

NAME -

LOOK

STATS MOVES

COOL do something under fire highlight

HARD go aggro; sucker someone; do battle highlight

HOT seduce or manipulate highlight

SHARP read a sitch; read a person highlight

WEIRD open your brain highlight

HARM countdown 12 9 6 3 stabilized when life is untenable: come back with -1hard, come back with +1weird, change to a new playbook, die

HX help or interfere; session end

FACELESS SPECIAL

If you and another character have sex, hold 1. If they get into shit, either you or they can spend your hold and you are there.

IMPROVEMENT

- experience OOOO >>>improve
get +1hot (max +2)
get +1sharp (max +2)
get +1weird (max +2)
get a new faceless move
get a new faceless move
get a vehicle (you detail) and combat driver
get a gang (you detail) and pack alpha
get a holding (you detail) and wealth
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 playbook
choose 3 basic moves and advance them.
advance the other 4 basic moves.

THE FACELESS

Introducing

THE FACELESS

with Bret Gillan

Is it true everywhere, always? Was it true in the golden age of legend, when life was kind? For certain it's true here in Apocalypse World: some of us are born and grow up and live without faces. We have things on the fronts of our heads, of course, but they're soft, malleable, expressive, revealing things, they aren't our faces. Our faces would be hard, unyielding, silent and stern, they would be what we are. They would never flinch.

FACELESS MOVES

Pit bull: whenever your life becomes untenable, name the person you hold most responsible. Take +1 ongoing to all rolls versus them, forever. (All rolls with them directly as a target count, of course. Rolls against their family and friends, minions, or property may count, in the MC's judgment. MCs, remember your job is to make Apocalypse World seem real and keep the characters' lives interesting, not deny the PCs bonuses.)

Rasputin: shot, stabbed, and poisoned, you just keep coming. When you are being scary as fuck and coming at someone, you get +1armor. You still get shot and stabbed, bleeding just doesn't bother you that much anymore.

Juggernaut: take -2 on all "when you suffer harm" rolls.

Oh yeah! roll+hard to smash your way through scenery to get to or away from something. On a 10+, the scenery is moved or smashed and you get what you want. On a 7-9 you get what you want and smash or move the scenery, but you take 1-harm (ap), and are disoriented and under fire in follow-up actions, leave something behind, or take something with you. Think smashing through walls or pushing through burned out husks of cars. On a miss, your foot gets pinned under something mid-smash.

Scent of blood: at the beginning of the session, roll+weird. On a 10+ hold 1+1. On a 7-9 hold 1. At any time, you or the MC can spend your hold to have you at the scene of a battle (a real battle, not intimate violence between a couple people). If your hold was 1+1, take +1forward now. On a miss, the MC holds 1, and can spend it to have you there and pinned down.

Norman: you seek the advice of your mask. Roll+weird to see what it directs you to do. On a 10+ mark experience and take +1forward if you do as your mask wishes. On a 7-9, take a +1 if you do what it wants and act under fire if you don't. On a miss, it has its own agenda and act under fire if you don't follow it.

As one: attempts by other PCs to seize your mask by force, or to get you to remove or give away your mask by going aggro or seduction/manipulation, are at -2. NPCs will never succeed at unmasking you against your will unless you are completely at their mercy.

Beastly: you get +1hard (hard+3).

OTHER MOVES

Empty box for other moves.

YOUR MASK

Choose your mask's type: sports mask, gas mask, combat helmet, hood, balaclava, carved mask, scrounged mask, fetish mask.

Choose its look: dusty, battered, painted, stained, or cracked.

The Unexpected: when someone sees you unmasked for the first time, they take s-harm, in addition to anything else that happens.

Unmasked, you are (choose 2):

- Vulnerable. Whenever you suffer harm, you suffer +1harm.
- Grotesque. Every PC who sees you goes immediately to Hx+3 with you.
- Afraid. You take -1 ongoing until you cover your face again.
- Irresolute. When you inflict harm, inflict -1harm.
- Ashamed. You have hard=0 until you cover your face again.
- Powerless. You lose access to all of your character moves. You can still make basic moves.

DRAW YOUR MASK

This is not optional.

GEAR & BARTER

BARTER

At the beginning of the session, spend 1- or 2-barter for your lifestyle. If you can't or won't, tell the MC and answer her questions.

If you need jingle during a session, tell the MC you'd like to work a gig. Your gigs:

- Extort, raid, or rob a wealthy population.
- Serve a wealthy NPC as a bodyguard.
- Execute a murder on behalf of a wealthy NPC.
- Others, as you negotiate them.

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; a session's hire of a violent individual as bodyguard; the material costs for crash resuscitation by a medic; a few sessions' tribute to a warlord; a few sessions' 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 FACELESS

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

NAME

Hunk, Tor, Ork, Doule, Big Fucker, Olga, Blag, Mega, Dent, Marge, Crudhammer, Deg, Frog, Summint, Trench, Zuto, Kray, Momo, Gigg, Meat, Stomp, Playboy.

STATS

Choose one set:

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

MOVES

You get all the basic moves. Choose 3 faceless moves.

You can use all the battle moves, and probably will, but you gotta start somewhere. When you get the chance, look up the **raw combat** moves and the **assault and hold** 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, ask 1, 2, or all 3:

- *Which one of you once helped me do something terrible?*
For that character, write Hx+3.
- *Which one of you was once kind and unafraid toward me?*
For that character, write Hx+2.
- *Which one of you do I think is pretty?*
For that character, write Hx+1.

For everyone else, write Hx=0.

On the others' turns, answer their questions as you like.

At the end, choose one of the characters 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, concealed, or transgressing.

Casual wear, fetish-bondage wear, showy armor, scrounged armor.

Hard eyes, blank eyes, merciless eyes, dead eyes, or calculating eyes.

Huge body, muscular body, tall gangly body, wiry body, or obese body.

GEAR

In addition to your mask, you get:

- 1 brutal weapon
- fashion suitable to your look, including at your option a piece worth 1- or 2-armor (you detail)
- oddments worth 2-barter

Brutal weapons (choose 1):

- magnum (3-harm close reload loud)
- sawed off (3-harm close reload messy)
- crowbar or club or bat (2-harm hand messy)
- machete or axe (3-harm hand messy)
- chainsaw (3-harm hand autofire messy)

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.