

## RECEIVERS

You may be independent and selfsufficient, but you still need a link to the outside world. Be it a desire for information, a need to tell people your message, or simply loneliness, you have a connection to these random people.

All of them voluntarily became your antennae. They may or may not regret the decision, but they were not forced into it.

If you speak aloud, your antennas can hear you. In turn, you can hear, see, taste, feel, and smell anything your antennas similarly experience. If you and they speak aloud, you can communicate as if you were right next to each other.

You cannot read their minds, and they cannot read yours, you can't control their bodies, or any of that shit.

Keep in mind these questions. The MC may ask them of you or you can answer them on your own:

- Who is the obsessive fanboy/girl?
- Who is a chatterbox with good information?
- Who is the toady that wants what you have?
- Who craves intimacy with you?
- Who threatens you?
- Who threatens the status quo?
- Who can maintain the status quo?
- Who is a waste of space?
- Who do you want to keep safe?

## HIDEOUT

Your hideout includes some of the following. Choose 2: it's hidden from view and a secret from everyone, it's armored (1-armor), it's boobytrapped, it has an escape route or backdoor, or it sits in a maze of twists and turns.

Your hideout has problems however. Choose 2: it is unsanitary, it is highly valued by someone else, it is a hotspot for the psychic maelstrom, it does not have a source of fresh water, it is in the middle of a volatile area.

Your hideout has supplies worth 5-barter, but it is immobile. It has enough room to house a small family.

## BARTER

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 RADIO

The world breaking? That wasn't an apocalypse. Life was fucked before, and now it's fucked in a different way. And just like before, while everyone else is busy bartering, shooting, and screwing each other, only people like you are well aware of how fucked things are.

If only they would listen to you.

a character playbook for  
**APOCALYPSE IN WORLD**  
by Monte Lin  
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www.apocalypse-world.com

## ADDITIONAL RULES

### ANTENNA

**Antenna** (mechanical, constraint) anyone with this tag can be interacted with using **receivers**. It is an implanted (cf) tag, and requires time, intimacy (cf), and consent. I'll leave it up to you and yours if it's permanent, if there are other ways to become an antenna, and all those details.

### AUGURY

When you use **augury**, roll+weird. On a hit, you can choose 1:

- *Reach through the world's psychic maelstrom to something or someone connected to it.*
- *Isolate and protect a person or thing from the world's psychic maelstrom.*
- *Isolate and contain a fragment of the world's psychic maelstrom itself.*
- *Insert information into the world's psychic maelstrom.*
- *Open a window into the world's psychic maelstrom.*

By default, the effect will last only as long as you maintain it, will reach only shallowly into the world's psychic maelstrom as it is local to you, and will bleed instability. On a 10+, choose 2; on a 7-9, choose 1:

- *It'll persist (for a while) without your actively maintaining it.*
- *It reaches deep into the world's psychic maelstrom.*
- *It reaches broadly throughout the world's psychic maelstrom.*
- *It's stable and contained, no bleeding.*

On a miss, whatever bad happens, your antenna takes the brunt of it.



CREATING A RADIO

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

NAME

Newsboy, Anchor, Mic, Shout Out, Feedback, Voice Over, Offscreen, Beat, Tagline, DJ, Turntable, Spin, Tape Deck, Fadeout, Blogger, Anon, Spam, Broadband, Router, Wireless, Autotune, ThreeDog, Stern, Gross

STATS

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

MOVES

You get all the basic moves. You get *receivers* and one more radio move.

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 pick one, some or all of the following:  
• One of them is your antennae (with their permission). Tell that player Hx+3.  
• You gave one of them bad or false information and it put them in a bad spot. Tell that player Hx+2.  
• You asked one of them to find something vital to you. Tell that player Hx+1.  
Otherwise, tell everyone else Hx-1. They know the voice but not the body behind it.

On the other’s turns, choose 1 or both:  
• One of them is a source of problems. Whatever number that player tells you, replace that with Hx+3.  
• One of them caused you to abandon your previous hideout. Whatever number that player tells you, give it -1 and write it next to the character’s name.  
Everyone else, you keep tabs on them at all times. Whatever number they tell you, add +1 to that.

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, ambiguous, transgressing, or concealed.  
  
Rags, old military clothes, fetishbondage wear, or tshirts and jeans.

Disheveled face, grizzled face, emaciated face, plump face, or ashen face.

Dead eyes, sunken eyes, tired eyes, deep eyes, ruined eyes, or sad eyes.

Flabby body, skeletal body, toned body, crippled body, or scarred body.

GEAR

You get:  
• 1 personal weapon  
• 1 paranoid weapon  
• fashion suitable to your look, including at your option, a piece worth 1-armor (you detail).

Personal weapons:  
• many knives (2-harm hand infinite)  
• baseball bat (2-harm hand)  
• machete (3-harm hand messy)

Paranoid weapons:  
• sniper rifle (3-harm far hitech loud)  
• shotgun (3-harm close messy)  
• hunting rifle (2-harm far loud)

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5<sup>th</sup>, 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

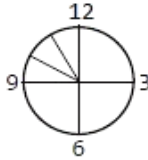
WEIRD

open your brain

highlight

HARM

countdown



stabilized

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

HX

help or interfere; session end

RADIO SPECIAL

When you and another character have sex, the other character automatically gains the tag +antenna.

IMPROVEMENT

experience ○○○○>>>improve

- get +1cool (max +2)
- get +1hard (max +2)
- get +1hot (max +2)
- get +1sharp (max +2)
- get a new radio move
- get a new radio move
- get followers (detail) and *fortunes*
- get a workspace (detail) and *bonefeel*
- get a move from another playbook
- get a move from another playbook
- get +1 to any stat (hot, 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

RADIO MOVES

● *Receivers*: you have a stable of 4 antennas. Name them (Typo, AM, Notch and Carver).

○ *Cassandra Complex*: at the beginning of the session, prophesize a major problem and tell another player’s character that they need to solve it. If the player’s character acts on that information, they take +1 to any rolls they make while doing so, and you mark an experience circle.

○ *Cloud sourcing*: you can ask the world’s psychic maelstrom for the name of the person who can help you best with your current problem. State the problem and your proposed solution and roll+weird. On a 10+, you get their name and current location. On a 7-9, you get the name and location, but someone else also learns the name, location, and reason for your query. On a miss, someone else learns the info, but you don’t.

○ *Remote Viewing*: you don’t have to be physically present to use the radio moves *static*, *selfish & suspicious*, or any of the basic moves, but you do need one of your antennae present and active in the situation.

○ *Selfish & suspicious*: when you roll to *read a situation*, as one of your questions, you may ask: *what’s the worst that could happen if the situation goes unchecked?* When you roll to *read a person*, as one of your questions, you may ask: *what’s the worst thing this person can do to me?*

○ *Static*: when you interfere with someone who’s rolling, you can choose to roll+weird instead of roll+Hx.

○ *The Medium is the Message*: each time you open your brain to the psychic maelstrom, you can insert information as if you had picked the same option under an *augury*.

OTHER MOVES

GEAR & BARTER