

- **this person must meet me**
- **this person must have my services**
- **this person Loves me**
- **this person must give me a gift**
- **this person admires my patron**

On a miss, you gain no benefit, but suffer no harm or lost opportunity. You simply perform very well.

Artful & gracious: when you perform your chosen art – any act of expression or culture – or when you put its product before an audience, roll+hot. On a 10+, spend 3. On a 7-9, spend 1. Spend 1 to name an NPC member of your audience and choose one:

- **they distract themselves with the thought of you. They're acting under fire.**
- **they inspire themselves with the thought of you. They take +1 right now.**

On a miss, they hold 2 over you, on the exact same terms.

Arresting skinner: when you remove a piece of clothing, your own or someone else's, no one who can see you can do anything but watch. You command their absolute attention. If you choose, you can exempt individual people, by name.

Hypnotic: when you have time and solitude with someone, they become fixated upon you. Roll+hot. On a 10+, hold 3. On a 7-9, hold 2. They can spend your hold, 1 for 1, by:

- **giving you something you want**
- **acting as your eyes and ears**
- **fighting to protect you**
- **doing something you tell them to**

For NPCs, while you have hold over them they can't act against you. For PCs, instead, any time you like you can spend your hold, 1 for 1:

- **they distract themselves with the thought of you. They're acting under fire.**
- **they inspire themselves with the thought of you. They take +1 right now.**

On a miss, they hold 2 over you, on the exact same terms.

Unsettling: when you remove a piece of clothing, your own or someone else's, no one who can see you can do anything but watch. You command their absolute attention. If you choose, you can exempt individual people, by name.

Hypnotic: when you have time and solitude with someone, they become fixated upon you. Roll+hot. On a 10+, hold 3. On a 7-9, hold 2. They can spend your hold, 1 for 1, by:

- **giving you something you want**
- **acting as your eyes and ears**
- **fighting to protect you**
- **doing something you tell them to**

For NPCs, while you have hold over them they can't act against you. For PCs, instead, any time you like you can spend your hold, 1 for 1:

- **they distract themselves with the thought of you. They're acting under fire.**
- **they inspire themselves with the thought of you. They take +1 right now.**

On a miss, they hold 2 over you, on the exact same terms.

Artful & gracious: when you perform your chosen art – any act of expression or culture – or when you put its product before an audience, roll+hot. On a 10+, spend 3. On a 7-9, spend 1. Spend 1 to name an NPC member of your audience and choose one:

- **this person must meet me**
- **this person must have my services**
- **this person Loves me**
- **this person must give me a gift**
- **this person admires my patron**

On a miss, you gain no benefit, but suffer no harm or lost opportunity. You simply perform very well.

Unsettling: when you remove a piece of clothing, your own or someone else's, no one who can see you can do anything but watch. You command their absolute attention. If you choose, you can exempt individual people, by name.

Hypnotic: when you have time and solitude with someone, they become fixated upon you. Roll+hot. On a 10+, hold 3. On a 7-9, hold 2. They can spend your hold, 1 for 1, by:

- **giving you something you want**
- **acting as your eyes and ears**
- **fighting to protect you**
- **doing something you tell them to**

For NPCs, while you have hold over them they can't act against you. For PCs, instead, any time you like you can spend your hold, 1 for 1:

- **they distract themselves with the thought of you. They're acting under fire.**
- **they inspire themselves with the thought of you. They take +1 right now.**

On a miss, they hold 2 over you, on the exact same terms.

Artful & gracious: when you perform your chosen art – any act of expression or culture – or when you put its product before an audience, roll+hot. On a 10+, spend 3. On a 7-9, spend 1. Spend 1 to name an NPC member of your audience and choose one:

- **this person must meet me**
- **this person must have my services**
- **this person Loves me**
- **this person must give me a gift**
- **this person admires my patron**

On a miss, you gain no benefit, but suffer no harm or lost opportunity. You simply perform very well.

THE SKINNER

Introducing

SKINNER MOVES

Choose 2:

Breathtaking: you get +1hot (hot+3).

Lost: when you whisper someone's name to the world's psychic maelstrom, roll+weird.

On a hit, they come to you, with or without any clear explanation why. On a 10+, take +forward against them. On a miss, the MC will ask you 3 questions; answer them truthfully.

Artful & gracious: when you perform your chosen art – any act of expression or culture – or when you put its product before an audience, roll+hot. On a 10+, spend 3. On a 7-9, spend 1. Spend 1 to name an NPC member of your audience and choose one:

- **this person must meet me**
- **this person must have my services**
- **this person Loves me**
- **this person must give me a gift**
- **this person admires my patron**

On a miss, you gain no benefit, but suffer no harm or lost opportunity. You simply perform very well.

APOCALYPSE WORLD

PLAYBOOKS

- ANGEL – BATTLEBABE
- BRAINER – CHOPPER
- DRIVER – GUNLUGGER
- HARDHOLDER – HOGUS
- OPERATOR – SAWYHEAD
- SKINNER

THE PLAYERS' REFBOOK

THE MASTER OF CEREMONIES PLAYBOOK

available and more at

www.lumpley.com/apocalypse/

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.

When you **ask your character really feeling?**

- **what does your character intend to do?**
- **what does your character wish I'd do?**
- **is your character telling the truth?**
- **is your character really feeling?**

When you **ask your character really feeling?**

- **what does your character intend to do?**
- **what does your character wish I'd do?**
- **is your character telling the truth?**
- **is your character really feeling?**

CREATING A SKINNER

To create your skinner, choose name, look, stats, moves, gear, and Hx.

NAME

October, Venus, Mercury, Dune, Shade, Heron, Plum, Orchid, Storm, Dusk, Sword, Midnight, Hide, Frost, Lawn, June, Icicle, Tern, Lavender, Spice, Gazelle, Lion, Peacock, or Grace.

LOOK

Man, woman, androgynous, or transgressing. Display wear, showy scrounge wear, Luxe wear, fetish wear, or casual wear.

Striking face, sweet face, strange face, cute face, or beautiful face.

Laughing eyes, mocking eyes, dark eyes, shadowed eyes, troubled eyes, arresting eyes, bright eyes, or cool eyes.

Strong hands, expressive hands, quick hands, calloused hands, or steady hands.

Slim body, toned body, fat body, unnatural body, young body, or lush body.

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

Empty box for character name and look.

STATS - MOVES - HARM SKINNER MOVES

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

if you have sex see p11.

Experience (P11) << >> improve

HX help, interfere, session end (p4)

SKINNER

APOCALYPSE WILDLIFE SKINNER

LANGUAGE
SEX
R
VIOLENCE



Apocalypse World: the Skinner 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.

- Tell everyone else Hx=0.
- On the others' turns:
- For everyone, whatever number they tell you, give it -1 or +1 and write it next to the character's name. Your choice for each.

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, choose 1, 2 or all 3:

- One of them is your friend. Tell that player Hx+2.
- One of them is your lover. Tell that player Hx+1.
- One of them is in love with you. Tell that player Hx-1.

SKINNER SPECIAL

- If you and another character have sex, choose one:
- You take +1 forward and so do they.
- You take +1 forward; they take -1.
- They must give you a gift worth at least 1-barter.
- You can *hypnotize* (p8) them as though you'd rolled a 10+, even if you haven't chosen to get the move.

SKINNER 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 +1cool (max cool+2)
 - get +1hard (max hard+2)
 - get +1sharp (max sharp+2)
 - get a new skinner move
 - get a new skinner move
 - get 2 gigs (detail) and *moonlighting*
 - get followers (detail) and *fortunes*
 - 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.

STATS

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