

ANGEL KIT

Your angel kit has all kinds of crap in it: scissors, rags, tape, needles, clamps, gloves, chill coils, wipes, alcohol, injectable tourniquets & bloodslower, instant blood packets (coffee reddener), tubes of meatmesh, bonepins & site injectors, biostabs, chemostabs, narcostabs (chillstabs) in quantity, and a roll of heart jumpshock patches for when it comes to that. It's big enough to fill the trunk of a car.

When you use it, spend its stock; you can spend 0–3 of its stock per use. You can resupply it for 1-barter per 2-stock, if your circumstances let you barter for medical supplies.

It begins play holding 6-stock.

To use it to stabilize and heal someone at 9:00 or past: roll+stock spent. On a hit, they will stabilize and heal to 6:00, but the MC will choose 1 (on a 10+) or 2 (on a 7–9):

- they need to be physically stabilized before you can move them.
- even narcostabbed, they fight you; you're acting under fire.
- they'll be in and out of consciousness for 24 hours.
- stabilizing them eats up your stock; spend 1-stock more.
- they'll be bedridden, out of action, for at least a week.
- they'll need constant monitoring and care for 36 hours.

On a miss, they take 1-harm instead.

To use it to speed the recovery of someone at 3:00 or 6:00: don't roll. They choose: spend 4 days (3:00) or 1 week (6:00) blissed out on chillstabs, immobile but happy, or do their time like everyone else.

To use it to revive someone who's died (at 12:00, not beyond): roll+stock spent. On a 10+, they recover to 10:00. On a 7–9, they recover to 11:00. On a miss, you've done everything you can for them, and they're still dead.

BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one successful resuscitation (plus material costs); one week's full around-the-clock care (plus material costs); one month's employment as angel on call (plus material costs, if any).*

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: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

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



Introducing

THE ANGEL

When you're lying in the dust of Apocalypse World guts aspilled, for whom do you pray? The gods? They're long gone. Your beloved comrades? Fuckers all, or you wouldn't be here to begin with. Your precious old mother? She's a darling but she can't put an intestine back inside so it'll stay. No you pray for some grinning kid or veteran or just someone with a heartshocker and a hand with sutures and a 6-pack of morphine. And when that someone comes, that's an angel.



ADDITIONAL RULES

HARM & HEALING

Harm before 6:00 heals automatically with time. Harm after 9:00 gets worse with time, unless stabilized. If the player marks the segment 11:00 to 12:00, it means that the character's dead but can still be revived. Any harm past that and the character's dead for reals.

PERIPHERAL MOVE

When you heal another player's character's harm, you get +1Hx with them (on your sheet) for every segment of harm you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

When you heal someone, you see them more clearly.

INFIRMARY

When you go into your infirmary and dedicate yourself to working on a person, decide what you're trying for and tell the MC. The MC will tell you "sure, no problem, but..." and then 1 to 4 of the following:

- it's going to take hours/days/weeks/months of work;
- first you'll have to get/build/fix/figure out ___;
- you're going to need ___ to help you with it;
- it's going to cost you a fuckton of jingle;
- the best you'll be able to do is a crap version, weak and unreliable;
- it's going to mean exposing yourself (plus colleagues & patient) to serious danger;
- you're going to have to add ___ to your infirmary first;
- it's going to take several/dozens/hundreds of tries;
- you're going to have to take ___ apart to do it.

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

THE ANGEL
color of text can be set to white (F2)

CREATING AN ANGEL

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

NAME

This basic template for constructing a trifold playbook in Scribus was created by Patrick Henry Downs

If you have any questions or comments, email me: nerdwerds@gmail.com

Cheers!

STATS

Choose one set:

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

MOVES

You get all the basic moves and 2 angel moves.

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 put a hand in when it mattered, and helped you save a life. Tell that player Hx+2.
- One of them has been beside you and has seen everything you've seen. Tell that player Hx+2.
- One of them, you figure doomed to self-destruction. Tell that player Hx-1.

Tell everyone else Hx+1. You're an open book.

On the others' turns:

- You try not to get too attached. Whatever number they tell you, give it -1 and write it next to their character's name.

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.

LOOK

Man, woman, or other.

GEAR

You get:

- angel kit
- 1 small practical weapon
- oddments worth 1-barter including at your option a piece worth 1-armor (you detail)

Small practical weapons(choose 1):

- .38 revolver (2-harm close reload loud)
- 9mm (2-harm close loud)
- big knife (2-harm hand)
- sawed-off (3-harm close reload messy)
- stun gun (s-harm hand reload)

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 options. Check it off; you can't choose it again.

NAME -

LOOK

STATS - MOVES

COOL

do something under fire

highlight

HARD

go aggro; seize by force

highlight

HOT

seduce or manipulate

highlight

SHARP

read a sitch; read a person

highlight

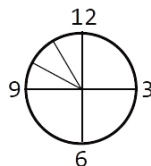
WEIRD

open your brain

highlight

HARM

countdown



stabilized

- shattered (-1cool)
- crippled (-1hard)
- disfigured (-1hot)
- broken (-1sharp)

HX

help or interfere; session end

SPECIAL

When you and another character have sex, your Hx with them on your sheet goes immediately to +3, and they immediately get +1 to their Hx with you on their sheet. If that brings their Hx with you to +4, they reset it to +1 instead, as usual, and so mark experience.

IMPROVEMENT

experience ○○○○>>>improve

- ___ get +isharp (max sharp+3)
- ___ get +icool (max cool+2)
- ___ get +ihard (max hard+2)
- ___ get +ihard (max hard+2)
- ___ get +iweird (max weird+2)
- ___ get a new angel move
- ___ get a new angel move
- ___ get 2 gigs (detail) and moonlighting
- ___ get a move from another playbook
- ___ get a move from another playbook
- ___ get +1 to any stat (max stat+3)
- ___ retire your character (to safety)
- ___ create a second character to play
- ___ change your character to a new type
- ___ choose 3 basic moves and advance them.
- ___ advance the other 4 basic moves.

ANGEL MOVES

- Sixth sense:** when you open your brain to the world's psychic maelstrom, roll+sharp instead of roll+weird.
- Infirmary:** you get an infirmary, a workspace with life support, a drug lab and a crew of 2 (Shigusa & Mox, maybe). Get patients into it and you can work on them like a savvyhead on tech (cf).
- Professional compassion:** you can choose to roll+sharp instead of roll+Hx when you help someone who's rolling.
- Battlefield grace:** while you are caring for people, not fighting, you get +1armor.
- Healing touch:** when you put your hands skin-to-skin on a wounded person and open your brain to them, roll+weird. On a 10+, heal 1 segment. On a 7-9, heal 1 segment, but you're acting under fire from your patient's brain. On a miss: first, you don't heal them. Second, you've opened both your brain and theirs to the world's psychic maelstrom, without protection or preparation. For you, and for your patient if your patient's a fellow player's character, treat it as though you've made that move and missed the roll. For patients belonging to the MC, their experience and fate are up to the MC.
- Touched by death:** whenever someone in your care dies, you get +1weird (max +3).

GEAR & BARTER

OTHER MOVES

HOLD

CUSTOM WEAPONS

Introducing
THE BATTLEBABE

a character playbook for
APOCALYPSE PONY
by Edmund Metheny
©2k+10 D. Vincent Baker
www.apocalypse-world.com

THE BATTLEBABE

ADDITIONAL RULES

YOUR CUSTOM WEAPONS

BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for: ____.

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: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

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

CREATING A BATTLEBABE

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

NAME

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playbook in Scribus was created by Patrick
Henry Downs

If you have any questions or comments,
email me: nerdwerds@gmail.com

Cheers!

STATS

Choose one set:

-
-
-
-

MOVES

You get all the basic moves and 2 battlebabe
moves.

HX

Everyone introduces their characters by
name, look, and outlook. Take your turn.

-
-
-

On the others' turns:

-

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.

LOOK

Man, woman, or other:

GEAR

You get:

-

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 options. Check it off; you can't
choose it again.

NAME -

LOOK

STATS - MOVES

COOL

*do something
under fire*

highlight

HARD

*go aggro;
seize by force*

highlight

HOT

*seduce or
manipulate*

highlight

SHARP

*read a sitch;
read a person*

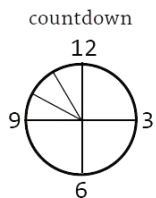
highlight

WEIRD

open your brain

highlight

HARM



stabilized

- shattered (-1cool)
- crippled (-1hard)
- disfigured (-1hot)
- broken (-1sharp)

HX

help or interfere; session end

SPECIAL

IMPROVEMENT

experience ○○○○>>>improve

- BATTLEBABE MOVES

-
-
-
-
-
-

GEAR & BARTER

OTHER MOVES

HOLD

-CUSTOM WEAPONS-

Introducing
THE BRAINER

a character playbook for
APOCALYPSE PONY
by Edmund Metheny
©2k+10 D. Vincent Baker
www.apocalypse-world.com

**THE
BRAINER**

-ADDITIONAL RULES-

-BARTER-

If you're charging someone wealthy for your services, 1-barter is the going rate for: ____.

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: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

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

CREATING A BRAINER

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

NAME

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playbook in Scribus was created by Patrick
Henry Downs

If you have any questions or comments,
email me: nerdwerds@gmail.com

Cheers!

STATS

Choose one set:

-
-
-
-

MOVES

You get all the basic moves and 2 battlebabe
moves.

HX

Everyone introduces their characters by
name, look, and outlook. Take your turn.

-
-
-

On the others' turns:

-

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.

LOOK

Man, woman, or other.

GEAR

You get:

-

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 options. Check it off; you can't
choose it again.

NAME -

LOOK

STATS - MOVES

COOL

*do something
under fire*

highlight

HARD

*go aggro;
seize by force*

highlight

HOT

*seduce or
manipulate*

highlight

SHARP

*read a sitch;
read a person*

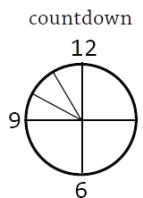
highlight

WEIRD

open your brain

highlight

HARM



stabilized

- shattered (-1cool)
- crippled (-1hard)
- disfigured (-1hot)
- broken (-1sharp)

HX

help or interfere; session end

SPECIAL

IMPROVEMENT

experience ○○○○>>>improve

- BRAINER MOVES

-
-
-
-
-
-

GEAR & BARTER

OTHER MOVES

HOLD

-CUSTOM WEAPONS-

Introducing
THE GUNLUGGER

a character playbook for
APOCALYPSE PONY
by Edmund Metheny
©2k+10 D. Vincent Baker
www.apocalypse-world.com

THE GUNLUGGER

-ADDITIONAL RULES-

-BARTER-

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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: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

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

CREATING A GUNLUGGER

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

NAME

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playbook in Scribus was created by Patrick
Henry Downs

If you have any questions or comments,
email me: nerdwerds@gmail.com

Cheers!

STATS

Choose one set:

-
-
-
-

MOVES

You get all the basic moves and 2 battlebabe
moves.

HX

Everyone introduces their characters by
name, look, and outlook. Take your turn.

-
-
-

On the others' turns:

-

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.

LOOK

Man, woman, or other.

GEAR

You get:

-

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 options. Check it off; you can't
choose it again.

NAME -

LOOK

STATS - MOVES

COOL

*do something
under fire*

highlight

HARD

*go aggro;
seize by force*

highlight

HOT

*seduce or
manipulate*

highlight

SHARP

*read a sitch;
read a person*

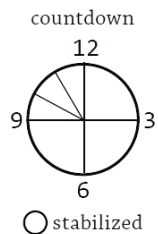
highlight

WEIRD

open your brain

highlight

HARM



- shattered (-1cool)
- crippled (-1hard)
- disfigured (-1hot)
- broken (-1sharp)

HX

help or interfere; session end

SPECIAL

IMPROVEMENT

experience ○○○○>>>improve

GUNLUGGER MOVES

-
-
-
-
-
-

GEAR & BARTER

OTHER MOVES

HOLD

CUSTOM WEAPONS

Introducing
THE HERDHOLDER

a character playbook for
APOCALYPSE PONY
by Edmund Metheny
©2k+10 D. Vincent Baker
www.apocalypse-world.com

ADDITIONAL RULES

BARTER

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THE HERDHOLDER



CREATING A HERDHOLDER

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

NAME

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Cheers!

STATS

Choose one set:

-
-
-
-

MOVES

You get all the basic moves and 2 battlebabe moves.

HX

Everyone introduces their characters by name, look, and outlook. Take your turn.

-
-
-

On the others' turns:

-

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.

LOOK

Man, woman, or other.

GEAR

You get:

-

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 options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

COOL

do something under fire

highlight

HARD

go aggro; seize by force

highlight

HOT

seduce or manipulate

highlight

SHARP

read a sitch; read a person

highlight

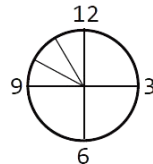
WEIRD

open your brain

highlight

HARM

countdown



stabilized

- shattered (-1cool)
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- disfigured (-1hot)
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HX

help or interfere; session end

SPECIAL

IMPROVEMENT

experience ○○○○>>>improve

HERDHOLDER MOVES

-
-
-
-
-
-

GEAR & BARTER

OTHER MOVES

HOLD

CUSTOM WEAPONS

Introducing
THE HOCUS

a character playbook for
APOCALYPSE PONY
by Edmund Metheny
©2k+10 D. Vincent Baker
www.apocalypse-world.com

**THE
HOCUS**

ADDITIONAL RULES

BARTER

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CREATING A HOCUS

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

NAME

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Cheers!

STATS

Choose one set:

-
-
-
-

MOVES

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moves.

HX

Everyone introduces their characters by
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-
-
-

On the others' turns:

-

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LOOK

Man, woman, or other.

GEAR

You get:

-

IMPROVEMENT

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LOOK

STATS - MOVES

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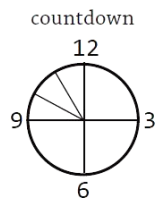
highlight

WEIRD

open your brain

highlight

HARM



stabilized

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- crippled (-1hard)
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HX

help or interfere; session end

SPECIAL

IMPROVEMENT

experience ○○○○>>>improve

HOCUS MOVES

-
-
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-
-
-

GEAR & BARTER

OTHER MOVES

HOLD

CUSTOM WEAPONS

Introducing THE OPERATOR

a character playbook for
APOCALYPSE PONY
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ADDITIONAL RULES

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THE OPERATOR



CREATING AN OPERATOR

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

NAME

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Cheers!

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-
-
-

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-
-
-

On the others' turns:

-

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GEAR

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-

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under fire*

highlight

HARD

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seize by force*

highlight

HOT

*seduce or
manipulate*

highlight

SHARP

*read a sitch;
read a person*

highlight

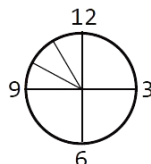
WEIRD

open your brain

highlight

HARM

countdown



stabilized

- shattered (-1cool)
- crippled (-1hard)
- disfigured (-1hot)
- broken (-1sharp)

HX

help or interfere; session end

SPECIAL

IMPROVEMENT

experience ○○○○>>>improve

OPERATOR MOVES

-
-
-
-
-
-

GEAR & BARTER

OTHER MOVES

HOLD

CUSTOM WEAPONS

Introducing THE SAVVYHEAD

a character playbook for
APOCALYPSE PONY
by Edmund Metheny
©2k+10 D. Vincent Baker
www.apocalypse-world.com

ADDITIONAL RULES

BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for: ____.

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: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

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

THE SAVVYHEAD



CREATING A SAVVYHEAD

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

NAME

This basic template for constructing a trifold
playbook in Scribus was created by Patrick
Henry Downs

If you have any questions or comments,
email me: nerdwerds@gmail.com

Cheers!

STATS

Choose one set:

-
-
-
-

MOVES

You get all the basic moves and 2 battlebabe
moves.

HX

Everyone introduces their characters by
name, look, and outlook. Take your turn.

-
-
-

On the others' turns:

-

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.

LOOK

Man, woman, or other.

GEAR

You get:

-

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 options. Check it off; you can't
choose it again.

NAME -

LOOK

STATS MOVES

COOL highlight

do something under fire

HARD highlight

go aggro; seize by force

HOT highlight

seduce or manipulate

SHARP highlight

read a sitch; read a person

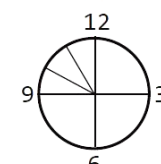
WEIRD highlight

open your brain

HARM

countdown

12



3

6

stabilized

shattered (-1cool)

crippled (-1hard)

disfigured (-1hot)

broken (-1sharp)

HX

help or interfere; session end

SPECIAL

IMPROVEMENT

experience ○○○○>>>improve

SAVVYHEAD MOVES

-
-
-
-
-
-

GEAR & BARTER

HOLD

OTHER MOVES

CUSTOM WEAPONS

Introducing
THE SKINNER

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THE SKINNER

ADDITIONAL RULES

BARTER

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CREATING A SKINNER

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

NAME

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playbook in Scribus was created by Patrick
Henry Downs

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email me: nerdwerds@gmail.com

Cheers!

STATS

Choose one set:

-
-
-
-

MOVES

You get all the basic moves and 2 battlebabe
moves.

HX

Everyone introduces their characters by
name, look, and outlook. Take your turn.

-
-
-

On the others' turns:

-

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.

LOOK

Man, woman, or other.

GEAR

You get:

-

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 options. Check it off; you can't
choose it again.

NAME -

LOOK

STATS - MOVES

COOL

*do something
under fire*

highlight

HARD

*go aggro;
seize by force*

highlight

HOT

*seduce or
manipulate*

highlight

SHARP

*read a sitch;
read a person*

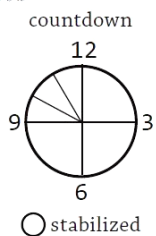
highlight

WEIRD

open your brain

highlight

HARM



- shattered (-1cool)
- crippled (-1hard)
- disfigured (-1hot)
- broken (-1sharp)

HX

help or interfere; session end

SPECIAL

IMPROVEMENT

experience ○○○○>>>improve

SKINNER MOVES

-
-
-
-
-
-

GEAR & BARTER

OTHER MOVES

HOLD