

NAME -

LOOK

STATS MOVES

COOL highlight
do something under fire

HARD highlight
go aggro; sucker someone; do battle

HOT highlight
seduce or manipulate

SHARP highlight
read a sitch; read a person

WEIRD highlight
open your brain

HARM highlight

countdown
12
9 3
6
 stabilized

when life becomes untenable:
 come back with -1hard
 come back with +1weird (max+3)
 change to a new playbook
 die

HX

help or interfere; session end

NO ONE SPECIAL

If you and another character have sex, change immediately to a new playbook.

IMPROVEMENT

experience ○○○○>>>improve

- get +1cool (max +3)
- get +1hard (max +3)
- get +1sharp (max +3)
- you rediscover your cache of weaponry
- you rediscover your cache of supplies
- you rediscover your locked potential
- you rediscover your hidden beauty
- get a move from another playbook
- 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 3 basic moves.

THE NO ONE

THE NO ONE

In this Apocalypse World, the sun is the killing eye, and the wind is the grindstone. There is no enduring them. In the lee of things, in the shade, creatures fetch up, scorched and scoured. They are no one anymore, they are from the worst of nowheres. Where are you going? Away from the sun, out of the wind. Am I here?

NO ONE MOVES

Visions: at the beginning of the session, roll+cool. On a 10+, the MC holds 1. On a 7-9, the MC holds 2. On a miss, the MC holds 3. If the MC now has 3 hold or more, she must begin the session by spending 1.

- The MC can spend 1 hold at a moment of transition to tell you that a vision comes on you, and ask where you are and who you're with.
- The MC can spend 2 hold at any moment to interrupt you and tell you that a vision comes on you right now.

The MC doesn't lose unspent hold at the end of the session, but carries it over.

Road refugee: you get a car. You detail it, but give it 2 weaknesses, 1 strength, and poor looks.

Scavenger: at the end of the session, name 1 or 2 things that you've scavenged, incidentally, while everything else has been going on. Roll+sharp. On a 10+, you get 1-barter. On a 7-9, you get 1-barter, but you can only use it for your lifestyle at the beginning of the next session. On a miss, you've stolen something from someone.

Dirty fighter: whenever you inflict harm, inflict +1harm.

Onrushing revelation: each time you have a vision, mark experience.

OTHER MOVES

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:

- Brute labor for a wealthy NPC or population.
- 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; a session's hire of a violent individual as bodyguard; a few sessions' hire of simple labor; 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.

VISIONS

You've hidden your past from yourself. It was unspeakable, inhuman. It comes to you in visions, maybe literal, maybe symbolic. You can't remember where you came from, you don't know how you made your escape, and you don't know what your visions mean.

When a vision comes on you, pass this list to the MC. The MC chooses one of your marked visions, chooses an unmarked one and marks it now, or even adds a new one and marks it, and tells you what you experience. You can ask questions or offer prompts if you want, but you don't choose your visions, the MC does.

Places:

- An unfathomable labyrinth of underground chambers, ancient and arched.
- A place where the stars are visible in black sky with impossible clarity.
- The interior of a machine bigger than human making, roaring.
- A place amid filthy water, close, stinking, whose touch is corruption.
- A green and beautiful garden, tantalizing, somehow denied to you or out of your reach.
- An unsettled place of constant motion, shuddering and pitching.
- The skeletal ruins of an ancient city, its metal bones thrust skyward.
- A place of human compassion, where people serve and care for one another.
- A place of corpses.
- A fantasy world, portentous, romantic, resonant.
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People:

- Forced laborers or prisoners in number, beaten, brutalized, afraid.
- A person of impeccable cruelty, with a calm and private smile.
- Someone indolent.
- A person you loved, in the moment of their death.
- A person you loved, whom you long to see again.
- A person you loved, in whom your faith was misplaced.
- Someone impersonally violent, bearing the tools of their violence.
- Someone caring for you, for the sole purpose of returning you alive to torment.
- People chained.
- Inhuman beings, moving and acting with manifest intelligence.
- A small group of people laughing together at a remove.
- A child, face half-covered.
- People overcome by starvation, by poison, by contamination, or by a terrible disease.
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REDISCOVERIES

As improvements, you can rediscover things you've hidden from yourself.

- Cache of weapons:** have the MC detail the weapons you hid away for yourself, and ask them what memory or vision leads you to them now. MC, choose a selection from weapons to give you pause, custom weapons, a dedicated combat vehicle, large-scale weapons, or even a walkingsuit (found in the landfill marine supplemental).
- Cache of supplies:** you get 6-barter. Ask the MC what memory or vision leads you to them now.
- Locked potential:** have the MC choose 2 of the following moves for you, and ask them what memory or vision unlocks them in you: **healing touch, deep brain scan, direct-brain whisper projection, in-brain puppet strings, frenzy, lost.**
- Hidden beauty:** tell the MC what you do to finally reveal the beauty you've been hiding, and rewrite your looks to reflect it. Have the MC choose 2 of the following moves for you: **dangerous & sexy, reputation, frenzy, oftener right, breathtaking, artful & gracious, hypnotic.**

CREATING THE NO ONE

To create your no one, choose name, look, stats, moves, gear, and Hx.

NAME

Macks, Prout, Sludge, Kime, Mourning, Back, Raiver, Skale, Days.

Earrings, 155, Adage, Shuts, Ocean, Ape, Donuts, Rockwell.

STATS

Choose one set:

- Cool+2 Hard=0 Hot+1 Sharp-1 Weir+1
- Cool-1 Hard+2 Hot+1 Sharp=0 Weir+1
- Cool=0 Hard-1 Hot+1 Sharp+2 Weir+1
- Cool+1 Hard-1 Hot=0 Sharp+1 Weir+2

GEAR

You get:

- 1 scrounged weapon
- oddments worth 1-barter
- wear suitable to your look (you detail)

Scrounged weapons:

- bent, shitty knife (2-harm hand)
- brick (1-harm hand)
- broken rake or shovel (2-harm hand)
- face breaker (2-harm hand)
a glove with washers or nails wired across the knuckles

If you'd like to start play with a prosthetic, get with the MC.

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.

LOOK

Man, woman, ambiguous, transgressing, or concealed.

Layers of rags, scroungewear, plainwear.

Ruined face, drawn face, ashen face, scarred face, hidden face, grimy face, crooked face.

Soft eyes, wounded eyes, clear eyes, distant eyes, alert eyes, weary eyes, determined eyes.

Slight body, hunched body, angular body, solid body, fat body, scrawny body, wiry body, towering body, sunken body.

MOVES

You get all the basic moves. You get **visions**, and then choose 2 more no one moves.

You can use all the battle moves, but when you get the chance, look up **keeping an eye out**.

VISIONS

Choose 2 places and 2 people. These are visions that you've been having already, so are familiar to you.

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: *Which of you have shared your own food with me?*

- For those who have, write Hx+1.
- For those who haven't, write Hx-1.

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.