

Apocalypse Word Rules: Sortof

Actions in apocalypse world are dealt with in terms of “moves”. If there is a chance of failure, the move will require the player to roll 2d6+ some number associated with a move (usually a stat).

There is no limit to how many times a move can be used in a day, but a move can only be used once for each instance of a problem. For example: There is no limit to how many people you try to manipulate, or how many ways you can manipulate someone. If the last time you offered Jim a marble for his undying loyalty he refused, and nothing significant has changed in the interim, you will automatically fail the move to try the same manipulation again.

Typically, success is graded. A result of 10+ is very good. A result of 7-9 may be watered down, only partially successful or very flawed. Both of these results are called “hits”. A result of 6 or less is called a miss. **This doesn't mean you fail at what you were trying to achieve, this means the GM has free reign to have the action resolve however they like.**

Each character has five stats: Cool, Hard, Hot, Sharp and Weird.

Cool:

This stat determines how level headed a character is.

{Act Under Fire}: When you are doing something in a high pressure situation, the GM can ask you to roll 2d6+cool. On a result of 10+, you do it. On a 7-9, you flinch hesitate or stall and the GM can offer you a worse outcome, a hard bargain, or an ugly choice.

Hard:

This stat determines how tough your character is, and how much of a talent for violence they have.

{Seize By Force}: When you try to seize something by force or to secure your hold on something (this includes attacking something, or taking control of a combat situation), roll+hard. On a 10+ choose 3 options, on a 7-9 choose 2:

- You take definite hold of it
- You suffer little harm (harm taken -1)
- You inflict terrible harm (harm inflicted +1)
- You impress dismay or frighten your enemy

{Go Aggro}: When you go aggro on someone, roll+hard. On a 10+, they have to choose: force your hand and suck it up, or cave and do what you want. On a 7-9, they can instead choose 1:

- Get the hell out of your way
- Barricade themselves securely in
- Give you something they think you want
- Back off calmly, hands where you can see
- Tell you what you want to know (or what you want to hear)

Hot:

Hot determines how good you are at getting your way with people.

{Seduce or Manipulate}: When you try to seduce or manipulate someone, tell them what you want, and roll+hot. On a hit they ask you to promise something first, and do it if you promise. On a 10+, whether you keep your promise is up to you, later. On a 7-9, they need some concrete assurance right now.

Sharp:

Sharp determines how good you are at reading people or situations.

{Read a Sitch}: When you read a charged situation, roll+sharp. On a hit you can ask the GM questions. Whenever you act on one of the GM's answers, you get +1 to the roll. On a 10+, ask 3. On a 7-9, ask 1:

- Where's my best escape route/way in/way past?
- Which enemy is most vulnerable to me?
- Which enemy is the biggest threat?
- What should I be on the lookout for?
- What's my enemy's true position?
- Who's in control here?

{Read a Person}: When you read a person in a charged interaction, roll+sharp. On a 10+, gain 3 points. On a 7-9 gain 1 point. While you're interacting with them, you may spend your points 1 for 1 to ask the player/GM questions from:

- Is your character telling the truth?
- What's your character really feeling?
- What does your character intend to do?
- What does your character wish I'd do?
- How can I get your character to _____?

Weird:

Weird represents your character's connection to the supernatural.

{Open Your Brain}: On a hit, the GM will give you a vision hinting at something interesting underlying the situation. On a 10+ you get good detail. On a 7-9 you get an impression. If you already know all there is to know, the GM will tell you that.

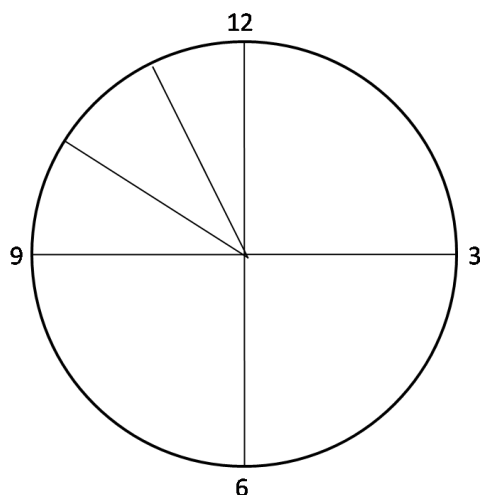
Hx:

For each other player character, you will have a score representing how well you know them.

{Help or Interfere}: When you help or interfere with someone who is making a roll, roll+Hx (with that person). On a hit, they get +1 to the roll (if you're helping) or -2 (if you're interfering). On a 7-9, you also expose yourself to fire, danger, retribution or cost.

Health and Harm:

Each player has a clock representing how much harm they have taken.



When a player suffers harm, they colour-in segments on the clock. If the player gets to 9 o'clock, they are in an unstable condition and will periodically take harm until they either die, or get medical attention. If a player is attended to medically, they can only revert back to 6 o'clock. The rest they need to heal over time.

{Suffer Harm}: When you suffer harm, roll+harm suffered. On a 10+ the GM can choose 1:

- You're out of action: unconscious, trapped incoherent or panicked.
- It's worse than it seemed. Take an additional 1 harm
- Choose 2 from the 7-9 list.

On a 7-9, the GM can choose 1:

- You lose your footing
- You lose your grip on something you're holding
- You lose track of someone or something you're attending to/
- You miss noticing something important.

On a miss, the GM can still choose 1 from the 7-9 list, but then you suffer 1 less harm.