

Possession

Choose your spirit's personality:
Actor, Journalist, Child, Genius, Doctor, Demonic, Victim, Mentor, Angelic, Detective, Criminal, Djinn, Matchmaker, Trickster
It is here to save something / to kill someone / to destroy something / to create something / to catalogue something / to find something / to fix something / to consume something / to experience something
Choose your treasured possession:
Camera, Doll, Computer, Book, Lamp, Ring, Necklace, Costume, Flashlight, Car, Sword, Skull, Plushie
Choose its look:
Hi-Tech, Battered, Cute, Huge, Small, Vintage, Polished, Alien, Flashy, Fragile, Bloody, Scratched, Ethereal, Spiky
Choose as many as you want to.
If your possession is lost or destroyed, your spirit is weakened: You have -1weird until you regain the possession, find a suitable remedy or change playbook.
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: a night in high luxury and company; any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; a week's hire of the protective companionship of a battlebabe or gunlugger; repair of a piece of hi-tech gear by a savvyhead; 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 ajangle and expect to find hi-tech or luxe eternal.

THE POSSESSED

In this world, your path through life is not always straight. It is more like a river. Sometimes abandoning sections of your past is the only way to move forward through life – This is true for anybody but more so for some. The possessed have memories that are not their own. Many have lost something to gain this – be it their memories, a loved one or something else. Those who knew them before will look at them strangely, those they meet now consider them odd. You may have gained the knowledge of a professor, the memories of a celebrity, or the expertise of a doctor but whatever happened you are intrinsically ... the same. To yourself at least. Your “friends” are wrong. You are exactly who you always were.
A fan made playbook for Apocalypse World
by Harriet Connor and Gereon Kaiping

Additional Rules

Augury

When you use your followers or your workspace for augury, roll+weird. On a hit, you can choose 1:

- Reach through the world's psychic maelstrom to something or someone connected to it.
- Isolate and protect a person or thing from the world's psychic maelstrom.
- Isolate and contain a fragment of the world's psychic maelstrom itself.
- Insert information into the world's psychic maelstrom.
- Open a window into the world's psychic maelstrom.

By default, the effect will last only as long as you maintain it, will reach only shallowly into the world's psychic maelstrom as it is local to you, and will bleed instability. On a 10+, choose 2; on a 7–9, choose 1:

- It'll persist (for a while) without your actively maintaining it.
- It reaches deep into the world's psychic maelstrom.
- It reaches broadly throughout the world's psychic maelstrom.
- It's stable and contained, no bleeding.

On a miss, whatever bad happens, your antenna takes the brunt of it.

[Iconic B&W picture]

Creating a Possessed		Possessed Special	Possessed Moves
To create your possessed, choose name, look, stats, moves, gear, possession, and Hx.		When you and another character have sex, roll+cool. On a 10+ they gain +1 to their Hx with you on their sheet. Its cool, they understand. On a 7-9 they are a little freaked, take -1Hx with them. On a miss they are totally freaked out, take -1 forward for your next interaction with them.	
<div><h3>Name</h3><p>Richard, Alex, Andy, Philip, John, Justin, Nick, Tom, Oliver, Paul, David, Ava, Samantha, Sarah, Alexandra, Sophie, Kim, Harry, Adele, Edna, Louise, Laura, Annie, Charlotte, Marlyn, Katie, Cory, Regan, Morgan, Kyle, Shawn, Adrian, Hayden, Drew, Spencer, Herbie</p></div> <div><h3>Stats</h3><p>Choose one set: •Cool=0 Hard-1 Hot+1 Sharp+1 Weird+2 •Cool+1 Hard+1 Hot=0 Sharp-1 Weird+2 •Cool+1 Hard=0 Hot-1 Sharp+1 Weird+2 •Cool=0 Hard-1 Hot-1 Sharp+2 Weird+2</p></div> <div><h3>Moves</h3><p>You get all the basic moves. Choose 2 Possessed moves.</p></div> <div><h3>Hx</h3><p>Everyone introduces their characters by name, look and outlook. Take your turn. List the other characters names. <i>Go around again for Hx. On your turn:</i> One of them stood by you in the past when others turned away, tell that player Hx+2 One of them knew you before you gained your possession, tell that player Hx-1 Tell everyone else Hx+1, everyone knows you, your the local crazy. <i>On the others' turns:</i> Whatever number everyone tells you, give it -1 and write it next to their character's name. Your spirit has created a rift between you and other people that is hard to bridge. <i>At the end</i> 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.</p></div>	<div><h3>Look</h3><p>Man, woman, ambiguous, concealed, transgressing Casual wear, utility wear, vintage wear, formal wear, scrounged wear open face, tired face, sad face, angular face, wrinkled face Black eyes, penetrating eyes, sharp eyes, weary eyes, dazed eyes, suspicious eyes, glowing eyes, black eyes Slim body, athletic body, slight body, lanky body, sturdy body</p></div> <div><h3>Gear</h3><p>In addition to your treasured possession, you get: • 1 handy weapon • oddments worth 2-barter • fashion suitable to your look (you detail) Handy Weapons (choose 1): • 0.38 revolver (2-harm, close, reload, loud) • 9mm (2-harm, close, loud) • Big Knife (2- harm, hand) • Sawed-off (3-harm, close, reload, messy) • Magnum (3-harm, close, reload, loud) • Crossbow (2-harm, close, reload, quiet) • Hunting Rifle (2 harm, far, loud) • Longbow (2-harm, close, reload, quiet)</p></div> <div><h3>Improvement</h3><p>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.</p></div>	<div><h3>Improvement</h3><p>— get +1cool (max cool+2) — get +1hard (max hard+2) — get +1hard (max hard+2) — get +1sharp (max sharp+2) — get a new possessed move — get a new possessed move — get augury when using your possession — get a move from a different playbook — get a move from a different playbook</p></div>	<h3>Possessed Moves</h3> <p>◦ <i>Spirit of Intellect:</i> Your spirit comes from a different time and knows things that most people now would not. When examining or confronted with something from a different reality, ask the MC three questions about it from the following list and roll +weird.</p> <ul style="list-style-type: none">•What use or function does it have?•How do I work it?•How can I fix/break it?•How much power does it put in the hands of someone who can use it?•How can we use it to advance our agenda? <p>On a hit, you get useful answers, but your spirit demands something in return. On a 10+ choose 1, on a 7-9 choose both:</p> <ul style="list-style-type: none">• if you do it, you mark experience• if you back out, it's acting under fire <p>◦ <i>Seeping through:</i> The maelstrom is in your eyes. When reading a charged situation roll +weird instead of +sharp.</p> <p>◦ <i>Seen through your eyes:</i> When rolling to help or interfere with someone, roll as if you were making the move yourself, instead of +Hx. On a hit, they take +2 (help) or -3 (interfere) to their roll, instead of the usual modifiers.</p> <p>◦ <i>These books won't burn:</i> When defending yourself or your possession, you and it gain +1 armor.</p> <p>◦ <i>Strange Aptitude:</i> You can do things you shouldn't be able to. Pick a power from the list below. Whenever you <i>go aggro</i>, you use your power accidentally. If your power is primarily defensive or utility, associate it with a more appropriate action (i.e. someone with flight might use it when they attempt to run away).</p> <p>Powers: pyrokinesis, telekinesis, flight, speed, strength, plant powers, electric telepathy</p> <p>◦ <i>Feels Like Home:</i> You can get the voice of the Spirit out of your head via the presence or absence of certain stimuli. You get a +1 on <i>acting under fire</i> while you are at Home.</p> <p>Stimuli: noise, silence, bright light, darkness, heat, cold, wind, water, dirt, smooth things</p> <p>◦ <i>Ouija Board:</i> Your Spirit bargains with you; Ask it about one something you wish for and offer to do it a favour and roll +weird. On hit it accepts and reveals what you might do to bring it to pass. On a 10+, take +1 forward to fulfilling your part of the bargain. On a 7-9, it demands you do your part of the bargain first.</p> <p>◦ <i>But It Wasn't Me!:</i> Your Spirit can influence you to do relatively harmless things that are outside of the social norm. When you act like a social norm from this place and time does not concern you at all, and you pull it through until someone speaks up against you or forces you to stop, mark experience.</p>