

NAME -

LOOK

STATS MOVES

COOL do something under fire

HARD go aggro; sucker someone; do battle

HOT seduce or manipulate

SHARP read a sitch; read a person

WEIRD open your brain

HARM countdown 12 9 3 6 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

DRIVER SPECIAL

If you and another character have sex, roll+cool. On a 10+, it's cool, no big deal. On a 7-9, give them +1 to their Hx with you on their sheet, but give yourself -1 to your Hx with them on yours. On a miss, you gotta go: take -1 ongoing, until you prove that it's not like they own you or nothing.

IMPROVEMENT

- experience ○○○○○ >>>improve
get +1cool (max cool+3)
get +1hot (max hot+2)
get +1sharp (max sharp+2)
get +1weird (max weird+2)
get a new driver move
get a new vehicle (you detail)
get a garage (workspace, you detail) and crew
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 DRIVER

Introducing

THE DRIVER

Came the apocalypse, and the infrastructure of the Golden Age tore apart. Roads heaved and split. Lines of life and communication shattered. Cities, cut off from one another, raged like smashed anthills, then burned, then fell.

A few living still remember it: every horizon scorching hot with civilization in flames, light to put out the stars and moon, smoke to put out the sun.

In Apocalypse World the horizons are dark, and no roads go to them.

DRIVER MOVES

- Combat driver: when you make a battle move behind the wheel, if the result gives you hold or choices, you can add +1hold or +1choice.
Eye on the door: name your escape route and roll+cool. On a 10+, you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.
Weather eye: when you open your brain to the world's psychic maelstrom, roll+cool instead of roll+weird.
Reputation: when you meet someone important (your call), roll+cool. On a hit, they've heard of you, and you say what they've heard; the MC has them respond accordingly. On a 10+, you take +1forward for dealing with them as well. On a miss, they've heard of you, but the MC decides what they've heard.
Daredevil: if you go straight into danger without hedging your bets, you get +1armor. If you happen to be leading a gang or convoy, it gets +1armor too.
Collector: you get 2 additional cars (you detail).
My other car is a tank: you get a specialized battle vehicle (detail with the MC).

OTHER MOVES

Empty box for other moves.

YOUR CAR: FRAME, SPEED, HANDLING, ARMOR, MASSIVE, TAGS

CARS

By default, your vehicle has speed=0, handling=0, 0-armor, and massive according to its frame.

Choose its frame:

- Bike (massive 0, 1 battle option)
- Compact, buggy (massive 1, 2 battle options)
- Coupe, sedan, jeep, pickup, van, limo, 4x4, tractor (massive 2, 2 battle options)
- Semi, bus, ambulance, construction/utility (massive 3, 2 battle options)

Strengths (choose 1 or 2): Fast, rugged, aggressive, tight, huge, off-road, responsive, uncomplaining, capacious, workhorse, easily repaired.

Looks (choose 1 or 2): Sleek, vintage, pristine, powerful, luxe, flashy, muscular, quirky, pretty, handcrafted, spikes & plates, garish.

Weakness (choose 1 or 2): Slow, loud, lazy, sloppy, cramped, picky, guzzler, unreliable, rabbit.

Battle options (choose according to frame): +1speed, +1handling, +1massive, +1armor.

You can double up if you choose.

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:

- *Serve a wealthy NPC as driver.*
- *Serve a wealthy NPC as courier.*
- *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 aangle and expect to find hi-tech or luxe eternal.

CAR #2

FRAME	
SPEED	HANDLING
ARMOR	MASSIVE
TAGS	

CAR #3

FRAME	
SPEED	HANDLING
ARMOR	MASSIVE
TAGS	

CREATING A DRIVER

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

NAME

Lauren, Audrey, Farley, Sammy, Katherine, Marilyn, James, Bridget, Paul, Annette, Marlene, Frankie, Marlon, Kim, Errol, or Humphrey.

Phoenix, Mustang, Impala, Suv, Cougar, Cobra, Dart, Gremlin, Grand Cherokee, Jag, or Beemer.

STATS

Choose one set:

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

GEAR

You get:

- 1 handy weapon
- oddments worth 4-barter
- fashion suitable to your look (you detail)

Handy 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)
- machete (3-harm hand messy)
- magnum (3-harm close reload loud)

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, or transgressing.

Vintage wear, casual wear, utility wear, leather wear, or showy scrounge wear.

Handsome face, gorgeous face, stern face, fine-boned face, worn face, or crooked face.

Cool eyes, hooded eyes, hard eyes, sad eyes, cold eyes, or pale eyes.

Slim body, pudgy body, stocky body, solid body, tall body, or strong body.

MOVES

You get all the basic moves. Choose 2 drivermoves.

You can use all the battle moves, but when you get the chance, look up **standing overwatch**, the **road war** moves, and the rules for how vehicles 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 1, 2, or all 3:

- *Which one of you once got me out of some serious shit?*
For that character, write Hx+1.
- *Which one of you has been with me for days on the road?*
For that character, write Hx+2.
- *Which one of you have I caught sometimes staring out at the horizon?*
For that character, write Hx+3.

For everyone else, write Hx-1. You aren't naturally inclined to get too close to too many people.

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.