

NAME -

LOOK

Empty box for character appearance.

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 stabilized

countdown
12
9 3
6

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

Empty box for HX notes.

CHOPPER SPECIAL

If you and another character have sex, they immediately change their sheet to say Hx+3 with you. They also choose whether to give you -1 or +1 to your Hx with them, on your sheet.

IMPROVEMENT

experience ○○○○○>>>improve

- get +1hard (max hard+3)
- get +1cool (max cool+2)
- get +1sharp (max sharp+2)
- get +1weird (max weird+2)
- get +1weird (max weird+2)
- choose a new option for your gang
- choose a new option for your gang
- 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 CHOPPER

THE CHOPPER

Apocalypse World is all scarcity, of course it is. There's not enough wholesome food, not enough untainted water, not enough security, not enough light, not enough electricity, not enough children, not enough hope.

However, the Golden Age Past did leave us two things: enough gasoline, enough bullets. Come the end, I guess the fuckers didn't need them like they thought they would.

So chopper, there you are. Enough for you.

CHOPPER MOVES

- **Pack alpha:** when you try to impose your will on your gang, roll+hard. On a 10+, all 3. On a 7-9, choose 1:
 - They do what you want (otherwise, they refuse)
 - They don't fight back over it (otherwise, they do fight back)
 - You don't have to make an example of one of them (otherwise, you must)
 On a miss, someone in your gang makes a bid, idle or serious, to replace you for alpha.
- **Fucking thieves:** when you have your gang search their pockets and saddlebags for something, roll+hard. It has to be something small enough to fit. On a 10+, one of you happens to have just the thing, or close enough. On a 7-9, one of you happens to have something pretty close, unless what you're looking for is hi-tech, in which case no dice. On a miss, one of you used to have just the thing, but it turns out that some asswipe stole it from you.

OTHER MOVES

Empty box for other moves.

YOUR BIKE

By default, your bike has speed=0, handling=0, 0-armor, and massive=0.

Strengths (choose 1 or 2): fast, rugged, aggressive, tight, huge, responsive.

Looks (choose 1 or 2): sleek, vintage, massively chopped, roaring, fat-ass, muscular, flashy, luxe.

Weakness (choose 1): slow, sloppy, guzzler, skinny, bucking, lazy, unreliable.

Battle Option (choose 1): speed+1, handling+1.

STRENGTHS

LOOKS

WEAKNESSES

SPEED **HANDLING** **ARMOR** **MASSIVE**

■ GANG

By default, your gang consists of about 15 violent bastards with scavenged and makeshift weapons and armor, and no fucking discipline at all (2-harm gang small savage 1-armor). Then, choose 2:

- your gang consists of 30 or so violent bastards. Medium instead of small.
- your gang's well-armed. +1harm.
- your gang's well-armored. +1armor.
- your gang's well-disciplined. Drop savage.
- your gang's nomadic at heart, and able to maintain and repair its own bikes without a home base. It gets +mobile.
- your gang's self-sufficient, able to provide for itself by raiding and scavenging. It gets +rich.

And choose 1:

- your gang's bikes are in bad shape and need constant attention. Vulnerable: breakdown.
- your gang's bikes are picky and high-maintenance. Vulnerable: grounded.
- your gang's loose-knit, with members coming and going as they choose. Vulnerable: desertion.
- your gang is in significant debt to someone powerful. Vulnerable: obligation.
- your gang is filthy and unwell. Vulnerable: disease.

SIZE	
HARM	ARMOR
+1harm vs smaller gangs, -1harm vs larger, per 1-size difference.	
TAGS	

■ 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.*
- *Serve a wealthy NPC as a bodyguard.*
- *Execute a murder on behalf of 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 or adjunct gang member; 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 CHOPPER

To create your chopper, choose name, look, stats, moves, bike, gang, and Hx.

NAME

Dog, Domino, T-bone, Stinky, Satan, Lars, Bullet, Dice, Shit head, Half pint, Shooter, Diamond, Goldie, Tinker, Loose, Baby, Juck, Hammer, Hooch, Snake eyes, Pinkie, Wire, Blues.

STATS

Choose one set:

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

GEAR

In addition to your bike and gang, you get:

- 2 no-nonsense weapons
- oddments worth 2-barter
- fashion suitable to your look, worth 1-armor or 2-armor (you detail)

No-nonsense weapons:

- magnum (3-harm close reload loud)
- smg (2-harm close autofire loud)
- sawed-off (3-harm close reload messy)
- crowbar (2-harm hand messy)
- machete (3-harm hand messy)
- crossbow (2-harm close slow)
- wrist crossbow (1-harm close slow)

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.

Combat biker wear, showy biker wear, scrounge biker wear, or S&M biker wear.

Weathered face, strong face, rugged face, narrow face, or busted face.

Narrow eyes, scorched eyes, calculating eyes, weary eyes, or kind eyes.

Squat body, rangy body, wiry body, sturdy body, or fat body.

MOVES

You get all the basic moves. You get both chopper moves.

You can use all the battle moves, and probably will, but you gotta start somewhere. When you get the chance, look up **seize by force**, **laying down fire**, and the **road war** moves, as well as 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 1, 2, or all 3:

- *Which one of you used to ride with my gang?*
For that character, write Hx+1.
- *Which one of you figures that you could take me in a fight, if it came to it?*
For that character, write Hx+2.
- *Which one of you once stood up to me, gang and all?*
For that character, write Hx+3.

For everyone else, write Hx-1. You don't really care much about, y'know, 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.