# STATS - MOVES

do something under fire

C Ohighlight

go aggro; sucker someone; do battle

highlight

seduce or manipulate

highlight

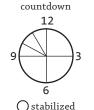
read a sitch; read a person

SHARP. Ohighlight

open your brain

Ohighlight

# HARM



when life becomes untenable:

- Ocome back with -1hard
- Come back with +1weird (max+3)
- Change to a new playbook
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help or interfere; session end

# BRAINER SPECIAL

If you and another character have sex, you automatically do a deep brain scan on them, whether you have the move or not. Roll+weird as normal. However, the MC chooses which questions the other character's player answers.

# IMPROVEMENT.

experience ()()()()>>>improve

- get +1cool (max cool+2)
- get +1sharp (max sharp+2)
- get +1hard (max hard+2)
- get +1hard (max hard+2)
- get a new brainer move
- get a new brainer move
- get 2 new or replacement brainer gear (you choose)
- 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 BRAINER

Brainers are the weird psycho psychic mindfucks of Apocalypse World. They have brain control, puppet strings, creepy hearts, dead souls, and eyes like broken things. They stand in your peripheral vision and whisper into your head, staring. They clamp lenses over your eyes and read your secrets.

They're just the sort of tasteful accourrement that no well-appointed hardhold can do without.

# BRAINER MOVES

- Ounnatural lust transfixion: when you try to seduce someone, roll+weird instead of roll+hot.
- Ocasual brain receptivity: when you read someone, roll+weird instead of roll+sharp. Your victim has to be able to see you, but you don't have to interact.
- OPreternatural at-will brain attunement: you get +1weird (weird+3).
- Opep brain scan: when you have time and physical intimacy with someone—mutual intimacy like holding them in your arms, or 1-sided intimacy like they're restrained to a table—you can read them more deeply than normal. Roll+weird. On a 10+, hold 3. On a 7-9, hold 1. While you're reading them, spend your hold to ask their player questions, 1 for 1:
- What was your character's lowest moment?
- For what does your character crave forgiveness, and of whom?
- What are your character's secret pains?
- In what ways are your character's mind and soul vulnerable?

On a miss, you inflict 1-harm (ap) upon your subject, to no benefit.

- Opirect-brain whisper projection: you can roll+weird to get the effects of going aggro, without going aggro. Your victim has to be able to see you, but you don't have to interact. If your victim forces your hand, your mind counts as a weapon (1-harm ap close loud-optional).
- OIn-brain puppet strings: when you have time and physical intimacy with someone again, mutual or 1-sided—you can plant a command inside their mind. Roll+weird. On a 10+, hold 3. On a 7-9, hold 1. At your will, no matter the circumstances, you can spend your hold 1 for 1:
- Inflict 1-harm (ap).
- They take -1 right now.

If they fulfill your command, that counts for all your remaining hold. On a miss, you inflict 1-harm (ap) upon your subject, to no benefit.

# SOTHER MOVES

# BRAINER GEAR Oimplant syringe (tag hi-tech) After you've tagged someone, if a brainer move allows you to inflict harm on them, inflict +1harm.Obrain relay (area close hi-tech) For purposes of brainer moves, if someone can see your brain relay, they can see you. O receptivity drugs (tag hi-tech) Tagging someone gives you +1hold if you then use a brainer move on them. O violation glove (hand hi-tech) For purposes of brainer moves, mere skin contact counts as time and intimacy. O pain-wave projector (1-harm ap area loud reload hi-tech) Goes off like a reusable grenade. Hits everyone but you. O deep ear plugs (worn hi-tech) Protects the wearer from all brainer moves and gear. 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:

- Interrogate a warlord NPC's prisoners.
- Serve a wealthy NPC as kept brainer.
- Extort or blackmail a wealthy NPC.
- 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 BRAINER

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

#### NAME

Smith, Jones, Jackson, Marsh, Lively, Burroughs, or Gritch.

Joyette, Iris, Marie, Amiette, Suselle, or Cybelle.

Pallor, Sin, Charmer, Pity, Brace, or Sundown.

## STATS

#### Choose one set:

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

### GEAR

#### You get:

- 1 small fancy weapon
- 2 brainer gear
- oddments worth 8-barter
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

#### Small fancy weapons:

- silenced 9mm (2-harm close hi-tech)
- ornate dagger (2-harm hand valuable)
- hidden knives (2-harm hand infinite)
- scalpels (3-harm intimate hi-tech)
- antique handgun (2-harm close reload loud valuable)

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  $5^{th}$ , improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

### 1001

Man, woman, ambiguous, transgressing, or concealed.

High formal wear, clinical wear, fetishbondage wear, or environmental wear improper to the local environment.

Scarred face, smooth face, pale face, bony face, plump moist face, or sweet face.

Soft eyes, dead eyes, deep eyes, caring eyes, pale eyes, ruined eyes, or wet eyes.

Awkward angular body, soft body, slight body, crippled body, or fat body.

### MOVES

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

You can use all the battle moves, but when you get the chance, look up **keeping an eye** out, baiting a trap, and turning the tables.

## 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 has slept in my presence (knowingly or un-)?
- For that character, write Hx+2.
- Which one of you have I been watching carefully, in secret?
  For that character, write Hx+2.
- Which one of you most evidently dislikes and distrusts me?

For that character, write Hx+3.

For everyone else, write Hx+1. You have weird insights into everyone.

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.