

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

HOCUS SPECIAL

If you and another character have sex, you each hold 1. Either of you can spend your hold any time to help or interfere with the other, at a distance or despite any barriers that would normally prevent it.

IMPROVEMENT

experience ○○○○>>>improve

- ___ get +1cool (max cool+2)
- ___ get +1hard (max hard+2)
- ___ get +1sharp (max sharp+2)
- ___ get a new hocus move
- ___ get a new hocus move
- ___ choose a new option for your followers
- ___ choose a new option for your followers
- ___ 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 3 basic moves

THE HOCUS

THE HOCUS

Now it should be crystal fucking obvious that the gods have abandoned Apocalypse World. Maybe in the golden age, with its one nation under god and its in god we trust, maybe then the gods were real. Fucked if I know. All I know is that now they're gone daddy gone.

My theory is that these weird hocus fuckers, when they say "the gods," what they really mean is the miasma left over from the explosion of psychic hate and desperation that gave Apocalypse World its birth. Friends, *that's* our creator now.

HOCUS MOVES

● **Fortunes:** fortune, surplus and want all depend on your followers. At the beginning of the session, roll+fortune. On a 10+, your followers have surplus. On a 7-9, they have surplus, but choose 1 want. On a miss, they are in want. If their surplus lists barter, like 1-barter or 2-barter, that's your personal share, to spend for your lifestyle or for what you will.

○ **Frenzy:** When you speak the truth to a mob, roll+weird. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1 for 1 to make the mob:

- Bring people forward and deliver them.
- Bring forward all their precious things.
- Unite and fight for you as a gang (2-harm 0-armor size appropriate).
- Fall into an orgy of uninhibited emotion: fucking, lamenting, fighting, sharing, celebrating, as you choose.
- Go quietly back to their lives.

On a miss, the mob turns on you.

○ **Charismatic:** when you try to manipulate someone, roll+weird instead of roll+hot.

○ **Fucking wacknut:** you get +1weird (weird+3).

○ **Seeing souls:** when you help or interfere with someone, roll+weird instead of roll+Hx.

○ **Divine protection:** your gods give you 1-armor. If you wear armor, use that instead, they don't add.

OTHER MOVES

GEAR & BARTER

FOLLOWERS

By default you have around 20 followers, loyal to you but not fanatical. They have their own lives apart from you, integrated in the local population (fortune+1 surplus: 1-barter want: desertion).

Characterize them:

- your cult
- your family
- your students
- your scene
- your staff
- your court

If you travel, decide whether they travel with you or congregate in their own communities.

Choose 2:

- Your followers are dedicated to you. Surplus: +1barter, and replace want: desertion with want: hunger.
- Your followers are involved in successful commerce. +1fortune.
- Your followers, taken as a body, constitute a powerful psychic antenna. Surplus: +augury.
- Your followers are joyous and celebratory. Surplus: +party.
- Your followers are rigorous and argumentative. Surplus: +insight.
- Your followers are hard-working, no-nonsense. Surplus: +1barter.
- Your followers are eager, enthusiastic, and successful recruiters. Surplus: +growth.

Choose 2:

- You have few followers, 10 or fewer. Surplus: -1barter.
- Your followers aren't really yours, more like you're theirs. Want: judgment instead of want: desertion.
- Your followers rely entirely on you for their lives and needs. Want: +desperation.
- Your followers are drug-fixated. Surplus: +stupor.
- Your followers disdain fashion, luxury and convention. Want: +disease.
- Your followers disdain law, peace, reason and society. Surplus: +violence.
- Your followers are decadent and perverse. Want: +savagery.

FOLLOWERS

DESCRIPTION	SURPLUS	BARTER	FORTUNE
	WANT		

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:

- Serve a wealthy NPC as auger and advisor.
- Serve a wealthy NPC as ceremonist.
- Serve a population as counselor and ceremonist.
- 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 HOCUS

To create your hocus, choose name, look, stats, moves, followers, and Hx.

NAME

Vision, Hope, Dust, Truth, Found, Always, Lost, Want, Must, Bright, or Sorrow.

Horse, Rabbit, Trout, Cat, Spider, Snake, Bat, Lizard, Jackal, Weaver Bird, or Lark.

STATS

Choose one set:

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

GEAR

In addition to your followers, detail your fashion according to your look. You have oddments worth 4-barter, but no gear to speak of.

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.

Tattered vestments, formal vestments, scrounge vestments, fetish vestments, or tech vestments.

Innocent face, dirty face, determined face, open face, severe face, or ascetic face.

Mesmerizing eyes, dazed eyes, forgiving eyes, suspicious eyes, clear eyes, or burning eyes.

Bony body, lanky body, soft body, fit body, graceful body, or fat body.

MOVES

You get all the basic moves. You get **fortunes**, and then choose 2 more hocus moves.

You can use all the battle moves, but when you get the chance, look up **seize by force**, **keeping an eye out**, and the rules for how gangs inflict and suffer 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 either or both:

- Which of you are my followers?
For those characters, write Hx+2.
- One of you, I've seen your soul. Which one?
For that character, write Hx+3.

For everyone else, write Hx+1. You're a good and quick judge of others.

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.