

CREATING A FIXER

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

NAME

Joe · Gray · Moss · Pierce · Case · Jules · Mirth · Rain · Adams · Bach · Carter · Evans · Young · Thomas · White · Price · QED · Once · Boss's Man · Mirror · Thirteen · Pi · Carver · Master

LOOK

Gender · Man, Woman, or concealed.
Clothes · Formal wear, vintage wear, casual wear, signature wear, or luxe wear.
Face · Concealed face, sharp face, stern face, fat face or forgettable face.
Eyes · Deep eyes, dead eyes, calculating eyes, wise eyes, weary eyes.
Body · Tall body, wiry body, pudgy body, crippled body, hard body.

STATS

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

MOVES

You get all basic moves. You get *Takin' Care of Business* and 2 more Fixer moves.

GEAR

In addition to your network, you get:
● 1 failsafe weapon.
● Oddments worth 5-barter.
● Fashion suitable to your look, including at your option a piece worth 1-armor (detail).

Failsafe weapons:

- .38 revolver (2-harm close reload loud)
- 9mm (2-harm close loud)
- antique handgun (2-harm close reload loud valuable)
- sawed-off shotgun (3-harm close reload messy)
- machete (3-harm hand messy)

MORE MOVES

Introducing
THE FIXER

Some people just know the right people. That’s how things get done. Who needs the responsibility of maintaining a hardhold or looking for jobs when there’s always someone who needs something and someone else to provide it, while you take your cut from the middle?

experience
○○○○○→IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with a character, mark an experience circle. When you mark the 5th one, improve, then erase all experience marks. Each time you improve, choose one of the options. Check it off; you can't choose it again.

- | | |
|---|--|
| <input type="checkbox"/> +1 cool (max +3) | <input type="checkbox"/> Advance your network |
| <input type="checkbox"/> +1 hard (max +3) | <input type="checkbox"/> Advance your network |
| <input type="checkbox"/> +1 sharp (max +3) | <input type="checkbox"/> Get a move from another playbook |
| <input type="checkbox"/> Get a new Fixer move | <input type="checkbox"/> Get a move from another playbook |
| <input type="checkbox"/> Get a new Fixer move | <input type="checkbox"/> Get 2 gigs (detail) and <i>Moonlighting</i> or a holding (detail) and <i>Wealth</i> |

Starting with your 6th improvement, the following options are also available:

<input type="checkbox"/> +1 to any stat (max +3)	<input type="checkbox"/> retire your character (to safety)
<input type="checkbox"/> choose 3 basic moves, advance them	<input type="checkbox"/> create an additional character to play
<input type="checkbox"/> advance the other 4 basic moves	<input type="checkbox"/> change your character to a new type

HX

Everyone introduces their characters by name, look, and outlook. Take your turn. List the other characters's names. Go around again for Hx.

On your turn (choose however many you want):

- You owe _____ for services rendered. Tell that player Hx+2.
- _____ has skills, access or resources that are essential to your enterprise, and knows it. Tell that player Hx+2.
- _____ helped you out of a tight spot and didn't ask anything for it, and you have no idea why. Tell them Hx-2.

Tell everyone else Hx-1. You don't advertise - unless you do, in which case tell everyone Hx+1.

On the others' turns, pick one or both:

- _____ has skills, resources or people that would be managed far more profitably if you were in charge of them. Whatever number that players tells you, ignore it and write down Hx+3 next to their character name instead.
- _____ owes you, because you said so. Whatever number that players tells you, ignore it and write down Hx+3 next to their character name instead.

Everyone else, whatever number they tell you, add +1 to it and write it next to their character's name. You stay informed.



a character playbook for

APOCALYPSE WORLD

TAKIN' CARE OF BUSINESS - YOUR NETWORK

Long as you can pay the upkeep, you get the services of your network for the session. If your balance is positive you get that much Barter at the start of the session. If any component of your network becomes contested, you must remove its balance until it is no longer contested.

By default, your network is few goons willing to do your bidding, who know the area and the people in it. Your default session Balance is -1. Pick 4 expenses or receivables from the list below, in any combination, and apply the adjustments to your default Balance:

(EXPENSES)

- You've got a fucking psycho on hand who is good at taking people out and getting away with it too, but his services don't come cheap. Balance -3.
- Your network has transportation options; Vehicle/s and associated drivers, enough to carry your goons + some stuff. Balance -2.
- You've got 3 no-nonsense enforcers who know how to rough someone up and get them to play how you want. Balance -2.
- You've got an understanding with the local warlord that you're the gatekeeper of something necessary, like food, medicine, services or gear and he'll allow you leeway when dealing with 'problems' as long as he gets his cut. Balance -1.
- You've got a front or a patsy who is your public face, if there's attempt on you, as if they would dare, or your rep goes down the toilet; he'll take the bullet for you but he demands the highlife till that day comes. Balance -1.
- You make sure to keep a looming threat sweet so that they won't come after you and steer clear of messing with your ventures. Balance -1.

(RECEIVABLES)

- You've got a rare contact for something luxe or rare, like weapons, drugs, or transportation but they expect your protection, directly or indirectly, when they need it. Balance +1.
- You've got a real whiz, maybe a mechanic or a sawbones in your pocket who passes you a share of the profits as long as you help them out with their little indiscretion (it's not so little) and make sure it stays your little secret. Balance +1.
- The local warlord pays you for your services, but he expects special treatment and immediate satisfaction. Balance +1.
- You're the backer of a pimp/madame/maestro or some other quasi-legal venture who gives you a slice of the action but keeps attracting the attention of the big fish around, and it's getting a little uncomfortable. Balance +2.
- You've got most of the local merchants or premises paying you 'protection' but when one of them steps out of line, you've gotta hammer them down before the others get ideas. Balance +2.

For every Barter less than your upkeep you pay, you gain 1 Arrears. Every session, the MC gets hold equal to your Arrears and may spend it to make a vulnerability pressing or to have one of your contacts come to you with (or as) a problem. You can buy off your Arrears with an equal amount of Barter.

When somebody owes you, you are always considered to have leverage when you manipulate them, and you may choose to roll +debt against them instead of +hot.

NAME

LOOK

HX

HISTORY WITH PEOPLE

highlight

stat

COOL

act under fire

HARD

seize by force - go aggro

HOT

seduce or manipulate

SHARP

read a sitch - read a person

WEIRD

open your brain

HOLD

HARM

○ unstabilized

12

9

6

3

shattered (-1 cool)

crippled (-1 hard)

disfigured (-1 hot)

broken (-1 sharp)

GEAR, BARTER

FIXER MOVES

● **Takin' Care of Business:** Gives you access to your network. Make this move and pick 4 choices at the beginning of every session.

○ **In the pocket:** at the beginning of a session, roll +cool. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold 1 for 1 to have someone in your network act on prior orders or established duties and make a move on your behalf as if you were there to do it yourself. When you use *In the Pocket* with a PC (either because they're part of your network or because of the Special move) use your stats, even if theirs are better. If a PC doesn't do it, whatever it is, they have to *Act Under Fire*.

○ **Swimming with sharks:** as long as you remain on good terms with whoever is in charge, you can roll +sharp instead of +hard to go aggro, using members of their gang as a weapon.

○ **Options:** you can spread 1 barter around once per session, getting 1 extra hold any time you get hold for the rest of the session and your connections, wealth, or influence could conceivably help you out. It's not magic, it's power and commerce.

○ **Keeping tabs:** you can read a sitch regarding anything you spent barter on, even if you're not there.

○ **Served cold:** when using time and manpower to fuck with someone, roll +cool. On a hit, hold 3. On a 7-9, hold 1. Spend hold 1 for 1 throughout your fuckery to:

- Find the least loyal member of their group.
- Trap them, imprison them, or remove an escape route.
- Put something left unprotected in danger.
- Hide something important or dangerous in plain view.

○ **I.O.Who?:** When you use your network to help someone in need, get 1-debt over them. For you, debt counts as barter for anyone who wants to buy it. Additionally, you may exchange debt into hold on the debtor as per *In the Pocket*.

○ **The Invisible Hand:** At the beginning of every session, roll +Cool. On a 10+, all three. On a 7-9, pick two.

- Someone who doesn't owe you yet (but should) is in sudden scarcity or danger and needs something only your network can provide.
- A key member of your network lets you slide for 1 session on your debt to them.
- Someone pays a debt they owe you without hassle or force.

○ **You know I'm good for it:** whenever you offer promises instead of payment, you always succeed as though you had rolled a 10+. If you attempt to use this move on somebody you already owe a debt, you are acting under fire.

When you and another character have sex, you get 1 hold on them or they get 1 hold on your network as per *In the Pocket* (their choice).