NAME

An old-fashioned name, a regular citizen's name, a "New Age" name with a ring of hope and truth to it, a new nickname for the new world…

_____

LOOK

Pick any number of the following: scrawny, thin-boned, pudgy, overweight, gym rat, well-manicured, perfect skin, shining white teeth, pale skin, fake tan, thick glasses, malnourished, unshaven, sickly, bearded, stunted growth, curved spine, dark shades (for overly-sensitive eyes), growth-hormone-fueled giant, albino…

_____

STATS

Pick two stats and set them to +1. Pick one stat and set it to -1. The remaining two default to 0.

Optional: Choose one stat and raise it by one point. If you choose to do so, you must lower another stat by one point.

BONDS

In the Vault, there was no such thing as privacy. You learned to hide your feelings for the good of the group. Leaving that claustrophobic life means all kinds of passions and feelings can run unbridled for the first time. Choose up to four Bonds from the list below, and decide which character each applies to:

☐ I've secretly desired _____ for a long time, but I was never brave enough to act on it while in the Vault.

☐ I can't stand _____; I despise every little thing about them. Leaving the Vault means that for the first time I can truly push them away.

☐ _____ and I managed to share a rare private, intimate moment while in the Vault, and kept it secret, too: a nearly unthinkable accomplishment.

☐ I once had a glimpse of _____'s innermost self, and I believe their secret heart harbours some truly twisted impulses. I would never follow this person.

☐ I believe _____ is a noble heart, and the most likely of all of us to maintain their humanity. I will lean on them when hard choices come my way.

☐ _____ is a soft soul, far more vulnerable than they let on. I will do everything I can to look after them and guard them from the dangers ahead.

Count up the Bonds you have with each other character and write down that number as your Hx with them.

VAULT DWELLER

Your group has emerged from The Vault and you're exploring the post-apocalyptic world for the first time. You lived 50 years – or your entire life - underground, shut off from the outside world, wondering what was happening Outside. One day, the Vault opens. You taste the wind and see the sky. Having no information on how the world has changed, you are ill-equipped and unprepared to deal with what you're bound to encounter. What will you discover when the Vault door opens? What new world awaits your sheltered eyes and unguarded brain?

EXPERIENCE

○○○○○→ IMPROVEMENT

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

☐ +1 to any stat (max +2)
☐ +1 to any stat (max +2)
☐ Recover an item or resource you desperately need from the Vault
☐ take a move from any playbook *
☐ take a move from any playbook *

** If you take a move from another playbook, you may later choose to become that PC class (see below). This represents the fact that you're continually learning to emulate, and eventually changing into, a person more suited to life above ground.*

Starting with your 6th, the following improvements are available:

☐ +1 to any stat (max +3)
☐ advance any 3 basic moves
☐ advance the other 4 basic moves
☐ retire to safety
☐ create an additional PC
☐ change your PC class

SEX

If your character has sex with another Vault-dweller , you both open up in a way you were never able to in the Vault. Ask them any one question about (choose one):

...what they have experienced since leaving the Vault .
...how they have changed since emerging from the Vault .
...their hopes and dreams for the future .

Afterwards, write a new Bond with that character. Take +1 Hx with them, and they get +1 Hx with you.

If your character has sex with someone from the Outside, you get a new insight into the new world and how it works. Ask them one question about the history of the world as they know it. They will tell you a tale, as best they're able.

PERSONAL STUFF

One valuable/practical item: weapon, tool, electronic device, etc:

_____

Choose one of the following:

☐ *This item symbolizes my loss: it reminds me of my sorrow for what is gone from this world forever. (What loss do you mourn most?)*

☐ *This item symbolizes my hope: it is a token of what I seek to find or rebuild in this brave new world, what I hope the world will hold for future generations. (What is your greatest hope?)*

☐ *This item symbolizes my fear: it is my preparation against what frightens me most about the collapse of civilization. (What is it you fear most?)*

One item of great sentimental or historical value:

_____

Choose one of the following:

☐ This item symbolizes my loss: it reminds me of my sorrow for what is gone from this world forever. (What loss do you mourn most?)

☐ This item symbolizes my hope: it is a token of what I seek to find or rebuild in this brave new world, what I hope the world will hold for future generations. (What is your greatest hope?)

☐ This item symbolizes my fear: it is my preparation against what frightens me most about the collapse of civilization. (What is it you fear most?)

HX	WITH WHOM

BASIC MOVES _ ADVANCED

Check your basic moves below when they advance. Advanced moves give you special results on a roll of 12+.

- ☐ Act under fire
- ☐ Seize by force
- ☐ Go aggro
- ☐ Seduce or manipulate
- ☐ Read sitch
- ☐ Read person
- ☐ Open your brain

CLASS MOVES

List your class moves below when you pick them:

☐ _____

playbook:

☐ _____

playbook:

NOTES

List any important notes, people, places, ideas or questions:

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

STATS

☐ 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*

GEAR

_____

_____

_____

_____

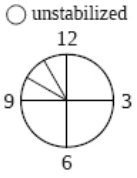
_____

_____

_____

HOLD

HARM ○ unstabilized



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

GEAR, BARTER

a v0.1 character playbook for

APOCALYPSE WORLD: EMERGENCE