

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

countdown

12

3

6

9

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

ANGEL SPECIAL

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, as usual, and so mark experience.

IMPROVEMENT

experience ○○○○>>improve

- __ get +1sharp (max sharp+3)
- __ get +1cool (max cool+2)
- __ get +1hard (max hard+2)
- __ get +1hard (max hard+2)
- __ get +1weird (max weird+2)
- __ get a new angel move
- __ get a new angel move
- __ get a supplier (cf, detail with the MC)
- __ 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 ANGEL

THE ANGEL

When you're lying in the dust of Apocalypse World guts aspilled, for whom do you pray? The gods? They're long gone. Your beloved comrades? Fuckers all, or you wouldn't be here to begin with. Your precious old mother? She's a darling but she can't put an intestine back inside so it'll stay. No you pray for some grinning kid or veteran or just *someone* with a heartshocker and a hand with sutures and a 6-pack of morphine. And when that someone comes, *that's* an angel.

ANGEL MOVES

- Sixth sense:** when you open your brain to the world's psychic maelstrom, roll+sharp instead of +weird.
- Infirmary:** you get an infirmary, a workspace with life support, a drug lab and a crew of 2 (Shigusa & Mox, maybe). Get patients into it and you can work on them like a savvyhead on tech (cf).
- 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 also opening your brain, so roll that move next. 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:** when someone dies in your care, you can use them for *augury*.

OTHER MOVES

GEAR & BARTER

ANGEL KIT

Your angel kit has all kinds of crap in it: scissors, rags, tape, needles, clamps, gloves, chill coils, wipes, alcohol, injectable tourniquets & bloodslower, instant blood packets (coffee reddener), tubes of meatmesh, bonepins & site injectors, biostabs, chemostabs, narcostabs (chillstabs) in quantity, and a roll of heart jumpshock patches for when it comes to that. It's big enough to fill the trunk of a car. When you use it, spend its stock; you can spend 0-3 of its stock per use. You can resupply it for 1-barter per 2-stock, if your circumstances let you barter for medical supplies.

It begins play holding 6-stock.

To use it to **stabilize and heal someone at 9:00 or past**: roll+stock spent. On a hit, they stabilize and heal to 6:00, and choose 2 (on a 10+) or 1 (on a 7-9):

- They fight you and you have to narcostab them. How long will they be out?
 - The pain and drugs make them babble the truth to you. Ask them what secret they spill.
 - They respond very well to treatment. Recover 1 of the stock you spent, if you spent any.
 - They're at your complete mercy. What do you do to them?
 - Their course of recovery teaches you something about your craft. Mark experience.
 - They owe you for your time, attention, and supplies, and you're going to hold them to it.
- On a miss, they take 1-harm instead.

To use it to **speed the recovery of someone at 3:00 or 6:00**: don't roll. They choose: you spend 1-stock and they spend 4 days (3:00) or 1 week (6:00) blissed out on chillstabs, immobile but happy, or else they do their time in agony like everyone else.

To use it to **revive someone whose life has become untenable**, spend 2-stock. They come back, but you get to choose how they come back. Choose from the regular "when life is untenable" list, or else choose 1:

- They come back in your deep, deep debt.
- They come back with a prosthetic (you detail).
- You and they both come back with +1weird (max weird+3).

To use it to **treat an NPC**, spend 1-stock. They're stable now and they'll recover in time.

○ You have a supplier.

At the beginning of every session, gain 1-stock, to a maximum of 6-stock.

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:

- Tend to the health of a dozen families or more.
- Serve a wealthy NPC as angel on call.
- Serve a warlord NPC as combat medic.
- 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; 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.

STOCK



CREATING AN ANGEL

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

NAME

Dou, Bon, Abe, Boo, T, Kal, Bai, Char, Jav, Ruth, Wei, Jay, Nee, Kim, Lan, Di, or Dez.

Doc, Core, Wheels, Buzz, Key, Gabe, Biz, Bish, Line, Inch, Grip, or Setter.

STATS

Choose one set:

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

GEAR

You get:

- angel kit, no supplier
- 1 small practical weapon
- oddments worth 2-barter
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Small practical weapons (choose 1):

- .38 revolver (2-harm close reload loud)
- 9mm (2-harm close loud)
- big knife (2-harm hand)
- sawed-off (3-harm close reload messy)
- stun gun (s-harm hand reload)

If you'd like to start play with a vehicle or 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.

Utility wear, casual wear plus utility, scrounge wear plus utility.

Kind face, strong face, rugged face, haggard face, pretty face, or lively face.

Quick eyes, hard eyes, caring eyes, bright eyes, laughing eyes, or clear eyes.

Compact body, stout body, spare body, big body, rangy body, or sturdy body.

MOVES

You get all the basic moves. Choose 2 angel moves.

You can use all the battle moves, but when you get the chance, look up **keeping an eye out**, and **baiting a trap**, as well as the rules for harm.

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 do I figure is doomed to self-destruction?
For that character, write Hx-2.
- Which one of you put a hand in when it mattered, and helped me save a life?
For that character, write Hx+2.
- Which one of you has been beside me all along, and has seen everything I've seen?
For that character, write Hx+3.

For everyone else, write Hx+1. You keep your eyes open.

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.