

experience and fate are up to the MC.

For patients belonging to the MC, their fellow player's character, treat it as though you've made that move and missed the roll.

Second, you've opened both your brain and theirs to the world's psychic maelstrom, without protection or preparation. For you, and for your patient if your patient's a

brain. On a miss: first, you don't heal them. you're acting under fire from your patient's

heal 1 segment. On a 7-9, heal 1 segment, but

your brain to them, roll+weird. On a 10+,

skin-to-skin on a wounded person and open

Healing touch: when you put your hands

people, not fighting, you get +armor.

Battlefield grace: while you are caring for

someone who's rolling.

Professional compassion: you can choose to

tech (cf).

and you can work on them like a savvyhead on

with life support, a drug lab and a crew of 2

Infirmity: you get an infirmary, a workspace

of roll+weird.

world's psychic maelstrom, roll+sharp instead

Choose 2:

Sixth sense: when you open your brain to the

Introducing

ANGEL MOVES

THE ANGEL

When you're lying in the dust of Apocalypse

World guts asphlled, for whom do you pray?

The gods? They're long gone. Your beloved

comrades? Fuckers all, or you wouldn't

be here to begin with. Your precious old

mother? She's a darling but she can't put an

intestine back inside so it'll stay. No you

pray for some grinning kid or veteran or just

someone with a heartsticker and a hand with

sutures and a 6-pack of morphine. And when

that someone comes, that's an angel.

WARNING!

This isn't a whole roleplaying game, just a

character playbook. To play, you'll need

available and more at

www.lumpley.com/apocalypse/

Small practical 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)

• stun gun (s-harm hand reload)

at your option a piece worth 1-armor (you

detail)

oddmets worth 1-barter

fashion suitable to your look, including

angel kit (choose 4 refills)

1 small practical weapon

you get:

GEAR

Touched by death: whenever someone in your

care dies, you get +1weird (max +3).

detail)

stun gun (s-harm hand reload)

sawed-off (3-harm close reload messy)

big knife (2-harm hand)

9mm (2-harm close loud)

.38 revolver (2-harm close reload loud)

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Don't apply the same treatment more than

once to the same patient. One application

does all the good that treatment can do.

Stabilize all ongoing non-wounds.

Biostabs & chemostabs (tag, refill)

Your patient *chills* out. Neither of you

need to do this *under fire* because of

your patient's pain and fear.

Meatmesh & bonepins (applied, refill)

Heal 10:00, 9:00 or 6:00.

Narcostabs (tag, refill)

Instant blood packets (coffee reddener)

(applied, refill)

Heal 12:00.

Stabilize 11:00, 10:00 and 9:00.

Heart jumpshock patch (applied, refill)

Injectable tourniquet & bloodslower

(applied, refill)

good for 2 applications.

Heal 6:00 or 3:00, and each refill is

gloves, chill coils, wipes, alcohol

Stabilize 11:00, 10:00 and 9:00.

Instant blood packets (coffee reddener)

(applied, refill)

Heal 12:00.

Stabilize 11:00, 10:00 and 9:00.

Injectable tourniquet & bloodslower

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If you're charging someone wealthy for your

services, 1-barter is the going rate for:

one successful resuscitation (plus material

costs); one week's full around-the-clock

care (plus material costs); one month's

employment as angel on call (plus material

costs, if any).

1-barter will cover a month's living

expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject

to availability, 1-barter might count for:

two refills for your angel kit; a night in

high luxury & company; any weapon, gear or

fashion not valuable or hi-tech; repair of

a piece of hi-tech gear by a savvyhead; a

week's hire of the protective companionship

of a battlebabe or gunlugger; a year's

tribute to a warlord; a month's 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.

12 - BARTER

To create your angel, choose name, look,

stats, moves, gear, and HX.

NAME

Dou, Bon, Abe, Boo, T, Kai, Bai, Char, Jay,

Ruth, Mei, Jay, Neq, Kim, Lan, Di, or Dez.

Doc, Core, Wheels, Buzz, Key, Gabe, Biz, Bish,

Line, Inch, Grip, or Setten.

LOOK

Man, woman, or concealed.

Utility wear, casual wear plus utility,

scrunges wear plus utility.

Kind face, strong face, rugged face, haggard

face, pretty face, or lively face.

Quick eyes, hand eyes, caring eyes, bright

eyes, laughing eyes, or clear eyes.

Compact body, stout body, spare body, big

body, rangy body, or sturdy body.

NAME - LOOK - 1

When you *open your brain to the world's*

psychic maelstrom, roll+weird. On a hit,

the MC will tell you something new and

interesting about the current situation, and

might ask you a question or two; answer them.

On a 10+, the MC will give you good detail.

On a 7-9, the MC will give you an impression.

If you already know all there is to know, the

MC will tell you that.

When you *help* or *interfere* with someone who's

making a roll, roll+HX. On a hit, they take

+1 (help) or -2 (interfere) now. On a 7-9,

you also expose yourself to fire, danger,

retribution or cost.

At the end of every session, choose a

character who knows you better than they

used to. If there's more than one, choose

one at your whim. Tell that player to add +1

to their HX with you on their sheet. If this


brings them to Hx+4, they reset to Hx+1 (and

therefore mark experience).

NAME -

LOOK

highlights << >>

STATS	MOVES	HARM
<input type="radio"/> COOL	do something under fire (p2)	countdown 12  9 3 6
<input type="radio"/> HARD	seize by force, go aggro (p2-3)	<input type="radio"/> shattered -1cool
<input type="radio"/> HOT	seduce or manipulate (p3)	<input type="radio"/> crippled -1hard
<input type="radio"/> SHARP	read a sitch, read a person (p3-4)	<input type="radio"/> disfigured -1hot
<input type="radio"/> WEIRD	open your brain (p4)	<input type="radio"/> broken -1sharp

ANGEL MOVES

if you have sex see p11.

GEAR & ANGEL KIT



Experience (P11) >>improve

HX help, interfere, session end (p4)

APCALYPTIC

THE ANGEL

LANGUAGE
SEX
VIOLENCE
R



10 - HX

At the end, find the character 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.

On the others' turns:

- You try not to get too attached. Whatever number they tell you, give it -1 and write it next to their character's name.

Tell everyone else Hx+1. You're an open book.

- One of them put a hand in when it mattered, and helped you save a life. Tell that player Hx+2.
- One of them has been beside you and has seen everything you've seen. Tell that player Hx+2.
- One of them, you figure doomed to self-destruction. Tell that player Hx-1.

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, choose 1, 2, or all 3:

- One of them put a hand in when it mattered, and helped you save a life. Tell that player Hx+2.
- One of them has been beside you and has seen everything you've seen. Tell that player Hx+2.
- One of them, you figure doomed to self-destruction. Tell that player Hx-1.

ANGEL SPECIAL

If you and another character have sex, your Hx with them on your sheet goes immediately to +3, and they immediately get +1 to their Hx with you on their sheet. If that brings their Hx with you to +4, they reset it to +1 instead, and so mark experience.

ANGEL 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 following. Check it off; you can't choose it again.

- get sharp+3 instead of sharp+2
- Get +1cool (max cool+2)
- get +1hard (max hard+2)
- get +1hard (max hard+2)
- get +1weird (max weird+2)
- get a new angel move
- Get a new angel move
- get 2 gigs (detail) and moonlighting
- get a move from another playbook
- get a move from another playbook

BASIC MOVES - 3

- *where's my best escape route?*
- *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?*

When you **read a charged situation**, roll+sharp. On a hit, you can ask the MC questions. Whenever you act on one of the MC's answers, take +1. On a 10+, ask 3. On a 7-9, ask 1:

- if they do it, they mark experience
 - if they refuse, it's acting under fire
 - what they do then is up to them.
- When you **try to seduce or manipulate someone**, tell them what you want and roll+hot. For NPCs: on a 10+, they do it. On a 7-9, they ask you to promise something first, and do it if you promise. (Whether you keep your promise is up to you later.) For PCs: on a 10+, both. On a 7-9, choose 1:

- you impress, dismay or frighten your enemy
- you inflict terrible harm
- you suffer little harm
- you take definite hold of it
- you suffer little harm

STATS

Choose one set:

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

BASIC MOVES

You get them all:

When you **do something under fire**, or dig in to endure fire, roll+cool. On a 10+, you do it. On a 7-9, you flinch, hesitate, or stall: the MC can offer you a worse outcome, a hard bargain, or an ugly choice.

- 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)*

2 - - STATS - BASIC MOVES

SPECIAL - IMPROVEMENT - 11