



THE ACTION SCIENTIST

You may call it the supernatural, but all that means is that we don't understand it yet. We'll soon discover what makes it tick.

And then I know you will want to destroy it. But consider how much more we have to learn! I'll just keep it in my lab for a week or two, so we are better prepared next time.

Right-ho, the lightning gun is powered up. Are we ready? CHARGE!

A Monster of the Week hunter playbook.

To make your Action Scientist, first pick a name. Then follow the instructions below to decide your look, ratings, moves, and gear. Finally, introduce yourself and pick history.

LOOK

Pick one from each line, and write under look on the right →

- Man, woman, robot.
- Calculating eyes, curious eyes, observant eyes, friendly eyes, calm eyes, visionary eyes.
- Lab coat, tweed suit, plain suit, engineer's jumpsuit, casual clothes, messy clothes, old unfashionable suit.

RATINGS

Pick one line, then mark each rating on the right →

- ☐ Charm-1, Cool+1, Sharp+2, Tough+1, Weird=0
- ☐ Charm+2, Cool-1, Sharp+2, Tough=0, Weird-1
- ☐ Charm-1, Cool=0, Sharp+2, Tough-1, Weird+2
- ☐ Charm=0, Cool+1, Sharp+2, Tough-1, Weird+1
- ☐ Charm=0, Cool+1, Sharp+2, Tough+1, Weird-1

MOVES

You get all the basic moves, and three Action Scientist moves.

You get this one:

■ **Science!** You may create gadgets or weapons to help you in your investigations. Tell the Keeper what you want the device to be capable of. The Keeper will pick some of these options:

- It needs some rare or weird components.
- It won't be very reliable.
- It will take a long time to build (relative to the current mystery's timeframe).
- It requires an enormous amount of power.
- It requires a successful **use magic** as part of construction.
- It won't work exactly like you wanted.
- It will cost a lot of money.
- You'll need some help building it.

After the Keeper has picked which it is, you may substitute one for a different option of your own choice. Then you can build the device whenever you satisfy the requirements.

Then pick two of these:

- ☐ **Oblivious to Danger:** As well as generally not looking out for danger, you are immune to all fear-based moves and powers. You never need to **act under pressure** to resist fear from any source.
- ☐ **Cross-disciplinary Study:** Take a move from one of the other hunters' playbooks.

NAME:					
LOOK:					
RATINGS Whenever you roll a highlighted rating, mark experience.					
CHARM:	<input type="checkbox"/> -1	<input type="checkbox"/> 0	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
Basic moves: Manipulate Someone					Highlight: <input type="checkbox"/>
COOL:	<input type="checkbox"/> -1	<input type="checkbox"/> 0	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
Basic moves: Act Under Pressure, Help Out					Highlight: <input type="checkbox"/>
SHARP:	<input type="checkbox"/> -1	<input type="checkbox"/> 0	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
Basic moves: Investigate, Read a Bad Situation					Highlight: <input type="checkbox"/>
TOUGH:	<input type="checkbox"/> -1	<input type="checkbox"/> 0	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
Basic moves: Kick Some Ass, Protect Someone					Highlight: <input type="checkbox"/>
WEIRD:	<input type="checkbox"/> -1	<input type="checkbox"/> 0	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
Basic moves: Use Magic					Highlight: <input type="checkbox"/>

☐ **Engineering:** When you need to quickly fix (or break) a complicated gadget, roll +Sharp. On a 10+, it's fixed (or broken) just like you wanted. On a 7-9 you need more time to study it: choose to fix (or break) it now with unknown side-effects, or take more time. On a miss, you do the worst thing possible to the gadget, which usually involves an explosion.

☐ **The Doors of Perception:** By using advanced psychological, pharmacological, or mental interface techniques, you may **use magic** with +Sharp instead of +Weird.

You may choose one of these additional effects:

- Communicate with someone or something that you cannot communicate with by normal means.
- Analyse a clue (allowing you to **investigate a mystery** in a way that you would not normally be able to).
- Give a hunter (including yourself) +1 to a rating for the remainder of the mystery (maximum +3).

☐ **Mind of Steel:** Get +1 Cool (max +3).

☐ **Re-factoring:** You may take any two devices and rebuild them together, gaining all the abilities of each component device. The new device is the same size as the larger component. It will have *all* the tags of the components, except you may delete or change one tag.

☐ **Two-Fisted Science:** You may roll +Sharp to kick some ass instead of +Tough.

GEAR

You have toolkits containing everything you need for your normal science, engineering, and analysis tasks. You also get two science weapons. If you want, you can have Science Armour worth 1-armour.

Science weapons, pick two:

- | | |
|--|---|
| <input type="checkbox"/> Lightning Gun (3-harm close loud electricity batteries) | <input type="checkbox"/> Force Knife (2-harm hand batteries) |
| <input type="checkbox"/> Portable Particle Accelerator (3-harm close messy area batteries) | <input type="checkbox"/> Tranquiliser Rifle (1-harm close sedating) |
| <input type="checkbox"/> Laser Cannon (2-harm far quiet batteries) | <input type="checkbox"/> Stun-ray Pistol (0-harm close sedating) |
| <input type="checkbox"/> Net Launcher (0-harm close entangling) | <input type="checkbox"/> Autonomous Drone (2-harm far autonomous) |
| <input type="checkbox"/> Scalpel (1-harm hand) | <input type="checkbox"/> Atomic Pistol (3-harm close radiation) |

The “batteries” tag is like “reload”: the weapon is liable to run out of power at bad moments.

INTRODUCTIONS

When you get here, wait for everyone to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Action Scientist by name and look, and tell the group what they know about you.

HISTORY

Go around the group again. When it's your turn, pick one for each of the other hunters:

Hunter	History	Notes
	You are relations, most likely distant. Tell them what the connection is.	
	You were academic colleagues at some point in the past. Decide between you where and when.	
	On-again, off-again romance. Decide between you if it's off or on right now.	
	You've been friends ever since you had a Science Adventure a while ago. Tell them what evil science nemesis you defeated together.	
	Just buddies: you get along well when it's time to relax after all the monsters have been dealt with.	
	Once they helped you deal with an “experiment” that got out of hand. Tell them what it was and let them decide how they helped you sort it out.	
	They were there when your career changed from “scientist” to “action scientist”. Decide between you how they helped you out when you fought your first monster.	
	You used science to get them out of a jam, and they still owe you for it. Ask them what the jam was, then tell them what you did.	

LUCK

You can mark off a Luck box to *either* change a roll you just made to a 12, as if you had rolled that; *or* change a wound you have just taken to count as just 0-harm. If your Luck boxes all get filled, you've run out of good luck.

Okay ☐ ☐ ☐ ☐ ☐ ☐ ☐ Doomed

HARM

When you suffer harm, mark off the number of boxes equal to harm suffered. When you reach four harm, tick “Unstable.”

Okay ☐ ☐ ☐ | ☐ ☐ ☐ ☐ Dying Unstable: ☐ (*Unstable injuries will worsen as time passes*)

LEVELING UP

Experience: ☐ ☐ ☐ ☐ ☐

Whenever you roll a highlighted rating, or a move tells you to, mark an experience box.

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the list below.

IMPROVEMENTS:

- | | |
|---|---|
| <input type="checkbox"/> Get +1 Sharp, max +3 | <input type="checkbox"/> Take another Action Scientist move |
| <input type="checkbox"/> Get +1 Weird, max +2 | <input type="checkbox"/> Gain a haven, like the Expert has, with a Workshop and one other option. |
| <input type="checkbox"/> Get +1 Tough, max +2 | <input type="checkbox"/> Gain a team of action scientists under your command. |
| <input type="checkbox"/> Get +1 Charm, max +2 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Take another Action Scientist move | <input type="checkbox"/> Take a move from another playbook |

After you have leveled up *five* times, you qualify for advanced improvements in addition to these, from the list below.

ADVANCED IMPROVEMENTS

- | | |
|---|---|
| <input type="checkbox"/> Get +1 to any rating, max +3. | <input type="checkbox"/> Mark another two of the basic moves as advanced. |
| <input type="checkbox"/> Change this hunter to a new type. | <input type="checkbox"/> Retire this hunter to safety. |
| <input type="checkbox"/> Make up a second hunter to play as well as this one. | <input type="checkbox"/> Erase one used luck mark from your playbook. |
| <input type="checkbox"/> Mark two of the basic moves as advanced. | |

NOTES (MOVES, HOLDS, ALLIES, TEAM, HAVEN, ETC)

Thanks to Brian Clevinger and Scott Wegener for kindly giving me permission to use their image of Jenkins from *Atomic Robo* volume 6: *The Ghost of Station X*.

This is a hunter playbook for **MONSTER OF THE WEEK**. Find out more at <http://genericgames.co.nz>

Inspired by *Atomic Robo* by Brian Clevinger and Scott Wegener. See more at atomic-robo.com