

APOCALYPSE WORLD WORKSHEET

FIRST SESSION CHECKLIST

- Social contract, ground rules: sex, violence, addiction, slavery, tone, phobias, etc.
- Explain stats, moves, harm, life, death
- Explain playbooks, offer them around
- Build a world
- Guide character creation < Hx
- Have everyone introduce their characters
- Ask questions about the characters
- Go around for Hx
- Highlight stats
- Do the lifestyle move

THE ENVIRONMENT IS...

- Weird
 - Foggy
 - Arid
 - Stormy
 - Humid
 - Rainy
 - Barren
 - Overcast
 - Verdant
 - Bright
 - Scorched
 - Dark
 - Frozen
 - Natural
 - Flooded
 - Artificial
- _____
- _____
- _____

THE WORLD IS POPULATED BY...

- The psychic maelstrom
 - Mutants/Zombies
 - Plants
 - Old people
 - Wildlife
 - Young people
 - Ghosts
 - A new dominant animal species:
- _____
- Machines: _____
- Aliens: _____
- Divine beings: _____
- _____
- _____

THE PSYCHIC MAELSTROM...

- _____
- _____
- _____
- _____

OUR CHARACTERS LIVE...

- _____
- _____
- _____
- In an urban area
 - In a convoy of vehicles
 - In a rural area
 - Underground

TRACES OF THE OLD WORLD ARE...

- Rare
 - Useless scrap
 - Common
 - Valuable
 - Decaying
 - Ridiculed
 - Intact
 - Revered
 - Mysterious
 - Sought out
 - Well-understood
 - Avoided
- _____
- _____
- _____

THERE IS A SCARCITY OF...

- Food
 - Health
 - Water
 - Happiness
 - Good shelter
 - Security
 - Space
 - Liberty
 - People
 - Community
 - Animals
 - Solitude
 - Working vehicles
 - Information
 - Tools/machines
 - Memory
 - Fuel
 - Trust
 - Medical supplies
 - Decency
 - Decent clothes
 - Taste
 - Drugs
 - Time
- _____
- _____
- _____
- _____
- _____

THE APOCALYPSE WAS CAUSED BY...

- Conventional warfare
 - (A) Pandemic(s)
 - Nuclear warfare/accident
 - Infertility
 - Biological/chemical warfare
 - (A) Famine
 - (A) meteor(s)
 - (A) solar flare(s)
 - (A) volcano(es)
 - (A) machine uprising(s)
 - (A) earthquake(s)
 - Divine judgment
 - (An) earthquake(s)
 - The rapture/Ragnarok
 - An invasion: _____
 - An infestation: _____
 - Environmental collapse: _____
 - Technological collapse: _____
 - Economic collapse: _____
- _____
- _____
- _____

ANGEL

- _____ figures _____ is doomed to self-destruction.
- _____ put a hand in when it mattered, and helped _____ save a life.
- _____ has been beside _____ all along, and has seen everything they have seen.

BATTLEBABE

- _____ can trust: _____, _____, _____.
- _____ can't trust: _____, _____, _____.

BRAINER

- _____ has slept in _____'s presence (knowingly/unknowingly).
- _____ has been watching _____ carefully, in secret.
- _____ most evidently dislikes and distrusts _____.

CHILD THING

- Wolves of the maelstrom: _____, _____, _____.
- Not wolves of the maelstrom: _____, _____, _____.
- Couldn't get a straight answer from: _____, _____, _____.

CHOPPER

- _____ used to ride with _____'s gang.
- _____ figures they could take _____ in a fight, if it came to it.
- _____ once stood up to _____, gang and all.

DRIVER

- _____ got _____ out of some serious shit.
- _____ has been with _____ for days on the road.
- _____ has sometimes caught _____ staring out at the horizon.

FACELESS

- _____ once helped _____ do something terrible.
- _____ was once kind and unafraid toward _____.
- _____ thinks _____ is pretty.

GUNLUGGER

- _____ once left _____ bleeding, and did nothing for them.
- _____ has fought shoulder to shoulder with _____.
- _____ is prettiest and/or smartest.

HARDHOLDER

- _____ has been with _____ since before.
- _____ has betrayed or stolen from _____.

HOCUS

- Followers: _____, _____, _____, _____.
- _____ has seen _____'s soul.

LANDFALL MARINE

- Only has limited intel about anyone.

MAESTRO D'

- _____ finds _____ most attractive.
- _____ is _____'s favorite.

NEWS

- Can count on to tell the truth: _____, _____, _____.
- Can't count on to tell truth: _____, _____, _____.

QUARANTINE

- _____ met _____ first when they emerged from stasis.

SAVVYHEAD

- _____ is the most strange.
- _____ is the biggest potential problem.

SHOW

- _____ holds _____'s leash.

SKINNER

- _____ is _____'s friend.
- _____ is _____'s lover.
- _____ is in love with _____.

WATERBEARER

- _____ once gave _____ water in the wilderness (real/metaphorical).
- Also serve the source: _____, _____, _____.

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APOCALYPSE WORLD NPC DETAILS

NAME	GENDER	RACE	ROLE	DESCRIPTION	COMPLICATION OR QUIRK	THREAT TYPE
Rum				Confident, tangled hair, wears an heirloom	Compulsive liar	
Playboy				Repulsive, missing front teeth, old clothes crawling with lice	Being blackmailed	
H				Pale skin, dead eyes, wears scraps, covered in scratches and scabs	Took a loan they can't pay back	
Bugfucker				Overweight, thick beard, butcher's apron, crosses arms often	Incredibly selfish	
Kodak				Short, bloodshot eyes, three-piece suit with pocket-watch	Doesn't speak English	
Exit				Tanned skin, mohawk, battle jacket, frowns often	Doesn't know when not welcome	
Coors				Tall, shaved head, sports clothes, plays with a knife	Wants revenge for a sabotaged project	
Isle				Teenager, wild eyes, smart-casual, smells like oil	Accident-prone	
Freud				Composed, glasses, labcoat, gesticulates emphatically	Religious zealot	
Balham				Hairy, stubble, tweed jacket, fiddles with a ring on hand	Will do anything for the right price	
Scab				Furtive, dreadlocks, plain clothes, jumpy	Afraid of being spied on	
Shepherd				Slim, long hair, high fashion, hums while thinking	Emotionally manipulative	
Li				Short and plain, beady eyes, utilitarian clothes	Has a history to keep secret	
Heinz				Haughty, high cheek bones, sports clothes, long fingers	Looking for a challenge	
Imam				Spotty teenager, mullet, army surplus, wheezes/coughs often	Loved one has an addiction	
Gutpunch				Ripped, scowling, vest and jeans, doesn't pay much attention	Just wants to be left alone	
Trenchfoot				Elderly and pale, soft eyes, mountie uniform, smiles warmly	Can't help helping people	
Roark				Muscular, messy hair, clothes covered in patches	Framed for a crime	
Rhythm				Overweight, sad eyes and large nose, robes, wary of people	Belongs to an unpopular minority	
Scratch				Superior, wears a hat at all times, pyjamas,	Unable to accept being wrong	

NAME	GENDER	RACE	ROLE	DESCRIPTION	COMPLICATION OR QUIRK	THREAT TYPE
Peppering				Creepy, thin moustache, dark clothes, fiddles inside pocket	Creepy creepy creepy creepy weird	
Dremmer				Scrawny, yellow teeth, mismatched uniform items	Stickler for rules	
Hatchback				Attractive, shaved head, jumpsuit, uses strange idioms	Not from around here	
Kray				Hopeless, balding, army surplus, smells like piss	Terminally ill	
Newton				Blotchy skin, neat hair, furs, lots of jewellery	Always trying to impress others	
Lugnut				Pretty child, long hair, large patched coat, busy hands	Kleptomaniac	
Princey				Hairy, bright eyes, dungarees, smells of unidentifiable substance	Interferes in a PC relationship	
Fuse				Short, dreadlocks, hippy clothes, carries a fetish or doodad	Total asshat	
Armstrong				Bulky, glasses, smartly-dressed, invents/repeats positive sayings	Way too calm at all times	
Clarion				Scarred, patchy beard/long hair, torn clothes	Delusional	
Doghead				Rough-skinned, strong jaw, biker jacket, chews something	Family feud	
Cupcake				Hairless, tattooed head and friendly face, heavily-worn clothes	Hoarder	
Harrow				Displeased, birthmarked face, outdated clothes	Short temper	
Rice				Tall and gangly, grey eyes, casual clothes, clears throat often	Entirely dependent on someone else	
Coda				Distracted, strong profile, mismatched clothes, trails off...	Forgetful	
III				Clean, neat hair, clean and smart clothes, keeps a distance	Germophobe	
Enough-to-eat				Attractive, spiky hair, utilitarian clothes, regards people closely	Suspicious of others' motives	
Weezer				Composed, calculating eyes, cardigan and corduroys	Everything is a business opportunity	
Hogarth				Dishevelled, wrinkled, improvised cassock, carries tattered book	Religious zealot	
Meatball				Lean, dark eyes, cook's apron, smells of herbs and spices	Emotionally manipulative	