

# APOCALYPSE WORLD

NAME

LOOK

HX

GEAR AND BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one successful resuscitation (plus material costs); one week's full around-the-clock care (plus material costs); one month's employment as angel on call (plus material costs, if any).*

stats

highlight

COOL

act under fire

☐

HARD

seize by force, go aggro

☐

HOT

seduce or manipulate

☐

SHARP

read a situation or person

☐

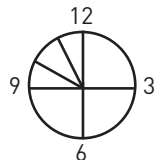
WEIRD

open your brain

☐

HOLDS

HARM



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

## ANGEL

experience ○○○○○○

- ☐ **Sixth sense:** when you open your brain to the world's psychic maelstrom, roll+**sharp** instead of roll+weird.
- ☐ **Infirmary:** you get an infirmary, a workspace with life support, a drug lab and a crew of 2. Get patients into it and you can work on them like a savvyhead on tech.
- ☐ **Professional compassion:** you can choose to roll+**sharp** instead of roll+Hx when you help someone who's rolling.
- ☐ **Battlefield grace:** while you are caring for people, not fighting, you get +1armor.
- ☐ **Healing touch:** when you put your hands skin-to-skin on a wounded person and open your brain to them, roll+**weird**. On a 10+, heal 1 segment. On a 7-9, heal 1 segment, but you're acting under fire from your patient's brain. On a miss: first, you don't heal them. Second, you've opened both your brain and theirs to the world's psychic maelstrom, without protection or preparation. For you, and for your patient if your patient's a fellow player's character, treat it as though you've made that move and missed the roll. For patients belonging to the MC, their experience and fate are up to the MC.
- ☐ **Touched by death:** whenever someone in your care dies, you get +1weird (max +3).

If you and another character have sex, your Hx with them on your sheet goes immediately to +3, and they immediately get +1 to their Hx with you on their sheet. If that brings their Hx with you to +4, they reset it to +1 instead, and so mark experience.

### ANGEL KIT, INFIRMARY

## ANGEL IMPROVEMENT

- ☐ +1sharp (max +3)
- ☐ +1cool (max cool+2)
- ☐ +1hard (max hard+2)
- ☐ +1hard (max hard+2)
- ☐ +1weird (max weird+2)
- ☐ a new angel move
- ☐ a new angel move
- ☐ 2 gigs (detail) and **moonlighting**
- ☐ 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