

# APOCALYPSE WORLD

NAME

LOOK

HX

Your holding provides for your day-to-day living, so while you're there governing it there's no need for you to concern yourself with that.

When you give gifts, here's what might count as a gift worth 1-barter: *a month's hospitality, including a place to live and meals in common with others; 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 your fave savvyhead; a week's bestowal of the protective companionship of one of your battlebabes or gunluggers; a month's maintenance and repairs for a hi-performance vehicle well-used; a half-hour's worth of your undivided attention, in private audience; or, of course, oddments worth 1-barter.*

In times of abundance, you holding's surplus is yours to spend personally as you see fit. (Suppose that your citizen's lives are the more abundant too, in proportion.) For better stuff, be prepared to make unique arrangements, probably by treating with another hardholder nearby.

stats highlight

COOL

act under fire

☐

HARD

seize by force, go aggro

☐

HOT

seduce or manipulate

☐

SHARP

read a situation or person

☐

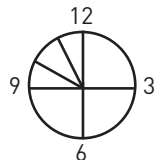
WEIRD

open your brain

☐

HOLDS

HARM



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

## HARDHOLDER

experience ○○○○○○

☐ **Leadership:** when your gang fights for you, roll+**hard**. On a 10+, hold 3. On a 7-9, hold 1. Over the course of the fight, spend your hold 1 for 1 to make your gang:

- *make a hard advance*
- *stand strong against a hard advance*
- *make an organized retreat*
- *show mercy to their defeated enemies*
- *fight and die to the last*

On a miss, your gang turns on you or tries to hand you over to your enemy.

☐ **Wealth:** If your hold is secure and your rule unchallenged, at the beginning of the session, roll+**hard**. On a 10+, you have surplus at hand and available for the needs of the session. On a 7-9, you have surplus, but choose 1 want. On a miss, or if your hold is compromised or your rule contested, your hold is in want. the precise values of your surplus and want depend on your holding.

If you and another character have sex, you can give the other character gifts worth 1-barter, at no cost to you.

HOLDING, GANG, BARTER

## HARDHOLDER IMPROVEMENT

- ☐ +1hard (max +3)
- ☐ +1cool (max cool+2)
- ☐ +1weird (max weird+2)
- ☐ +1hot (max hot+2)
- ☐ +1sharp (max sharp+2)
- ☐ a new option for your holding
- ☐ a new option for your holding
- ☐ erase an option from your holding
- ☐ a move from another character type
- ☐ a move from another character type

- ☐ retire your character (to safety)
- ☐ create a second character to play
- ☐ change your character to a new type
- ☐ choose 3 moves and expand them
- ☐ expand the other 4 moves
- ☐ +1 to any stat (max +3)

MORE MOVES