it's going to mean exposing yourself (plus
colleagues) to serious danger;

you're going to have to add _____ to your

do it.
The MC might connect them all with "and,"
or might throw in a merciful "or."

Once you've accomplished the necessities,
you can go ahead and accomplish the thing

whatever it calls for.

piece on three of normal gear or weaponry.

Also detail your personal fashion. You have
oddmats worth 3-barter, and any personal

whatever it calls for.

of the protective companionship of a
battlebabe or gunlugger; a year's tribute
to a warlord; bribes, fees and gifts

resuscitation by an angel; a week's hire

hi-tech; the material costs of a crash

weapon, gear or fashion not valuable or

a night in high luxury and company; any

one piece of hitech gear repaired, a week's

maintenance of finicky and delicate tech;

a month's employment as technician on call;

one solid, reliable and true answer.

1-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, 1-barter might count for:

For better stuff, you should expect to make
particular arrangements. You can't just
wander around the commons of some hardhold
with oddmats aangle and expect to find
hi-tech or luxe eternal.

therefore mark experience).

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

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

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 **help** or **interfere** with someone who's

the MC will tell you that.

On a 7-9, the MC will give you an impression.

On a 10+, the MC will give you good detail.

interesting about the current situation, and
might ask you a question or two; answer them.

When you **open your brain to the world's
psychic maelstrom**, roll+weird. On a hit,
the MC will tell you something new and

interaction, roll+sharp. On a 10+, hold 3. On
a 7-9, hold 1. While you're interacting with
them, spend your hold to ask their player
questions, 1 for 1:

is your character telling the truth?

what's your character really feeling?

what does your character intend to do?

what does your character wish I'd do?

how?

When you **open your brain to the world's
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the MC will tell you something new and

interesting about the current situation, and
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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/

NAME -

LOOK

highlights << >>

STATS	- MOVES	HARM
COOL	do something under fire (p2)	countdown 12 9 6 3
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

Experience (P11) ○○○○○ >>improve

HX help, interfere, session end (p4)

SAVVYHEAD MOVES

if you have sex see p11.

WORKSPACE & GEAR

SAVVYHEAD

APCALYPTIC SAVVYHEAD

LANGUAGE
SEX
VIOLENCE

R



Apocalypse World: the Savvyhead 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.

- On the others' turns: Choose the character you figure for the biggest potential problem. 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. You've got other stuff to do and other stuff to learn.
- 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 the character you find most strange. Tell that player Hx+1. Tell everyone else Hx-1. You're kind of strange yourself.

HX

SAVVYHEAD SPECIAL

If you and another character have sex, they automatically speak to you (p5), as though they were a thing and you'd rolled a 10+, whether you have the move or not. The other player and the MC will answer your questions between them. (Otherwise, that move never works on people, only things.)

SAVVYHEAD 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 savvyhead move
- get 2 gigs (detail) and moonlighting
- get a gang (detail) for security, and Leadership
- add life support to your workspace, and now you can work on people there too
- get a move from another playbook
- get a move from another playbook

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