

THE BATTLEBABE

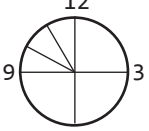
Even in a place as dangerous as Apocalypse World, battlebabes are, well. They're the ones you should walk away from, eyes down, but you can't. They're the ones like the seductive blue crackling light, y'know? You mistake looking at them for falling in love, and you get too close and it's a zillion volts and your wings burn off like paper.

Dangerous.

NAME -

LOOK

STATS MOVES

COOL	do something under fire <input type="radio"/> highlight
HARD	go aggro; sucker someone; do battle <input type="radio"/> highlight
HOT	seduce or manipulate <input type="radio"/> highlight
SHARP	read a sitch; read a person <input type="radio"/> highlight
WEIRD	open your brain <input type="radio"/> highlight
HARM	<p>countdown</p> <p>12</p>  <p>6</p> <p><input type="radio"/> stabilized</p> <p>when life becomes untenable:</p> <p><input type="radio"/> come back with -1hard</p> <p><input type="radio"/> come back with +1weird (max+3)</p> <p><input type="radio"/> change to a new playbook</p> <p><input type="radio"/> die</p>

HX

help or interfere; session end

BATTLEBABE SPECIAL

If you and another character have sex, nullify the other character's sex move. Whatever it is, it just doesn't happen.

IMPROVEMENT

experience ○○○○○>>>improve

- __ get +1hard (max +2)
- __ get +1hot (max +2)
- __ get +1sharp (max +2)
- __ get +1weird (max +2)
- __ get a new battlebabe move
- __ get a new battlebabe move
- __ get an ally (cf; detail with the MC)
- __ get a gang (you detail) and **leadership**
- __ 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 BATTLEBABE

BATTLEBABE MOVES

- Dangerous & sexy:** when you enter into a charged situation, roll+hot. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold 1 for 1 to make eye contact with an NPC present, who freezes or flinches and can't take action until you break it off. On a miss, your enemies identify you immediately as their foremost threat.
- Ice cold:** when you go aggro on an NPC, roll+cool instead of roll+hard. When you go aggro on another player's character, roll+Hx instead of roll+hard.
- Merciless:** when you inflict harm, inflict +1harm.
- Visions of death:** when you go into battle, roll+weird. On a 10+, name one person who'll die and one who'll live. On a 7-9, name one person who'll die OR one person who'll live. Don't name a player's character; name NPCs only. The MC will make your vision come true, if it's even remotely possible. On a miss, you foresee your own death, and accordingly take -1 throughout the battle.
- Perfect instincts:** when you've read a charged situation and you're acting on the MC's answers, take +2 instead of +1.
- Impossible reflexes:** the way you move unencumbered counts as armor. If you're naked or nearly naked, 2-armor; if you're wearing non-armor fashion, 1-armor. If you're wearing armor, use it instead.

OTHER MOVES

■ CUSTOM WEAPONS

CUSTOM FIREARMS

Base (choose 1):

- handgun (2-harm close reload loud)
- shotgun (3-harm close reload messy)
- rifle (2-harm far reload loud)
- crossbow (2-harm close slow)

Options (choose 2):

- ornate (+valuable)
- antique (+valuable)
- semiautomatic (-reload)
- 3-round burst (+1harm)
- automatic (+area)
- silenced (-loud)
- hi-powered (close/far, or +1harm at far)
- ap ammo (+ap)
- scoped (+far, or +1harm at far)
- big (+1harm)

CUSTOM HAND WEAPONS

Base (choose 1):

- staff (1-harm hand area)
- haft (1-harm hand)
- handle (1-harm hand)
- chain (1-harm hand area)

Options (choose 2):

- ornate (+valuable)
- antique (+valuable)
- head (+1harm)
- spikes (+1harm)
- blade (+1harm)
- long blade* (+2harm)
- heavy blade* (+2harm)
- blades* (+2harm)
- hidden (+infinite)

*counts as 2 options

■ YOUR CUSTOM WEAPONS

■ 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:

- Extort, raid, or rob a wealthy population.
- Execute a murder on behalf of a wealthy NPC.
- Serve a wealthy NPC as a bodyguard.
- 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 BATTLEBABE

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

NAME

Snow, Crimson, Shadow, Azure, Midnight, Scarlet, Violetta, Amber, Rouge, Damson, Sunset, Emerald, or Ruby.

Raksha, Kickskirt, Kite, Monsoon, Smith, Beastie, Baaba, Melody, Mar, Tavi, Absinthe, or Honeytree.

STATS

Choose one set:

- Cool+3 Hard-1 Hot+1 Sharp+1 Weird=0
- Cool+3 Hard-1 Hot+2 Sharp=0 Weird-1
- Cool+3 Hard-2 Hot+1 Sharp+1 Weird+1
- Cool+3 Hard=0 Hot+1 Sharp+1 Weird-1

GEAR

You get:

- 2 custom weapons
- oddments worth 4-barter
- fashion suitable to your look, including at your option fashion worth 1-armor or body armor worth 2-armor (you detail)

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, or transgressing.

Formal wear, display wear, luxe wear, casual wear, or showy armor.

Smooth face, sweet face, handsome face, sharp face, girlish face, boyish face, striking face.

Calculating eyes, merciless eyes, frosty eyes, arresting eyes, or indifferent eyes.

Sweet body, slim body, gorgeous body, muscular body, or angular body.

MOVES

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

You can use all the battle moves, but when you get the chance, look up **standing overwatch**, **boarding a moving vehicle**, and the **subterfuge** moves.

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 the other players which of their characters you can trust.

- For the characters you can trust, write Hx-1.
- For the characters you *can't* trust, write Hx+3.

You are indifferent to what is safe, and drawn to what is not.

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.